

KSP's Solitaire for Windows



Version 2.1
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KSP's Solitaire for Windows

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KSP's Solitaire for Windows

Introduction

Welcome to *KSP's Solitaire for Windows*.

All rights reserved.

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Author - K. E. Skinner.

Thank you for trying this program. This program is released as shareware. You are free to use this program for 30 days as a trial period. After that time, you should either register the program or erase it from your system. Please support the Shareware system, and register this program. If you have registered, many thanks!

Program Requirements

This program requires a 386 or better with 2 Meg RAM running Windows 3.1 or greater, VGA monitor or better, a mouse and an unzipping program. A sound card and speakers is also recommended to enjoy the sound effects and song files included with the program. If you have any difficulty with this program on your machine, please send a note on the registration form describing your system and the problem encountered. This way, we can continue to improve the program for your use.

Setup and Startup

Setup

Put the disk with the program files in your drive A or B. From the file menu in either the Windows Program Manager or the Windows File Manager, select "File" "Run" and enter "A:\Setup" or "B:\Setup". Follow the prompts during the setup. All files are listed below.

If you downloaded the file from a bulletin board, follow these directions. Place the file KSPSOLIT.ZIP in a temporary directory of your choice. Use an unzipping program, and follow that program's instructions to unzip all of the SOLITAIRE files. Run the program by double clicking on it in the Windows File Manager, or from the "File" "Run" command enter drive\path\

kpsolit.exe. To place it in a program group, drag the program kpsolit.exe from the File Manager to the Program Manager group of your choice. The following files will be placed in the directory of your choice.

| | |
|-------------|--------------|
| kpsolit.exe | register.wri |
| kpsolit.wri | *kpsolit.ini |
| kpsolit.hlp | kcard.dll |

* Note: Created the first time kpsolit.exe is run.

There are 2 sound files that can be obtained from your on line provider. Look for KSPFILES.ZIP, download it, then unzip it into the same directory as KSP's Solitaire. In addition, the install program places the following file in your Windows\System directory.

vbrun300.dll

Caution: If any of these files are missing, you do not have the full copy of the program. Notify your bulletin board or software supplier that the file you received was doctored.

Startup

To start the program, double click on the icon in the appropriate Program Manager group, or from the File menu, select "Run" and enter the drive\path\kpsolit.exe.

Main Window

Overview

After the start up screen is displayed, the following window is the Main window. It contains the controls for all of the features available to your copy of the program. There are three distinct sections of the form described below.

Menu Section: This section at the top of the form just below the title bar, shows the menu options available for your game. The HELP menu item is at the far right of the line.

Tool Bar Section: This section, just below the menus, has 12 buttons to use for various features, including help and exit, the button help notes, and the score, time and move indicators

Playing Section: This is the gray section showing the phrase "KSP Software presents: SOLITAIRE V 2.1". This is the area where the cards are dealt and played.

Menu Items

Under the Game menu, you can select any of the 15 individual games, or exit the program. Under the Options menu, you can register, a very important item! You can use the Undo command, select the auto finish feature, and set options such as sound and music. You can set the "Show High Scores Always" item, which shows the high score screen after every game. You can also see the high scores of the current game. You can also select from the Tournament sub menu. There are five tournaments to be played. The first, Round Robin, cycles completely through the 13 games. The second, All Klondikes, cycles through the 6 Klondike type games. Nine Holes takes you through nine holes of golf, tracking your strokes and your score. The next tournament, No Klondikes, takes you through the 7 non-Klondike type games. The last tournament item is 6 at Random, which selects 6 of the 15 games at random.

The last menu item is the Help menu, which accesses the WinHelp program with the kpsolv2.hlp file. The program is also context sensitive, so hitting the F1 key during a specific operation will bring up the help screen for that item.

Tool Bar Buttons

Across the Upper section, below the menus, the tool bar buttons offer quick mouse access to several of the functions. Some of the buttons are grayed out during play. While grayed, clicking all but the sound and song buttons will have no effect. These two exceptions are grayed to show that the particular feature is turned off. The function of each button is defined below, in order from left to right.



1 - Deal New: This button, showing a shiny new deck, shuffles the deck and deals the game last played. The last game played is stored, so if you want to continually play the same game, you only need to click this button.

2 - Deal More: This button, showing the stock pointing to the tableau card, redeals more cards to the tableau in many of the games. Its function depends on the game in progress. For Monte Carlo, this command button can be used to "Re-Deal" the tableau before all pairs are removed. This is a strategic move further described in the "Tips" section of the manual.

