

Seahaven Help Contents

Seahaven is a Windows implementation of a solitaire game sometimes known as *Seahaven Towers* and is based on the version developed for the X Window System by [Terry Weissman](#) and [Charles Haynes](#) (autoplay code). The graphics routines, user interface and autoplay functions were modified for Microsoft Windows 3.1 by [Terry Huang](#). Some additional features were also added which include:

- Ability to change the background color
- Saving of current game status (including all undo's to the beginning of the game), current background color and animation speed setting
- Ability to clear the scores
- Ability to see whether a solution exists with the autoplay feature without having to see the solution

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Rules for Seahaven

The game is played using an ordinary deck of cards. The cards are all face-up, so you always know where all of the cards are. At any time, each card is in one of three kinds of stacks:

- *Playing stacks*: There are ten of these, each initially having five cards.
- *Working stacks*: There are four of these, two of them initially having a card in them. Each working stack is allowed to contain at most one card.
- *Ace stacks*: There are four of these, one for each suit. They are initially empty. Cards must be placed in these stacks in ascending order, starting with the ace. The object of the game is to get all the cards in the ace stacks.

The rules are simple. You may only move one card at a time; only a card in a working stack or on the top of a playing stack may be moved. A card may be moved to the top of a playing stack only if it is the same suit that was on top there and the next lower card. (In other words, you may only place the seven of spades on top of the eight of spades.) A card may be moved to any empty working stack. And a card may be moved to an ace stack if it is an ace or if it is the next higher card than the one that is already there.

Playing Seahaven

To move a card, just drag it with the left mouse button. When you let go, it will be placed on the stack that the card was moved closest to, if such a move is legal. If the move is not legal, the card will spring back to its original position.

Since it is always to your advantage to move cards to the ace stacks as soon as possible, cards will be automatically moved there for you.

There is also a convenient shortcut: you may move several cards at once from one playing stack to another, providing that such a move would be possible using available empty working stacks.

To help you locate cards, press the right mouse button on a card. This will switch between highlighting the next lower card and the next higher card.

Since there is no hidden information in the game, it's not quite cheating to provide undo commands. There are Undo and Redo commands in the Move Menu; you may also use the U and R keys. The Restart command will restore you back to the original set-up.

If you give up, you may choose to have the computer attempt to solve the game by selecting Autoplay from the Game Menu. If there is a solution, you can choose to continue on with the knowledge that a solution exists, or you can review the computer's solution by using the Restart and Redo commands. This will count as a loss unless you've already won the hand.

Scoring

If you get all the cards into the ace stacks, you will be scored a win. If you select New Game or view the computer's solution (see Autoplay) without having won, you will be scored a loss. Your wins, losses, longest winning and losing streaks as well as your current streak will be remembered across invocations of *Seahaven*.

Game Menu

New Game

Starts a new game. If you have not won the game, you will be scored a loss.

Restart Game

Restores the original set-up.

Autoplay

The computer will figure out whether there is a solution. If there is and you choose to view the solution, you will be scored a loss and you can review the computer's solution by using the Restart and Redo commands.

Options

There are two options which can be set and which will be remembered across invocations of *Seahaven*.

Background Color - Change the background color

Animation Speed - Change the speed of the animation. The higher the number, the faster the cards will move when automatically transferred to the ace piles. The default value is 6.

Exit

Exits the game, saving the current state of the game as well as the statistics and options.

Score Menu

View

Toggles display of your current score information.

Clear

Clears the score information.

Move Menu

Undo

Undo last move (you can also type 'U')

Redo

Redo last undo (you can also type 'R')

