

Super Solitaire Help

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Main Controls

File Menu

Exit: Quits Super Solitaire

Game Menu

New Game: Allows you to choose a new game from the list of possible games. See [Game Descriptions](#) for more information.

Same Deck: Replays the current game, without shuffling the deck. Useful for replaying a game you feel you can win, but misplayed.

Redeal: Replays the current game, but shuffles the deck. You'll use this one a lot!

Help Menu

Help Index: Opens this file at the index.

Registration: [Register](#) this game.

About: Shows an about screen for those without the help file.

There are also corresponding toolbar buttons for each of the menu commands.

Registration

Registration for Super Solitaire is \$10. Rather than display nag screens, I chose to let people decide to register by themselves. If you play Super Solitaire, please register. It supports the shareware industry and will allow me to continue to keep making more useful and/or fun programs and improving on the software I have written thus far.

Send a check or money order to:

Noel Dillabough
General Delivery
Blind River, ON
POR 1BO

Upon receiving your letter, I will send you the newest version of Super Solitaire and a registration code. Please specify the name you want shown in the registration window.

For the fastest possible service, send me your email address if you have one. I can be reached on the internet at:

noel@ramsey.cs.laurentian.ca

About Super Solitaire

I enjoy playing solitaire, but the one that comes with Windows gets booring fast. Here is a collection of solitaire games that is sure to keep your interest for a long time to come!

Super Solitaire is distributed as shareware. Feel free to distribute Super Solitaire freely, in its compressed format, to BBS's or your friends.

Also, if there are any questions or comments about Super Solitaire, or ideas for new features (especially different solitaire games), please mail me either by post or email at:

Noel Dillabough
General Delivery
Blind River, ON
POR 1B0

noel@ramsey.cs.laurentian.ca

Enjoy!

How to Play

Each solitaire game has its own rules, but basically they all have the same goals. You usually have to move all of the cards in a specific manner or order to another location on the tableau (playing surface).

Use the left mouse button to select and drag cards to their new locations, or the right mouse button for quick dragging the cards to their resting spot.

More on quick dragging:

If you have already played a card to a foundation, for example the Ace of Hearts, and you wish to play the next card, a two of Hearts to the foundation, you can quickly place the card by right clicking on it. This simulates you dragging it to the pile. In the game Pyramid, right clicking simulates clicking on the reserve, and moves the cards if applicable.

Game Descriptions

The following games are playable in Super Solitaire:

Eagle Wing

Pyramid

Eight Off

Strategy

Golf

Castle

Klondike

Dawson

Yukon

Eagle Wing

Object:

Build the Foundations up in suit from Ace to King.

Rules:

By moving cards to the columns, place all cards onto the foundation piles. Columns may only be 3 cards long. One of the 14 cards from the reserve pile automatically replaces any empty columns, until it is exhausted. After this, any card may be placed on the empty columns. There is one redeal.

Pyramid

Object:

Demolish the pyramid, and place all cards into the reserve pile.

Rules:

A pyramid, and 8 extra cards are dealt out. Use the remaining cards to remove sets of cards that add up to 13. (1-Q, K, J-2, 7-6, etc). Select cards by clicking on them, and then right click or click on the reserve to move them to the pile. Only pairs adding up to 13 (or a king) will be moved to the reserve. There is no redeal.

Eight Off

Object:

Build the Foundations up in suit from Ace to King.

Rules:

All cards begin on the columns. By building these columns down and in suit, and by using the extra slots below to hold temporary cards, manipulate the deck to fill the foundation piles.

Strategy

Object:

Build the Foundations up in suit from Ace to King.

Rules:

All of the cards, except the aces, must be played to the columns before any may be placed on the foundations. These initial cards may be placed on any column, regardless of suit or rank. Once the deck is used up, cards must be placed directly on the foundations.

Golf

Object:

Place all cards onto the discard pile.

Rules:

7 Columns of 5 cards are dealt out. Build the discard pile up or down regardless of suit. When you can play no more cards, flip a card from the deck and continue. There is no redeal.

Castle

Object:

Build the Foundations up in suit from Ace to King.

Rules:

All of the cards, except the aces are dealt to the columns. Build the foundations up by manipulating these columns. Columns may be built downwards regardless of suit. There is no need in Castle for the cards to be consecutive, meaning a 7 could be placed on a 10.

Klondike

Object:

Build the Foundations up in suit from Ace to King.

Rules:

Move the cards between columns in descending order. In addition, they must be of alternating colour. All visible cards in a column can be moved to another column, by clicking on the highest card of the column and draggin it. When you come to a standstill, 3 cards at a time can be flipped from the stock. There are unlimited redeals.

Dawson

Object:

Build the Foundations up in suit from Ace to King.

Rules:

Move the cards between columns in descending order. In addition, they must be of alternating colour. All visible cards in a column can be moved to another column, by clicking on the highest card of the column and draggin it. When you come to a standstill, flip a card from the stock. There are unlimited redeals.

Yukon

Object:

Build the Foundations up in suit from Ace to King.

Rules:

Move the cards between columns in descending order. In addition, they must be of alternating colour. All visible cards in a column can be moved to another column, by clicking on the highest card of the column and draggin it.