3 - Re-Start: This button, showing the tableau card being pointed back to the stock, restarts the current game without shuffling the deck. If you have played a game, and wish to repeat it from the beginning, this is the key for you. This button is inactive during tournament play.

4 - Deal Next: This button, showing both a man in the "I give up" stance and a brand new deck, works with the tournaments. While playing one game, when you have no further moves, clicking this button will end the current game and start the next game in the tournament.

5 - End Game: This button, showing a man with arms up in a "I give up" attitude, ends the current game or tournament. It does not exit the program.

6 - Undo Last Move: This button, showing a reverse arrow, returns the playing area to the status before the last move. It is grayed out if the undo feature is not available.

7 - Auto Finish: This button, showing a checkered flag, unless grayed, will put all available cards up to the foundations. If all of the cards are moved up, then the game ends as normal.

8 - Sound Toggle: This button, showing a speaker, toggles the sound files on or off. When checked, the sounds will play, providing you have obtained the sound file from your on line service, or from KSP. If you don't have a sound card, this feature is inactive, unless you have the latest speaker driver for windows.

9 - Song Toggle: This button, showing a musical staff, toggles the songs on or off. When checked, the songs will play, if you have obtained the song file from your on line service provider or from KSP. If you do not have a sound card, this feature is inactive, so don't bother trying to obtain the song file. The shareware version has 11 song files.

10 - Show Scores: This button, showing a partial scoreboard for a baseball game, brings up the scores window for the current game or tournament.

11 - Exit: This button, showing a person heading out a door, exits the program. The options information is saved before exiting if anything was changed.

12 - Help: This button, showing a big question mark, brings up the help program, winhelp.exe, with the game's help file.

Games

There are fifteen games in this software creation. Included are several old favorites, including Canfield, Klondike, Beleaguered Castle, Golf and Gaps. Others include Auld Lang Syne, deal 'em out and stack 'em up; Elevens, where you match up the cards that total 11; Four Seasons, which is similar to Canfield; Fourteen Out, which deals all cards at once, then you remove the ones that total 14; Kings in the Corners, where you try NOT to fill up a grid, removing cards that total 10; Little Spider, where you build two piles up and two piles down; Monte Carlo, where you take off pairs only; Osmosis, where you build the foundation piles in any order, so long as the pile above has the card; Thirteens, where you deal out cards and remove those totaling 13; and Yukon, where you start with Klondike, then deal the rest of the cards on the tableau.

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Game Rules

General

Cards: All of the fifteen games in KSP's Solitaire use a single standard deck of 52 cards. This represents 13 cards of each of four suits: spades, hearts, diamonds and clubs. The cards in each suit are A, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, ranked from low to high. In some games, the ranking is continuous, meaning that the Ace is in sequence after the King. In other games, the high and low is set by random draw, whereby the sequence runs from the drawn card through the King, Ace then continuing up. In games where cards are considered numerical quantities, the King = 13, the Queen = 12, and the Jack = 11. Aces are usually = 1.

Game Layouts: Each game setup has certain similarities. The whole setup is the "layout". The layout consists generally of the "tableau", or the base of play. The tableau can generally be built upon with other active cards, and active cards from the tableau can build on the "Foundations". The foundations are the piles that are built up, usually from a start card, such as the Ace. Sometimes, a stack of cards can be made from which to draw separately. This is referred to as a "Reserve". Cards remaining after the "deal", where the card layout is made, are usually left in the "stock". The stock can be flipped, and usable cards played on either the tableau or foundations. The unusable or inaccessible cards from the stock are left in the "waste pile".

Winning: When a game consists of foundations, the object is to play the entire deck onto the foundations. Some games require the cards be played by suit, in order. Others games require the cards be played by suit in any order, or in order by any suit. The only tracking of winning or losing is that the high scores are tracked and saved. Therefore, you could win, just by having the highest score for that game or tournament.

Computer Actions: This game is designed to be played with a mouse. Most plays can be made with either clicking, double clicking, or dragging and dropping. For instance, clicking on the stock pile in Klondike will flip the first three cards onto the waste pile. In the same game, dragging the Ace of hearts from the tableau to the first empty foundation spot, will reposition the card to that spot. Double clicking on the 2 of hearts will cause the card to jump to the same foundation spot, on top of the Ace. When the stock is exhausted, clicking on the empty spot will flip the waste pile over to start again.

Scoring: Scoring is tracked automatically by the software. Basically, each card played to the foundations gains 5 points. If the next play is also to the foundations, the points are increased by 5, so the second card is worth 10 points, the third in a row to the foundations is worth 15 points, etc. In games other than Klondike type games, the scoring is slightly different.

