

FreeCell

COLLABORATORS

	<i>TITLE :</i> FreeCell		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 13, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	FreeCell	1
1.1	FreeCell	1
1.2	Overview	1
1.3	Playing the Game	2
1.4	Rules of the Game	2
1.5	Strategies and Hints	4
1.6	Game Menu Commands	4
1.7	Options Menu Commands	4
1.8	Keyboard Commands	5
1.9	Board Pieces	5
1.10	Other Bits & Pieces	5

Chapter 1

FreeCell

1.1 FreeCell

```
=====
==          ==
==  FREECELL  ==
==          ==
=====
```

A challenging game of patience using a single deck of cards.

How to Play

Overview

Playing the Game

Rules of the Game

Strategy and Hints

Commands

Game Menu Commands

Options Menu Commands

Keyboard

Other bits

1.2 Overview

FreeCell is a logic puzzle in the form of a solitaire card game. It is unlike most solitaire games, however, in that there is no luck involved after the initial shuffle. There are no hidden cards; they are all dealt face up at the start of the game.

It is believed, but not proven, that every game is winnable. Sometimes it might take you more than one go, though!

If you have any comments, bug reports or suggestions, please e-mail me on

darrylh@powerup.com.au

1.3 Playing the Game

FreeCell is similar to other solitaire games you may have played. ↔
You play red cards on black cards and black cards on red cards. The object of the game is to move all the cards to the Home Cells, piling up cards of the same suit starting with the ace.

To Start a New Game:

From the Game Menu, choose New Game, or press F2. A new game will be chosen for you at random. The cards will be shuffled and then dealt onto the main screen.

To Select a Specific Game:

From the Game menu, choose Select Game. A requester will be displayed where you can enter the game number of the specific game you want to play.

The game number refers to a unique shuffle and deal of the cards. There are 32,000 different Game Numbers available in FreeCell. I can't guarantee that they're all different, however.

To Move a Card:

Click the card you want to move. It will be highlighted. Then click the area to which you want to move the card. The card will move to that area (provided it is a legal move). To cancel a move, click again on the selected card.

To Reveal a Partially Hidden Card:

Click the card with the right mouse button.

To Move a Stack of Cards:

You can move an ordered stack of cards from one column to another if there are enough free cells open. To move a stack, click any card in the stack; then click the column that you want to move the stack to. Provided that there are enough free cells available, the cards will move.

To Quickly Move a Card to a Free Cell:

Double-click the card you want to move to a free cell (must be a free cell, of course).

1.4 Rules of the Game

This section describes the rules of FreeCell.

Area and Objective:

The FreeCell game area consists of the
home cells
,
free cells
,

and the deck of cards, which is dealt face-up at the beginning of the game.

The object of the game is to move all the cards to the home cells, using the free cells as placeholders. To win, you must make four stacks of cards on the home cells: one for each suit, with the ace on the bottom and each card stacked in order of rank.

Legal Moves:

There are four legal moves in FreeCell:

1. You can move any card from the bottom of a column to an empty free cell.
2. You can move any card from a free cell or from the bottom of a column to a home cell if that card is one greater in rank than the card in the home cell, and of the same suit. For example, you can move a four of clubs on to a three of clubs in a home cell. Aces can always be moved to an empty home cell.

NOTE: At the end of each move, FreeCell will transfer unneeded cards to the home cells. A card is unneeded if there are no lower-rank cards of the opposite colour left in the playing area.

3. You can move a card from a free cell or from the bottom of another column as long as the rank of the card is one less than the rank of the card you will place it on, and the colours of the cards are different. For example, you can move a black three onto a red four. Any card can be moved to an empty column.
4. You can move an ordered stack of cards from one column to another column if the rank of the top card in that stack obeys rule three, and there are enough free cells to accomplish it.

If you move the stack to an empty column, a requester will appear asking whether you want to move a single card, column of cards, or neither. Click on the appropriate button.

Winning:

You win when you have moved all the cards from the columns to the home cells.

Losing:

You lose if there are no more legal moves. When you lose a game, you can try the same Game Number again without affecting the statistics. To try the same game again, choose Restart Game from the Game Menu.

