Double Deck Solitaire

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About Double Deck Solitaire

This game represents my first foray into the world of Windows programming. I
would like to thank my grandmother for teaching me this game. Watching her
spend almost as much time dealing the hand out as she was playing the game
inspired me to tackle this.

This program may be Freely Distributed.
You have permission to distribute without restriction, but you may not make
alterations to the files.

This program is Shareware. You may evaluate it for a period of no more
than 30 days. After this time you must either register (read Registering
in README.TXT and REGISTER.TXT or in the online help) or remove it from
your system. Failure to comply with this condition is a violation of
United States and international copyright law. This program is fully
functional. Please register if you use this program for more than the trial
period.

If you any questions or comments, you may email me at the following locations.

America Online	CaryL473
Compuserve	74244,2654

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Playing the Game
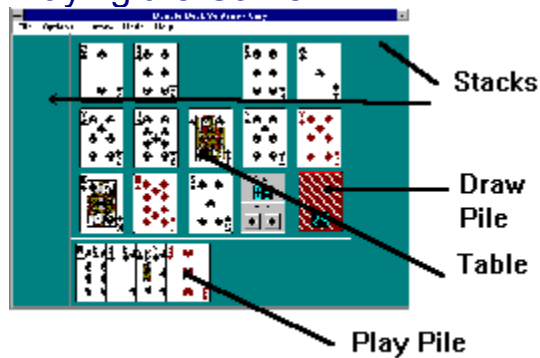
Two decks of cards are shuffled and dealt face up in the center playing area. This area is called the Table and contains 13 piles of cards. These piles correspond to the 13 cards in one suit beginning with the Ace. Whenever an Ace or King is dealt, a single card is dealt face down into the Draw pile. If a card dealt on the Table matches the pile number it was dealt to (a 3 is dealt to the third pile), two cards are dealt face down to the Draw Pile. The number on the Draw pile indicates how many cards are in the pile.

Your objective is to play all 104 cards to the Stack piles. The Stack piles on the left begin with Kings and build downward by suit. The Stack piles on the right begin with Aces and build upward by suit.

If any Aces or Kings are showing on the Table piles, left click on one of them. This will move the card to the Stack pile and then display the next card in the pile. Continue playing from the Table piles until there are no plays left.

Left click on the Draw pile. This will take the top card from the pile and its matching pile from the Table and display them in the Play pile along the bottom of the screen. For example, if the card taken from the Draw pile is a Jack, the Jack is placed on top of the eleventh Table pile and the entire pile is picked up and placed on the Play pile. The Play pile displays every card in the pile starting from the bottom card and moving right to the top card. You may play any card from the Play pile. If the card played isn't the top card, the cards are shifted to the left to fill the void left by the card played. Remember to check the Table piles again as you may now be able to play a card from there after making a play from the Play pile. When you have played all the cards you can, left click on the Draw pile again. This replaces the current Play pile to the Table pile and starts the cycle over again.

Occasionally, the card you choose to play can be played on both Stack piles. When this occurs, the card will raise slightly upward on the screen. You will need to left click on the Stack pile you wish to play it on.

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Options to Help You Win!

There are 7 handy tools to help you win the game.

Displaying Number of Plays

Using the Shift Buttons

Setting the Difficulty Level

Undo the Previous Play

Drawing a Card

**Setting a Mininum Draw Pile**

Peeking at the Next Card

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Changing the Card Background

From the Options menu, select "Card Backs". The following window will open.
Select the deck you wish to use by clicking on the card.