Auld Lang Syne

Layout: The game first deals out the four Aces on the foundations. Four cards are then dealt from the stock to the tableau. When all playable cards have been moved to the foundations, clicking on the stock will deal four more cards to the tableau on top of those remaining. Only the top cards of the tableau piles are available for play to the foundations. There are no redeals after the stock is depleted.

Play: The tableau is built downward, in any suit, but only one card can be moved at a time. Empty spots in the tableau can be filled only with Kings, or with the deal from the stock. The foundations are built up from the Aces, regardless of suit. Top cards of the tableau are available for play. The tableau cards can be played on the foundation or on other tableau columns. The stock can be played only once. Cards are moved to the foundations by either double clicking or dragging.

Winning: The game is won by getting all of the cards to the foundations, in order from Ace to King, regardless of suit.

Beleaguered Castle

Layout: The game first deals the aces in a column in the center of the screen. These are the foundations. The remaining cards are then dealt in two columns, one on either side of the tableau, with 6 cards in each stack. The cards are fanned so you can always see 8 cards, if the stack contains that many. Only the top card of each tableau pile is available for play, but only if there is a place for the card to go. Cards are moved around the tableau to allow access to needed cards to complete the foundations. There is no redeal.

Play: The tableau is built downward, regardless of suit, in order. The foundations are built up from the Ace, in suit. Top cards of the tableau are available for play. These can be played on the foundations or other tableau piles. Empty spots in the tableau can be filled with any available card as needed. Cards are moved around the tableau by dragging. Cards are moved to the foundations by either double clicking or dragging.

Winning: The game is won by getting all of the cards to the foundations, in suit, in order.

Canfield

Layout: The game first deals a reserve of 13 cards. Only the top card of the reserve is available for play, but only if there is a place for the card to go. The tableau consists of four cards in a row beside the reserve. The foundations are at the top of the window, to the right. The first foundation spot is filled with the next card from the stock. This is the foundation start card for the game. The stock is available for use, flipping 3 cards at a time to the waste pile.

Play: The tableau is built downward, in alternating colors. The foundations are built up from the start card value, in suit. The other three cards of the same value as the first start card can be moved to the other foundation spots in any order. When available, the Ace should be played on the King, the 2 on the Ace, etc. Top cards of the tableau, reserve, or waste pile are available for play. The reserve and waste pile cards can be played on the foundations or the tableau. The tableau cards can be played on the foundation or on other tableau columns. The stock can be turned and replayed without limit until the game is locked or won. When the reserve is empty, cards are not automatically put in blank spots. These spots can be filled from the waste pile as needed. Cards are moved to the tableau by dragging. Cards are moved to the foundations by either double clicking or dragging.

Winning: The game is won by getting all of the cards to the foundations, in suit, in order.

Elevens

Layout: The game deals three rows of three cards. Each card is available for play. Cards are removed in pairs, except for the Jacks. Jacks, since they total eleven, are removed singly. A King and a Queen are removed as a pair. All other cards are removed in pairs that total 11.

Play: Remove cards by dragging one that totals eleven with another, to the other card. Release the card, and both cards will be removed from the tableau. Jacks are removed simply by clicking on them. Once all pairs and Jacks are removed, the next batch of cards are dealt to fill all blank spaces automatically. Play continues until all cards have been dealt and removed, or until there are no pairs that total eleven, or Jacks to remove.

Winning: The game is won by pairing all of the cards and removing them from the tableau.

Four Seasons

Layout: The game deals six cards in a grid that is 3 by 3. The first card is in the upper left corner. This card is the start value for all of the foundations. None of the other corners are filled. The corners represent the foundations. The other five positions represent the tableau. The rest of the cards form the stock. Clicking on the stock will flip 1 card to the waste pile.

Play: The tableau is built downward, regardless of suit. The foundations are built up from the start card value, in suit. The other three cards of the same value as the first start card can be moved to the other foundation spots in any order. When available, the Ace should be played on the King, the 2 on the Ace, etc. Top cards of the tableau or waste pile are available for play. The waste pile cards can be played on the foundations or the tableau. The tableau cards can be played on the foundation or on other tableau piles. The stock can be turned, one card at a time, by clicking on the stock. There are no redeals. Cards are moved to the tableau by dragging. Cards are moved to the foundations by either double clicking or dragging.

Winning: The game is won by getting all of the cards to the foundations, in order, in suit.

Fourteen Out

Layout: The game deals all cards in three rows of 4 piles each. The first row of piles has 5 cards in each. The other piles have 4 cards each. All piles are spread so that all cards are visible. Only the top card of each pile is available for play. The cards are removed in pairs that total 14. There is no stock nor are there foundations.

