

## **Carlton Card Game for Windows**

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## Menu Commands

The menu contains the following command structure

Game

New

Undo

Options

Exit

Deal

Help

Help

Register

About Carlton

You may select a main menu by clicking on its title with a mouse or typing <ALT> plus the underlined letter of the topics title. Then select the required sub menu command by mouse clicking or using the underlined letter key.

**New command**

Restarts the game by gathering all the cards from the table, shuffling the deck and re-dealing a new game.

**Deal** command

Deals eight new cards to the tableau, one on the end of each column of cards.

There is no sub-menu for this command.

**Undo** command

Reverses the last move made by the player.

**Options** command

Calls up a dialog box to select

Variants

Card Displacement

Outline Drag

Visual Hints

Save as defaults

**Exit** command

Ends the program.

The same result is achieved by selecting Close from the System Menu.

**Help** command

Executes the Windows Help Engine and loads the help file CARLTON.HLP



**About Carlton** command

Displays a dialog box containing

Copyright information

Version data

Registration status

## **Variants**

The Carlton program provides a total of four patience games, each with similar layout and rules of play. The Variants are called

Carlton  
Miss Milligan  
Giant  
Milligan Harp

Select the Variant you wish to have described.

For general information common to each game see Rules

### **Card Displacement** option

By default the columns of cards in tableau are displaced by 15 pixels vertically from one another to allow the player to see all the cards easily. If a pile of cards becomes too long to be visible using this displacement then the program will automatically adjust the card displacement to keep the whole of the uppermost card visible.

You may adjust the standard spacing using this option.

The current value of the displacement is shown and may be modified by clicking on the **Change ...** button. You are prompted with a dialog showing two cards using the current displacement. The displacement may be modified by dragging the top card to the required position or directly typing the displacement in the displacement box.

Users with other display adaptors may wish to change the default displacement to something more comfortable in which case set the Save as Default option before leaving the main options dialog. The setting is recorded in the CARLTON.INI file.

**Outline Drag** option

When moving the cards around the playing area you may select to either draw the full stack of cards or an outline only.

Drawing Outlines is much faster.

When using outline drawing if the stack of cards being dragged passes over another stack on which they may be played then the stack will invert to provide a visual cue.

### **Visual Hints** option

When selected you may use the right hand mouse button to determine if a card or sequence of cards in a column of the tableau will play.

Click on a card in a column with the right hand mouse button.

If that card or any packed sequence on top of the card will play then both it and its destination will flip into inverse video for a moment.

**Warning** This hint process will only display the first location that it finds to play the card or sequence. This may not be the only possible play or the most desirable play. That is for the player to decide.

**Save as Defaults** option

When checked, this option causes your selections to be recorded in the CARLTON.INI file for future use. The next time you start the game it will use these recorded settings.

Without this option all changes to the options remain in force only until you close the program.

## Rules

The game of Carlton is a two pack patience game.

It is laid out in two areas

1. Eight Building Piles at the top of the playing area.
2. A tableau of eight columns of cards at the bottom of the area.

The object of the game is to found all eight aces as and when they appear and to build them upward in suit to the King.

The tableau may be used to pack cards ready for transfer to the building piles. The tableau is packed in descending sequence and alternating colour.

Cards may be moved singly or in correctly stacked sequences

When play is exhausted select the Deal command from the menu to add new cards from the deck to the tableau.

The rules for filling a space in the tableau vary from variant to variant.

There are four Variants of the game all included in the one program, each has slightly differing rules.

see also

[Playing the Game](#)

[Carlton](#)

[Miss Millgan](#)

[Giant](#)

[Milligan Harp](#)

## **Playing the Game**

The mechanics of playing Carlton is designed to be as alike to Solitaire (supplied with Windows) as possible. The following mouse actions are valid.

Click once with the left mouse button to turn over a facedown card.

Click and drag any upturned card or correctly packed sequence from its location. Release the mouse button to drop the card on its destination. If the move is not valid then the card will return to their start location.

You may double click the mouse on a single card to transfer it to the Build Piles.

Click with the right mouse button on a card to see if it will play (see [Visual Hints option](#))

When play is exhausted select the [Deal command](#) from the menu to add new cards from the deck to the tableau.

see also

[Rules](#)



**Shareware**

A marketing/distribution concept which permits the user to try a piece of software before making a purchase. The software may be used for a limited period of time for evaluation.

Use after the evaluation period requires Registration with the Author.

Registration rewards the author for his efforts and encourages further work.

## Registration

This product is distributed as Shareware.

You may try the software for a period of 30 days. If you wish to continue to use it after this period then you must register with the author.

To register send five pounds sterling (or equivalent in readily convertible currency or money order) to

**Mr. Philip B. Cook,  
( CARLTON )  
7 Deaf Hill Terrace,  
Trimdon Station,  
County Durham, UK  
TS29 6BZ.**

I may also be contacted via telephone on

International	<b>+44 429 880319 / +44 642 485395</b>
UK	<b>0429 880319 / 0642 485395</b>

see also

[Order Form](#)

[Entering Registration Information](#)

[US Registrations](#)

**Carlton Order Form**

[ ] I wish to register my copy of Carlton. I enclose the registration fee of FIVE Pounds Sterling (£5).  
Cheques should be payable to **P.B. Cook** and be drawable on a United Kingdom Bank.

[ ] Please supply the latest version of **Carlton**. I enclose a blank formatted disk plus return postage and  
packaging for my location.