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Changing Screen Colors

Set Up Colors

All / Stacks / Table / Play Pile

OK
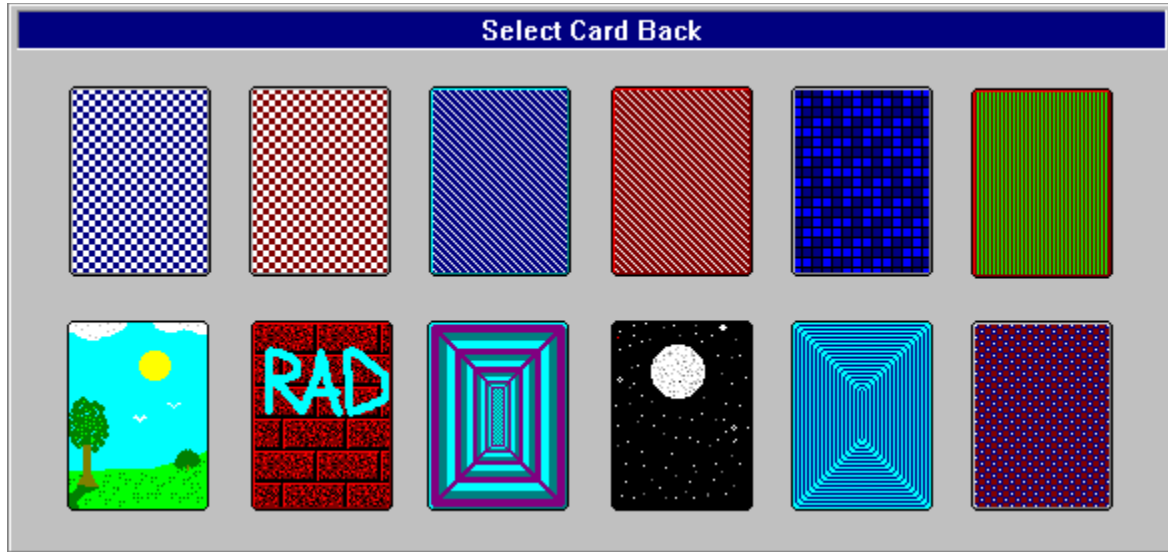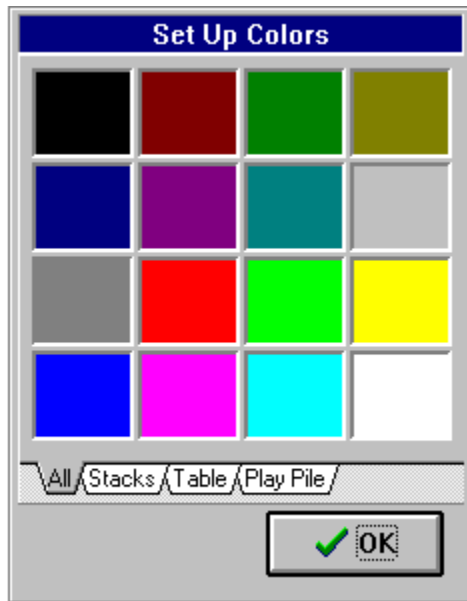
Selecting one of the change color options from the menu will display the color
selection notebook. Select the element of the playing are you would like to
change (or select ALL to change all of them), click on the color you would
like to use. Press OK when you are finished.

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Display Number of Plays

Take "Options| Show Number of Plays" from the menu. This will display a box
on the screen telling you how many plays are possible at the time.

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Using the Shift Buttons

These are the Shift buttons and are always displayed when you draw a card from
the draw pile if there is more than one card to play. Pressing the left
button will move the top card in the current Play pile to the bottom card.
Pressing the right button will move the bottom card to the top. You may only
rotate the cards once per card drawn (on the Hard level). This is helpful if
you have drawn a card that you won't need for awhile, such as a King. If you
have already played the King in the King Stack, you won't need this King until
you are ready to complete the Ace Stack. Placing this card on the bottom of
the pile means the other cards in the pile will be accessible to you from the
Table Stack.

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Setting a Minimum Draw Pile

```
   20
 √ 25
   30
 (None)
```

Take the "Options|Draw Pile" selection and you get to select a mininum
starting Draw pile count. This is helpful because it is **VERY** difficult to win
the game with fewer than 20 cards in the Draw pile. If you have one of the
minimums set the game will keep dealing hands until the minimum is met.

CAUTION - If you set the mininum to 30, the game can go through MANY deals
before getting 30 or more in the draw pile.

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Peek at the Next Card

The last tool at your disposal is the right mouse button. Using this on the
Table pile will show you the card below it. This is very handy when you have
the same card on two Table piles and don't know which one to play. If a back
of a card is shown, this tells you there are no cards below the one you
clicked on.

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Undo the Previous Play

Whenever the **Undo** option is highlighted on the menu, you may take back the play you just made.

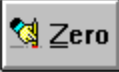Double Deck Solitaire v4.1 - Helpfile generated by VB/Helpmaker.

Viewing History

The History box shows the current players history by the starting number of cards in the draw pile. To erase your current history, click on the Zero button. Warning - the history is erased without a annoying 'Are you sure?' prompt!

Game History for Cary			
Cards in Draw Pile	Games Played	Games Won	Avg Cards Left
25	2	0	35
26	7	1	29
27	7	3	15
28	4	0	31
29	4	2	9
30	1	0	59
31	1	0	31
32	2	2	0
33			
34			
35			
Totals	28	8	22

Zero OK

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Registering the Program

Double Deck Solitaire is shareware. It isn't crippled in any way nor does it have a nagging reminder to register. Feel free to use this product for 30 days on a trial basis. If after that time, you decide not to keep it, please remove it from your system. To register, please send your name, address, email address and a check or money order for $10.00 to the address below. Your comments and suggestions are welcome.
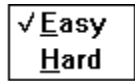

Send check or money order to:

        Cary Lockwood
        1411 Rebecca Lane
        Arlington, TX   76014

Thank you for registering!