Play: The cards that are on top of each pile are available for play. The Kings are valued at 13, Queens at 12, Jacks at 11. Remove pairs of cards that total 14 by dragging one of the two to the other and releasing it. The cards will automatically be removed from play, if the play is legitimate. Blank spaces are not filled.

Winning: The game is won by getting all of the cards removed from the tableau in pairs.

Gaps

Layout: The game first asks how many cards you wish to use between 4 and 8. If you run the game at 640X480 resolution, the numbers are 4 to 6. This number determines how many cards of each suit are involved in the game. The cards numbered with the selected number down to Ace are shuffled with four jokers and dealt to the tableau. The tableau consists of a grid which is four rows by the number of cards selected plus 1. If you select 5 cards the grid is 4 by 6. The cards are dealt and the jokers are then flipped over and removed from the tableau, leaving four "gaps".

Play: The tableau starts with 4 gaps after the deal. Cards are moved around the tableau by dragging. The cards ranked at the number you selected are the top cards. Gaps in the left most column can only be filled with the top cards. Other gaps can only be filled with the card whose rank is one less than the card to the left of the gap, and of the same suit. Gaps to the right of Aces are unusable, unless the Ace can be moved elsewhere. Continue to move cards as described until all gaps are dead.

Winning: The game is won if all cards are in descending sequence by suit with one suit per row, and the top cards in the left most space.

Golf

Layout: The game deals seven columns of cards, overlapping the cards to form seven piles spread downward. This is the tableau. The rest of the deck forms the stock. One card is then dealt to the waste pile as a starting card. Only the top card of each pile is available for play. The stock is available for use, flipping 1 card at a time to the waste pile.

Play: The tableau is to moved to the waste pile by clicking on the available cards in numerical order with the top waste pile card. Suits do not matter. Kings cannot be built upon with any card. Aces can only have twos put on them. Continue to build in sequence, up or down, regardless of suit, until no more cards can be played. Then click on the stock and another starting card will be put on the waste pile. Game continues until all cards are played to the waste pile or there are no more cards in the stock.

Winning: The game is won by getting all of the cards to the waste pile as instructed. Otherwise, the object is to leave as few cards as possible remaining on the tableau.

Kings in the Corners

Layout: The game places the entire deck in the upper left corner. This is the stock. The stock is dealt automatically, one card at a time to the waste pile. A grid of 4 by 4 is outlined as the tableau. Cards are moved to the tableau only from the waste pile, and only by clicking on the spot where you wish the card to go. No cards are dealt from the stock until the card currently on the waste pile is played to the tableau.

Play: Cards must be moved to the tableau by clicking on the spot where you wish the card to be played. Cards may be played to any space, except for face cards. Face cards are played only to specific spots as follows: The Jacks must be played to open spots on the 2nd and third rows on the outside, meaning in columns 1 or 4. The Queens must be played to open spots in rows 1 and 4, in either columns 2 or 3. The Kings, in case you couldn't guess, must only be played in the corners. All face cards are dealt to the tableau face down, and the spot thus filled is not available for the duration of the game. Once filled, any other spot is dead for that round. Once the tableau is filled, the stock stops dealing. You then must remove cards in pairs that total 10, by dragging one of the cards to the other and releasing it. The 10's are removed individually by clicking on them. Pairs can be anywhere on the tableau. When all pairs are removed, the stock begins to deal again as before. The stock can only be dealt once. Play continues until the game is locked or won. The game is locked when: 1.) a face card is turned up from the stock when there is no place for that face card to go; or 2.) when after filling the tableau, no pairs or 10's are visible.

Winning: The game is won by getting all of the face cards to their proper places, and removing all other cards that add to 10.

Klondike

Layout: The game deals from the stock, seven piles of cards, with the number of cards increasing from 1 to 7 from left to right. The top card of each pile is face up, with all others face down. The rest of the cards form the stock pile. The foundations are at the top of the window, to the right. Foundation spots should be filled with the Aces as they become available during play. The stock is available for use, flipping 3 cards at a time to the waste pile.

Play: The tableau is built downward, in alternating colors. The foundations are built up from the Aces, in suit. The Aces can be moved to the other foundation spots in any order. When available, the two should be played on the Ace, the 3 on the 2, etc., all in suit. Top cards of the tableau or waste pile are available for play. The waste pile cards can be played on the foundations or the tableau. The tableau cards can be played on the foundation or on other tableau columns. The stock can be turned and replayed without limit until the game is locked or won. Cards are moved to the tableau by dragging. Cards are moved to the foundations by either double clicking or dragging. Uncovered face down cards are automatically flipped face up.

Winning: The game is won by getting all of the cards to the foundations, in order from Ace to King, in suit.