1.5 Strategies and Hints

This section contains helpful hints for playing FreeCell \leftrightarrow successfully.

Winning at FreeCell requires patience. A common mistake is to make a move just because it is possible, and then to realize that it cuts off another move.

- * Spend the first few games becoming familiar with all the moves. Be sure you understand how moving a stack of cards works, and what the limitations are.
- * Study the deck carefully before you make your first move. Look for trouble spots like aces hidden at the tops of columns, or both red sevens stacked behind three kings.
- * Use your
free cells
carefully. There are only four. Try to keep them unoccupied as much as possible. If they are full, and you can't move them elsewhere, you will be severely restricted in what you can do.
- * When you are first learning FreeCell, it may be helpful to get messages that tell you when you have made an invalid move. To get messages, choose Messages from the Options menu.
- * Look for a column that will be easy to clear (cards can be moved to other columns, some Aces...). Once it's clear, try to put the highest card at the top of the column (preferably a King) and build on it.

1.6 Game Menu Commands

This section contains information about Game menu commands in FreeCell.

New Game:

Deals a new game of FreeCell. Picks the game number at random.

Select Game:

Lets you pick a specific game of FreeCell and deals it.

Restart Game:

Redeals the current game of FreeCell. This is only if you lose or find yourself in an impossible situation.

Exit:

Exits FreeCell. You can exit at any time, even in the middle of a game (although you then forfeit that game).

1.7 Options Menu Commands

This section contains information about the Options menu commands in FreeCell.

Statistics:

Shows you your wins, losses, and streaks. This is saved between sessions. You can also clear the statistics by clicking on the Clear button. The statistics are saved when you exit the game.

Messages:

Turns the messages for invalid moves on or off. If messages is checked, you will receive messages when you attempt an invalid move, and the card selected will be reset. If messages is unchecked, nothing will happen when an invalid move is attempted, the card initially selected will remain selected.

1.8 Keyboard Commands

This section contains information about the keyboard commands in FreeCell.

Free Cells:

To select a particular card in the free cells, press the 0 key repeatedly to cycle through them.

Columns:

The eight columns are numbered 1-8. To select the bottom card or a stack of cards, press the column number.

Home Cells:

You can transfer a card to a home cell by selecting the card and pressing 9.

Revealing Hidden Cards:

To flip through all cards in a column, type the column number once to select it and again to cancel the move.

1.9 Board Pieces

When the game is first started, you have a mostly empty screen. The game board is built up as follows:

- * The four Free Cells (top left). This is a temporary holding place for any cards you wish to put there. When moving cards between columns, any free spaces here are used in the move.
- * The four Home Cells (top right). This is the eventual destination of all the cards (we hope!). Aces can be played to home cells immediately, and other cards of the same suit can be played in order on top of them. You win the game by moving all the cards to the home cells.
- * The main playing board. Here there are placed 8 columns of cards, all dealt face up.

1.10 Other Bits & Pieces

This game has one tool type that selects the screen type. The tool type is SCREENMODE and has one of five values:

1. PALLACE Workbench 2.0 compliant. 640 x 512.
2. DBLPALFF Workbench 3.0 only. 640 x 512 (flicker free).
3. VGA Workbench 3.0 only. 640 x 480 (rock solid).
4. NTSLACE Workbench 2.0 compliant. 640 x 400.
5. DBLNTSCFF Workbench 3.0 only. 640 x 400 (flicker free).

The default is number 2. Select the required screen mode and go for it!

This version of FreeCell was written by Darryl Hartwig using DICE 3.0.

If you would like a copy of the source code or have any bugs you would like to see fixed up, or any suggestions for improving the code, e-mail:

Darryl Hartwig

darrylh@powerup.com.au

This is my first attempt at releasing anything into the Public Domain, so go easy on me.

And as it is Public Domain, the usual conditions apply. You may not sell this program and may only charge a reasonable copying fee. All the code in the archive must be kept together (there are only five files including the icon!).

FreeCell
FreeCell.info
DeckofCards.imagedata
FreeCell.guide
FreeCell.guide.info

Have fun playing the game. I sit there and play it all day!

Ciao, Darryl.