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Difficulty Level
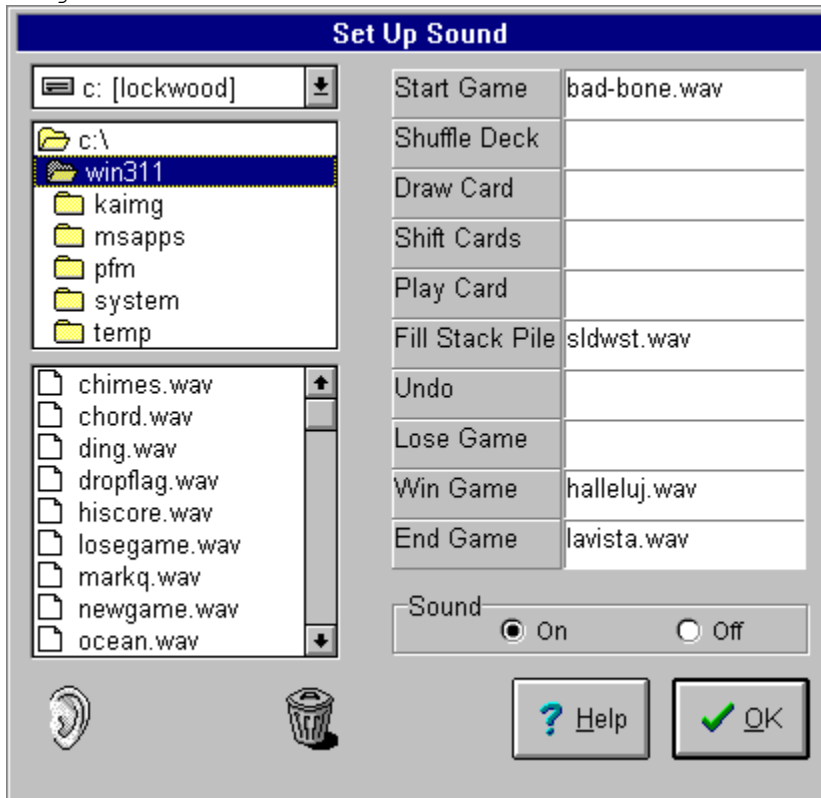
```
√Easy
 Hard
```

Take "Options|Difficulty Level" from the menu. Selecting "Easy" will allow
you to use the Shift Buttons as many times as you like. Selecting "Hard"
allows you to use the Shift Buttons only once per card drawn.

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Setting Up Sound

If your system is capable of playing Windows WAV files, you can assign sounds
to game events.

```
                        Set Up Sound

  c: [lockwood]              Start Game    bad-bone.wav

  c:\                        Shuffle Deck
  win311                     Draw Card
  kaimg                      Shift Cards
  msapps                     Play Card
  pfm                        Fill Stack Pile  sldwst.wav
  system                     Undo
  temp                       Lose Game

  chimes.wav                 Win Game      halleluj.wav
  chord.wav                  End Game      lavista.wav
  ding.wav
  dropflag.wav              Sound
  hiscore.wav                  On      Off
  losegame.wav
  markq.wav
  newgame.wav
  ocean.wav                      ? Help     ✓ OK
```

Change the drive and directory to a location that contains WAV files. A good
starting point is the directory Windows is installed in. You should see a
list of files that end in '.wav' in the list box on the left side of the
screen.

The game events are listed on the right side of the screen. To assign a sound
to a event, click on a file name and hold down the mouse button. Move the
mouse to the entry box next to the event you desire. When the pointer is over
the entry box, it will change to a hand releasing a sheet of paper. Let go of
the mouse button and the file name will be entered into the event entry box.

To remove a sound event, click on the file name and hold down the mouse
button. Move the mouse to the trash can on the lower portion of the screen.
When the pointer is over the trash can, it will change to a hand releasing a
sheet of paper. Let go of the mouse button and the file name will be removed
from event entry box.

To play a WAV file, drop the file name on the picture of a ear in the lower
left portion of the window.

Lastly, you need to enable the sounds. Select 'On' in the sound box. If your
system isn't capable of playing WAV files, this check box will be disabled.

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Starting a New Player

When you start the game or choose new player from the menu, the following
window appears.

The list below the entry box contains the names of the last four players. The
entry box contains the name of the last player to play. To change to a
different player, you may either key in the players name, double-click on one
of the names in the list, or use the arrow keys to move down the list to the
desired name and press enter.

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Drawing a Card

√ Place on **T**op
  Place on **B**ottom

This option determines where to place the card drawn in the Play Pile.
Normally, the card is placed on top of the pile. However, if you have
carefully arranged the pile so the cards you will need are on top, this can be
an inconvenience.

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