Little Spider

Layout: The game first deals two rows of four cards each, all face up. This is the tableau. The rest of the cards form the stock. The foundations are at the top of the window, to the right. The first two foundation spots are for the black suits, to be built up as available from Ace to King. The last two foundation spots are for the red suits to be built down from King to Ace. Clicking on the stock deals another set of eight cards, one on each tableau spot. There is no redeal after the stock is depleted.

Play: The tableau is built in any direction in any suit. Blank spaces can only be filled by black Kings or red Aces. The black foundations are built up from Ace to King, in suit. The red foundations are built down from King to Ace, in suit. Top cards of the tableau piles are available for play to the foundations. The tableau cards can be played on the foundation or on other tableau piles. Move cards between tableau piles to uncover cards needed for the foundations. When play is done, click the stock to deal another layer of cards on the tableau.

Winning: The game is won by getting all of the cards to the foundations, in suit, in order.

Monte Carlo

Layout: The game deals four rows of 6 cards per row across. This is the tableau. Cards are removed in pairs. A pair is any two cards that are adjacent in a row, column or diagonal. The removal of one card does not make the two cards beside it adjacent to one another. Once all available pairs are removed, or if the "ReDeal" command button is pressed, the cards are gathered up in the same order, and the tableau is redealt as before.

Play: The tableau is to be removed by pairing cards of equal rank. Cards must be adjacent to one another as explained above to be paired. Drag one of the cards on top of the other for the game to remove the cards from play. You can control when the redeal occurs using the "ReDeal" command button. This is used to redeal the cards even if a pair is available. This allows strategic use of the redeal, to give better chances at winning.

Winning: The game is won by removing all cards in pairs.

Osmosis

Layout: The game deals a tableau of four piles in a vertical row. Each pile has four cards, all face up. One card is dealt to the right of these piles. This is the start foundation card. The other foundations are in another vertical row below this card. Other cards of the same rank should be moved to the foundations as they become available. Only the top card of each pile is available for play to the foundations. The rest of the deck becomes the stock. The stock is available for use, flipping 3 cards at a time to the waste pile.

Play: The tableau cannot be built upon. The foundations are built across the window in suit in any order of card value. The other three cards of the same value as the first start card can be moved to the other foundation spots in any order. Top cards of the tableau or waste pile are available for play. The waste pile cards can be played only on the foundations. The tableau cards can be played only on the foundations, as well. The stock can be turned and replayed without limit until the game is locked or won. Cards are moved to the foundations by either double clicking or dragging. Cards can be moved to the first foundation row immediately as they become available. Cards can only be moved to the other foundation rows if: 1.) they are the proper suit; and 2.) the card of the same rank is already in the foundation row directly above; and 3.) the start card for that suit and foundation row has already been played to the foundation. For example, suppose the first foundation is the 7 of Diamonds. On that row, you have also play the 10, 4, 9 and King of Diamonds. The second foundation has the 7 and King of Spades on it. You may only play the 10, 4 or 9 of Spades onto the second foundation. The third foundation has the 7 of Hearts on it. You may only play the King of Hearts on that foundation. The fourth foundation has no cards on it. You may only play the 7 of Clubs on that foundation.

Winning: The game is won by getting all of the cards to the foundations, in suit.

Thirteens

Layout: The game deals two rows of four cards, forming the tableau. Cards that total 13 are removed in pairs by dragging one on top of the other. Kings are removed individually by clicking them. Once all plays have been made, clicking on the deck or the "Deal More" button on the tool bar, will deal another card on top of each tableau pile. Only the top card is available for play. Blank spaces are filled only by dealing more cards from the stock.

Play: Remove cards in pairs by dragging one of two that total thirteen, to the other card. Release the card, and both cards will be removed from the tableau. Kings are removed simply by clicking on them. Once all pairs and Kings are removed, the next batch of cards can be dealt. Play continues until all cards have been dealt and removed, or until there are no pairs that total thirteen, or Kings to remove.

Winning: The game is won by pairing all of the cards and removing them from the tableau.

Yukon

Layout: The game deals from the stock, seven piles of cards, with the number of cards increasing from 1 to 7 from left to right. The top card of each pile is face up, with all others face down. Then starting with pile 2, another row of cards is dealt face up, and another row starting on pile 3. This continues until a 6th row is dealt on pile 7. The 3 remaining cards form the stock pile. The foundations are at the top of the window, to the right. Foundation spots should be filled with the Aces as they become available during play. The stock is available for use, flipping 1 cards at a time to the waste pile.