Name \_\_\_\_\_

Address \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Tel Number \_\_\_\_\_

Carlton Version Number

as reported by Help/About \_\_\_\_\_ and

CARLTON.EXE date/time stamp \_\_\_\_\_

Signed \_\_\_\_\_

Please help my investigation into distribution channels by also supplying the following information.

I got my Shareware copy of Carlton from (please delete as appropriate)

Vendor / Friend / Bulletin Board / Magazine Cover Disk / Me / Other (please specify)

Name of Source \_\_\_\_\_

Please send the completed order form to

**Mr. Philip B. Cook,  
( CARLTON )  
7 Deaf Hill Terrace,  
Trimdon Station,  
County Durham, UK  
TS29 6BZ.**

## Entering Registration Information

You may enter your registration information by selecting the **Register** command from the Help menu.

Your registration is recorded in the CARLTON.INI file. Please do not interfere with the registration information in the INI file. Should the file become corrupted you should delete the file and re-enter the information provided on your Registration Certificate.

**Carlton** variant

The game is dealt in a triangular array of eight columns.

A vacancy in the tableau may be filled by any card or packed sequence.

Cards on the Build Piles may not be returned to play.

see also

Rules

### **Miss Milligan** variant

The game is dealt as a single card atop eight columns in the tableau.

A vacancy in the tableau may only be filled by a King or a packed sequence headed by a King.

Cards on the Build Piles may not be returned to play.

When the deck is exhausted, an extra playing stack is available to park single cards or packed sequences to help you continue the game. You may not pack extra cards on this stack.

see also

Rules

**Giant variant**

The game is dealt as a single card atop eight columns in the tableau.

A vacancy in the tableau may be filled by any card or packed sequence.

Cards on the Build Piles may be returned to the tableau at need.

see also

Rules

## **Milligan Harp** variant

The game is dealt in a triangular array of eight columns. Only the topmost card on each column is turned face up.

A vacancy in the tableau may be filled by any card or packed sequence.

Cards on the Build Piles may not be returned to play.

see also

Rules



## INI file settings

The Carlton program stores all its default settings in the file CARLTON.INI in the WINDOWS directory. The following settings are documented.

[Carlton]

Variant=n specifies the default variant game to be played (0-3)  
DragMode=n specifies the drawing mode for cards when being dragged  
0 = draw full card.  
1 = draw outline only

Hints=n specifies the visual hints option  
0 = off  
1 = on

UserName= the name of the user (when registered)

Reg.ID= an encrypted code to confirm registration

DeckOffset=n sets the vertical displacement of cards on the tableau.  
The default value is 15.

Background= \$bbgrr where  
bb is a hex number (00-FF) indicating Blue Intensity  
gg is a hex number (00-FF) indicating Green Intensity  
rr is a hex number (00-FF) indicating Red Intensity  
don't forget the \$ on the front.  
This sets the desired background colour of the playing area. The program will select the nearest colour supported on your display.  
The default colour is green (\$008800) on colour displays and White (\$FFFFFF) on B&W displays.

## **Background Colour**

The background colour of the display area may be adjusted by including a command in the CARLTON.INI file. Any change of colour will only come into effect after restarting the game.

You should use the Notepad accessory program or other simple text editor to insert the necessary commands.

## **Introduction**

The Carlton Card Game is a two pack patience game described by David Pelter in his book 'The Penguin Book of Patience'. Carlton is one of a family of related games with slightly varying rules and layouts. The principle variants described in the book have all been implemented in this program.

The program is written using Turbo Pascal for Windows from Borland (an excellent language product which I can thoroughly recommend).

see also

[Requirements](#)

## Requirements

An IBM PC AT or compatible.  
Microsoft Windows V3.0 or above  
A mouse.

The program has been tested running under Microsoft Windows V3.0 and V3.1 using hardware varying from an 8Mhz Tandon AT to an IBM 386DX Portable on a range of display adaptors.

The program will run in Real, Standard or 386 Enhanced modes.

The program is designed around a VGA screen resolution or better and is not as easy to play on adaptors with a vertical resolution lower than around 400, since some of the columns of cards go off the bottom of the screen if they get very long. If you run out of space you may adjust the vertical spacing of the cards in the playing area by using the **Game/Options** dialog.

**Tableau**

An arrangement of cards on the playing area, usually consisting of several columns of overlapping cards, whose distinguishing feature is the fact that packing takes place on the exposed cards of the columns.

**Packing**

To place cards on top of one another (overlapping) in a temporary part of the layout called the tableau, in accordance with the rules specifying a sequence which is usually the reverse of that required for building the suites.

**Building**

The object of most patiences is to build piles of cards in sequence.

Building is the act of adding cards to such a sequence.

**Build Piles**

The piles of cards on which building takes place.





## **US Registrations**

If you would like to register Carlton, please do the following:

Go to your local Post Office and ask for an Authorization to issue an International Money Order in the amount of \$10-00.(This is the nearest you are going to get to 5 pounds sterling). You must put your own name and address on the front of the form. On the back of the form, put my name and address (including the program name) in the Payee's box as follows

**Mr. Philip B. Cook,  
( CARLTON )  
7 Deaf Hill Terrace,  
Trimdon Station,  
County Durham, UK  
TS29 6BZ.**

The completed form must be mailed to:

**International Money Orders,  
Box 14964,  
St. Louis, MO 63182-9421**

In St. Louis, the money is converted into British pounds and mailed to me. When I get it, I will send your registration code and certificate by return. This may sound complicated but it works and it avoids the ridiculous over-the-top bank commission fees that I would have to pay over here. My heartfelt thanks to Carolyn Z. Gillay of California for pioneering the system and Dave Jewel for telling me about it.

