



## **Beyond Pyramid! V2.0 Help Contents**

Beyond Pyramid! is a solitaire card game based on the popular card game 'Pyramid'.

To learn how to use Help, press F1 or choose How to Use Help from the Help menu.

To learn how to play the game, click on the topics below

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[\*\*Hope you enjoy playing Beyond Pyramid!\*\*](#)



## **Dealing The Cards**

To deal the cards select New Game from the File menu and enter your name.

The cards are dealt in the form of a pyramid with one card on the top row through to seven cards on the bottom row. Twenty-eight cards thus form the pyramid.

The remaining twenty-four cards form the stack.

[Playing the Game](#)



## Playing the Game

The object of the game is to accumulate as high a score as possible using a combination of speed and skill.

Points are scored by removing available cards from the pyramid and/or the waste pile. Cards may be removed singly - if the value of the card is equal to a value in the Current Configuration Box or in pairs - if the sum of the values of the two cards is equal to a value in the Current Configuration Box..

Click on the card(s) to be discarded to remove them.

Click on the stock pile to reveal the next card in the pile.

The game ends when all the cards have been removed from the pyramid, or the player clicks on the empty stock pile.

### Scoring



## Configuring the Game

**This option is only available in the registered version.**

Beyond Pyramid! allows the player to configure the combinations of cards that can be removed from the pyramid.

To configure the game choose the Values option from the Configure menu. A list of current configurations will be displayed showing the top score for each.

To create a new game configuration click the Add button and choose your configuration. A new high score table will be created for this configuration.

To remove a current game configuration, select the configuration and click on the Delete button.

To view the current high score table for a game configuration, select the configuration and click on the View button.

To select the game configuration for a new game, select configuration and click on the Choose button.

[Strategy and Hints](#)



## **ShareWare Notice**

Beyond Pyramid! is copyrighted ShareWare. No part of the program or the accompanying documentation may be altered or distributed for compensation (except for a copying cost and the price of a disk) without prior written consent from the author.

You are granted a license to use this program for 30 days on a trial basis. If you choose to use Beyond Pyramid! after this trial period you must register it. Registration is only £10.00 (\$15.00 US).

Registration will provide you with a full working version of this game, including a comprehensive game configuration option. The registered version does not contain the registration notices.

If you are a CompuServe member you may register online. To do this: GO SWREG and specify Registration ID 5877.

### **Registration Form**

Alternatively, select Register Now from the File Menu and print the registration form from Notepad.

Send the form along with the correct remittance to:

Mark Briggs  
3 St Andrews Close  
Leyland  
Preston  
Lancashire  
England  
PR5 2BJ

If you have any queries or suggestions for improvements please feel free to contact me at the above address or via email at [1000430.2045@compuserve.com](mailto:1000430.2045@compuserve.com)

### **Distribution**



## Strategy and Hints



Speed is of the essence so select quickly.



The clock only begins when you select the first card. It therefore makes sense to study the pyramid first.



When a card can be removed singly or in combination, ensure that you select the card that cannot be removed singly first.



Registered users will be able to achieve a better score due to no time loss during the display of the registration notice.

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## Scoring

Card	Points Value
A - 10	Face Value
Jack	11
Queen	12
King	13

The score is calculated as follows:

$$\text{(POINTS / TIME)} * 100 + \text{STOCK BONUS} + \text{PYRAMID BONUS}$$

POINTS = The sum of the cards removed from both the pyramid and the waste pile.

TIME = The time (in seconds) to complete the game.

STOCK BONUS = 10 for each card remaining in the stock pile at the end of the game.

PYRAMID BONUS = 50 for each card successfully removed from the pyramid.

[Configuring the Game](#)



## Registration Form

BEYOND PYRAMID! V2.0  
Registration Form

Personal Details:

Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
Town: \_\_\_\_\_  
City: \_\_\_\_\_  
Post Code (ZIP): \_\_\_\_\_  
Internet ID(if applicable): \_\_\_\_\_

From where did you get your ShareWare copy of  
BEYOND PYRAMID! ?

What improvements/enhancements would you like to see to  
BEYOND PYRAMID! ?

Registration information:

BEYOND PYRAMID! £10.00 or \$15.00 (US)

Overseas (Outside UK) registrations  
please add shipping: £2.00 or \$3.00 (US)

Please send cheque or cash to:

Mark Briggs                                    \\ \\ \\ \\ // // // //  
3 St Andrews Close                        /    \_    \_    \  
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Thank you for registering.

[ShareWare Notice](#)



Beyond Pyramid! is distributed as-is. The user must assume the entire risk of using the program. The author disclaims all warranties expressed or implied. The author will assume no liability for damages either from the direct use of this product or as a consequence of using this product.



## **Why Register ?**

Registration will provide you with a full working version of this game, including a comprehensive game configuration option; this will allow you to configure the game to your own specification and create upto 100 different games each having their own high score table.

Registration also gives access to the extra card game - Ace-In-The-Hole

The registered version does not contain the registration notice and as such will allow you to achieve higher scores due to no time being lost whilst the notice is being displayed.

## **More Importantly**

The author has spent many months developing this and other ShareWare products, not to mention the time spent by family and friends testing the game and ensuring its quality and playability.

If you like the author's work you should support him and encourage him to continue to develop this and other ShareWare products.

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## Distribution

Please feel free to distribute the ShareWare version of this program. Any such distribution must include all of the following files:

BPYRAMID.EXE	Beyond Pyramid! Program Executable
BPYRAMID.HLP	Beyond Pyramid! Help File
ACEHOLE.EXE	Ace-In-The-Hole Program Executable
ACE.HLP	Ace-In-The-Hole Help File
DEAL.WAV	Wave File
GO.WAV	Wave File
REGISTER.TXT	Registration Form
THREED.VBX	Required Support File
VBCARDS.DLL	Required Support File

The Visual Basic runtime module VBRUN300.DLL (Copyright Microsoft Corp.) is also required to run the game but is not packaged with the game to save space.

VBCARDS.DLL, which contains the card faces and backs, was written by Richard R. Sands and is public domain and available through CompuServe.

[Why Register ?](#)