Play: The tableau is built downward, in alternating colors. The foundations are built up from the start card value, in suit. The other three cards of the same value as the first start card can be moved to the other foundation spots in any order. When available, the Ace should be played on the King, the 2 on the Ace, etc. Top cards of the tableau or waste pile are available for play. The waste pile cards can be played on the foundations or the tableau. The tableau cards can be played on the foundation or on other tableau columns. Move columns or portions of columns of cards from one pile to another, so that the first card of the group is in sequence with the receiving pile. The stock can be turned and replayed without limit until the game is locked or won. Cards are moved to the tableau by dragging. Cards are moved to the foundations by either double clicking or dragging.

Winning: The game is won by getting all of the cards to the foundations, in order from Ace to King, in suit.

Tournaments

General

There are five different tournaments that can be played with KSP's Solitaire for Windows. These are found under the "Options" - "Tournament Play" menu. Tournaments automatically set up a series of solitaire games for you to enjoy. It also times each game in order to make it more entertaining. Scores are cumulated through all of the tournament games, and high scores are saved. In most games during a tournament, when you score, you also add time to the clock. This is important to remember when time is short. The tournaments and games they contain are listed below.

Round Robin

This tournament takes you through all of the games from Klondike to Thirteens. Watch the clock carefully, as you gain time in most games by playing cards to the foundations, or pairing up matches.

All Klondikes

This tournament takes the player through all of the games similar to Klondike, starting with Klondike, Yukon, Canfield, Osmosis, Four Seasons, Auld Lang Syne, Little Spider, and Beleaguered Castle. All of these games reward putting cards on the foundations with more time on the clock.

Nine Holes

This is simply the Golf game played 9 times. This is for the real Golf lover. The tournament tracks strokes, as well as cumulative scores.

No Klondikes

This is the opposite of All Klondikes, meaning all of the games that are not similar to Klondike are played. It starts with Gaps, then Elevens, Golf, Kings in the Corners, Fourteen Out, Monte Carlo and ends with Thirteens.

6 at Random

This tournament randomly selects six games to combine together into one tournament. Be careful which game you are playing, by reading the title bar, since many of the layouts are similar.

Registering

Since the program is released as shareware, you have 30 days to use the program for evaluation purposes. After this time you are required to register the program or erase it from your system. Registering allows you to gain important benefits, including upgrades, information and of course a clear conscience. Under the help menu, select "How to Register". Follow the directions to print the order form. Fill it out and send it in. Once you receive your code, select "Options" - "Register" to enter the information into the program. Since this is shareware, you should register the program if you wish to use it beyond the 30 day limit. Please register!

How To . . .

Begin

Start by reading the manual, and being sure to be familiar with the various parts of the program. Once installed, the manual will be listed in the program group with KSP's Solitaire. If you are generally familiar with computer card games, and you know the basic rules of the games, there should be little difficulty getting started.

Move Cards

Cards are moved in three ways. Some games require you to click on various spots to get the cards to move to those spots. Double clicking in any Klondike type game will move cards to the foundations. Dragging cards is used the rest of the time. To drag a card, click and hold the left mouse button while the arrow is over the card to be dragged. Then move the mouse. The card will move with the mouse until you release the button.

Change Card Backs

Under the "Options" menu, select "Card Backs". Click on the card back you wish to use. This information will be saved and that card back used until you change it. The default back is the KSP Logo.

Change Nickname

Each time you set a high score, a message box displays this information along with the first name you typed in when you registered. To change this, simply re-register by selecting "Options-Register" from the menu.

Show Scores Options

Each time you finish a game, you can have the program show the high scores screen by selecting "Options-Scores-Show Scores Always" from the menu section. This option is always on for the unregistered version.

Change Klondike Options

For several of the Klondike like games, you can choose to deal the cards one or three at a time from the stock, and you can choose between 2 redeals and unlimited redeals. This is done by selecting "Options-Klondike Options" from the menu section. A separate window is displayed on which you select your options by clicking the circle next to it. Once your options are set, select "OK".

Register

This is the most important point! Select "Help" "How to Register" from the Main window menu. Follow the directions to print the order form. Fill it out and send it in. Once you receive your code, select "Options" - "Register" to enter the information into the program. Since this is shareware, you should register the program if you wish to use it beyond the 30 day limit. Please register!

Tips for Playing KSP's Solitaire

For All Users

Experiment with the program! It is made to be user friendly, and many questions can be answered by trying the "obvious".

Use the "ReStart" command button to restart the current game. This does not work during tournament play. However, this can give you better insight into how to win the current game.

The "Deal New" command button will deal the last game or tournament selected with a new deck. The game remembers the last game played, so you can start with that game again when you run the program again.

Only one copy of the program can be run at a time.

Remember to enjoy yourself while playing KSP's Solitaire. It was written to be fun!

If you find a problem with the program, please report it. As far as is known, the program is bug free at this time, but testing can only accomplish so much. Actual use is the best test for the program.

Auld Lang Syne

Keep moving the cards in sequence on the tableau. Try to keep a blank spot where you can move Kings, otherwise they will lock cards under them. If needed, move cards from the foundations back to the tableau. The game is designed to allow you to do this. This can help overcome a problem where needed cards are locked behind a higher or lower value card.

Beleaguered Castle

This is a difficult game to win. Study the tableau and find the most likely pile that can be moved completely to other piles. If a blank space is not developed quickly, the game will be impossible to win. Plan moves well in advance, to be sure you can maintain a blank space. Remember, only one card at a time can be moved, so watch carefully.

Canfield

This is one of the most difficult games to win. It helps to have several moves to make before clicking on the stock to flip the cards. If a card is needed for the foundations, but is covered by another card, try moving that blocking card to the other card of the same color, if it is available on the tableau. Once the reserve is empty, try to keep a blank spot where you can move cards from the waste pile to get at the cards you need to fill in the holes on the foundations. Remember, a blank spot can take **any** card. If needed, move cards from the foundations back to the tableau. The game is designed to allow you to do this. This can help overcome a problem where needed cards are locked behind a higher or lower value card. Watch the sequence of cards in the stock as they are played. It may be possible to skip a play through one deal of the stock, in order to get a card in the next deal that you need more.

Elevens

This game is so automatic, it almost plays itself. There is little skill, only luck, so Good Luck!

Four Seasons

Keep moving the cards in sequence on the tableau. Try to keep a blank spot where you can move cards close to the values on the foundations. Otherwise they will be locked under cards in the waste pile. If needed, move cards from the foundations back to the tableau. The game is designed to allow you to do this. This can help overcome a problem where needed cards are locked behind a higher value card in the waste pile. Try to get all cards just above the start foundation value to the tableau early, as you may have difficulty filling all foundation start cards right away.

Fourteen Out

This game requires planning. Look for cards that block their pairing card. Like a Queen that blocks a 2 on the same pile. These cards can only be removed by pairing with other cards. If you don't, you will not be able to remove this pair. Look for all of these potential "Locks" and plan how to resolve them before playing a lot of cards off the tableau.

Gaps

This is another game that requires strategy. Moving a card before seeing the result could leave a dead spot in the next move or two. Try first to back into potential moves, especially to see if the first column spots can be emptied. Watch to see that you don't put a suit on a row that "locks" another suit from being completed. Try to avoid situations where two cards must be moved to each other's spot in order to complete a sequence, too. Try the game at lower card numbers, (4 or 5) before trying the higher numbers. This will help you see various traps that can come up with this game.

Golf

With careful planning, several more cards can sometimes be moved that you first think. It may be helpful to try to think through several sequences before actually moving the cards. This could increase your success with the game. When two or more possible cards to move, use the one that uncovers the card that is of the most help to the sequences that are available. Queens and 2's are very important, since only 2's can be used to remove Aces, and only Queens can be used to remove Kings. If you get close to the end, chose plays that uncover more cards, rather than plays of single cards.

Kings in the Corners

This is a difficult game to win. Generally, using the best odds in covering up the outer spaces is the best approach. If you already have three Jacks on the tableau, and only two Kings, fill a Jack space if necessary first. Fill the four center spaces with the first four cards, unless they are 10's or total 10. Plan to put one of a pair in the center, and one outside, to keep as many outer spaces open as possible. Then you can be sure to open certain outside spaces with each deal. Otherwise, it comes down to luck, so, again, Good Luck!

Klondike

Keep moving the cards in sequence on the tableau. Don't deal from the stock until all plays on the tableau are complete. Aces must be played up as soon as available. Other cards do not. If needed, move cards from the foundations back to the tableau. The game is designed to allow you to do this. This can help over come a problem where needed cards are locked behind a higher or lower value card. Watch the sequence of cards in the stock as they are played. It may be possible to skip a play through one deal of the stock, in order to get a card in the next deal that you need more.

Little Spider

It is not necessary to build the foundations in a hurry. Although it is best to move the foundation base cards as soon as available, keeping the other cards in the tableau can help in moving the cards around the tableau. Try to make a blank spot where you can move black Kings or red Aces to keep them from blocking other important cards, otherwise they will lock cards under them. Try to put cards of the same suit together in the reverse order of what is needed on the foundations. If needed, move cards from the foundations back to the tableau. The game is designed to allow you to do this. This can help overcome a problem where needed cards are locked behind a higher or lower value card.

Monte Carlo

It is not necessary to remove all pairs before redealing. The "ReDeal" command button will do this even if pairs remain. If a card can be paired with two or three other cards, choose the one that will allow the most pairing of the other cards. This can be, but not always, the pair that is closest to the upper left corner of the tableau. Use the command button, especially toward the end of the game. Planning your moves, and when to use the re-deal feature, will help improve your chances of winning.

Osmosis

If you feel another start card suit, other than the one that was dealt would be better to help win the game, move the cards around. As long as there are no other cards on the start cards, and as long as one foundation spot remains empty, you can move the start cards around. This could help avoid locking out certain other cards. For instance, if the 3 of Spades is on top of the 3 of Diamonds in the tableau, you don't want the starting Diamond above the starting Spade. Check under the cards in the tableau, so you can be sure that there are no such blocks. Watch the sequence of cards in the stock as they are played. It may be possible to skip a play through one deal of the stock, in order to get a card in the next deal that you need more.

Thirteens

This game requires some strategy. You must make sure that you don't leave a card blocked by its thirteen pair, like a Queen blocked by an Ace. Before removing the pairs, check what's underneath. If you plan your moves properly, this game should be fairly easy to win.

Yukon

Look through the stock cards first to see if there are any Aces, or other important cards to the play. Before moving cards in the tableau, see if both possible cards are available. In other words if you want to move the 5 of Hearts to the 6 of Spades, see if the other red 5 (Diamonds) is also on the tableau. Plan the move first, then make it. A move that uncovers face down cards is usually better than any other. You have to get as many cards into play as possible. For maximum scoring, don't move cards to the foundations unless it is necessary to complete another

play.

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Definition of Shareware

Shareware distribution gives users the best software at the best prices. The user can have a chance to try software before buying it. If you try a shareware program and continue using it after a designated time (30 days for this program), you are required to register it. This is done on the "honor system" and provides the user the ultimate in money back guarantees. If you don't like the program, simply don't register it. Using the program past the designated time without registering is a violation of the temporary license agreement between you, the user, and the shareware author. By not registering, many good shareware authors are discouraged from offering further examples of their wares. If you use the program and like the program, then register!

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You are encouraged to copy and pass along to friends this copy of the shareware version of KSP's Solitaire. If you do so, you must provide them with the original, unaltered set of files shown under the Setup section of these instructions. Do not copy the files off your hard drive for distribution. Instead, pass along the KSPSOLIT.ZIP file. This file, unaltered, contains all the needed files for the shareware version of this program. If you register your copy, do not pass along the registered version. If you intend to charge for distribution, please read and comply with the requirements of the "Message to Vendors" section of this file.

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Message to Vendors

This section provides information for all shareware distributors, vendors, BBS's and computer clubs wanting to distribute this software.

KSP's Solitaire for Windows is an enjoyable collection of solitaire card games. There are fifteen games in this software creation. Included are several old favorites, including Canfield, Klondike, Golf, Beleaguered Castle, and Gaps. Others include Auld Lang Syne, deal 'em out and stack 'em up; Elevens, where you match up the cards that total 11; Four Seasons, which is similar to Canfield; Fourteen Out, which deals all cards at once, then you remove the ones that total 14; and 5 others. There are also 5 different tournaments that combine various games from this list into a timed contest against the clock.

System requirements are listed on page 1. This software can be freely distributed over BBS's, by shareware vendors, distributors, computer clubs or user groups wishing to add this software to their library, so long as there are no modifications to any of the files, nor any files added or removed from the original compressed file.

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Version History

Version 2.1

Changed user interface to simulate Win95 standards.
Fixed problem with the redeal tool bar button.
Fixed all known bugs.

Version 2.0

This is a major upgrade, adding features such as:

New multimedia effects, including sounds and song files.
A tool bar with major features represented, including the undo, sounds, songs, help, etc.
Several new options, including single or three card deals for Klondike games, limited or unlimited redeals, etc.
Added the most requested feature - an Undo Last Move command.
Added two new games, for a new total of 15 games!
Added a new tournament that randomly chooses 6 of the 15 games and times your play.

Version 1.4

Added the ability to show scores only on demand.
Fixed all known bugs.

Version 1.3

Corrected a bug in the screen setup for 640X480 resolution.
Added game titles to the main window, to help players identify the game.

Version 1.2

Corrected a bug in the sign-on that gave an error when only one name was entered.

Version 1.1

Corrected a bug in the "ReDeal" command.
Added the Auto Finish feature.

Version 1.0 (KSP's Solitaire for Windows)

Original release.