KSP's Solitaire II for Windows

Version 2.1
Copyright 1995-1996

by KSP Software

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Introduction

Welcome to **KSP's Solitaire II for Windows.**

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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

<u>Setup</u>

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 KSPSOLI2.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\

kspsoli2.exe. To place it in a program group, drag the program kspsoli2.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.

kspsoli2.exe   register.wri
kspsoli2.wri   *kspsoli2.ini
kspsoli2.hlp   jcard.dll

* Note: Created the first time kspsoli2.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 II. 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\kspsoli2.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 green section showing the phrase "KSP Software presents:

SOLITAIRE II". This is the area where the cards are dealt and played.

Menu Items

Under the Game menu, you can select any of the 12 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 four tournaments to be played. The first, Round Robin, cycles completely through the 12 games. The second, All Aces, cycles through the 6 games that build up from Aces. Aces and Kings takes you through the 5 games that build both from the aces up and the kings down. The last tournament, 6 at Random, takes you through 6 different games, randomly selected. You can also select "Card Backs", which is used to select the type of card back to use.

The last menu item is the Help menu, which accesses the WinHelp program with the kspsol22.hlp file. The program is also context sensitive, so hitting the F1 key during a specific operation, or if a command button is highlighted 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   2   3   4   5   6   7   8   9   10 11 12

   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 Tourney, for instance, this command button can be used to "Re-Deal" the tableau after all plays are made.

   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 twelve games in this software selection, all played with 2 standard decks of cards. Included are several old favorites, including Tourney, Frog, Grand Duchess and St. Helena. Others include The Plot, Patriarchs, Corner Stones, Sultan, Red and Black, etc. These games have been selected to create the most interesting variety of games. Coupled with KSP's Solitaire for Windows, which covers 13 single deck solitaire games, these programs represent the most

comprehensive solitaire set written for the IBM compatible PC. And they are available as SHAREWARE!! Please register!!

Game Rules

General

Cards: All of the twelve games in KSP's Solitaire II use two standard decks of 52 cards. This represents 26 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.

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, or built down from the King. 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 in order by any suit. The only tracking of winning or losing is that the high scores are tracked and saved. Therefore, you could consider yourself a winner, 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 British Square will flip the first card 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, depending on if the rules allow for a redeal, 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 all of the games in this selection, this is the format for scoring.

Alhambra

Layout: The game first sets up the stock, then deals out one Ace and one King of each suit as foundations. The reserve cards are then dealt, in eight piles of four cards each just below the foundations. Cards are then flipped from the stock to the waste pile as needed. Cards can be moved from the reserve to either the foundations or the waste pile. Empty spots in the reserve are not filled. Only the top cards of the reserve and waste piles are available for play to the foundations. There are two redeals after the stock is depleted.

Play: There is no building on the reserve. The waste pile becomes your only means of getting reserve cards out of the way of other reserve cards. Cards from the reserve are played in suit, in either direction, or in a combination of directions, onto the waste pile. Plays to the foundations from the reserve also help. The foundations are built up from the Aces, and down from the Kings in suit. 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, or King to Ace in suit.

British Square

Layout: The game first sets up the stock, then deals out the 16 tableau cards in a four by four area. The four foundation spots are marked. Cards are then flipped from the stock to the waste pile as needed. Empty spots in the tableau must be filled, and are filled automatically, from the waste pile or stock. Only the top cards of the tableau and waste piles are available for play to the foundations. There are no redeals after the stock is depleted.

Play: The tableau is built either downward or upward, in suit, and only one card can be moved at a time. Once a spot has been established as building up or down, you cannot change the direction until the spot becomes empty again. For instance, on the tableau, there is the three, four and the five of hearts. The five can be put on the four, making this pile build up. Once the five is removed from the four, the three cannot be played on the four, since it is still designated as a build up spot. If the three is initially put on the four, then the spot becomes a build down spot. This must be carefully tracked to make sure you do not block yourself at the end by having a lower card on a higher one. Empty spots in the tableau are automatically filled from the waste pile or stock. The foundations must start with the ace, build to king, then king down to ace again, all in suit. As available, move one of each ace to the foundations to begin. Top cards of the tableau or waste pile are available for play. The tableau or waste pile cards can be played on

the foundations or on other tableau piles. 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, then King to Ace in suit.

Congress

Layout: The game first sets up the stock, then deals the tableau of 8 cards. Between the two columns of the tableau, the foundations are marked. As available the aces should be moved to the 8 foundation spots. Empty spots in the tableau must be filled, and are automatically filled, from the waste pile or stock. The stock is available for use, flipping 1 card at a time to the waste pile.

Play: The tableau is built downward in order, regardless of suit. The foundations are built up from the Ace, in suit. All aces should be moved to the foundations as available in any order. 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 played only once, with no redeal. 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 from Ace to King.

Corner Stones

Layout: The game sets up the stock and deals 12 cards. The first 8 are dealt to two columns with room between for the foundations. The other four are dealt to the corners of the screen. These 12 cards represent the tableau. The corner cards are the "Corner Stones". Once this is dealt the game waits for the player to move any playable cards to the foundations. No other moves are allowed. Once all plays have been made, clicking on the stock will deal the next round. Play continues until all cards in the stock have been dealt.

Play: As available, move one ace and one king to the foundation columns, with this criteria: If the card is in the two main columns of the tableau, it must be in line with the foundation for that suit in order to be moved. The "corner stones", or cards in the corners, can be played to any foundation at any time. The foundations are set as follows: The kings go on the right, with the club on top, then the diamond, the heart and the spade. The Aces go on the left in the same suit order. The Aces are built up in suit, the Kings built down in suit. No other play can be made until all stock cards have been dealt. Once all stock cards are dealt, the tableau piles are used to

build up or down in any suit, to reveal the cards underneath that are playable. At that time, any card can be played to any foundation, so long as it is in order by suit. Rank is continuous from King to Ace or Ace to King on the tableau piles. When two foundation piles of the same suit meet, cards may be transferred from one to the other as needed. Continue to build the tableau piles to get to the cards to complete the foundations. Cards are moved between the tableaus by dragging, or to the foundations by double clicking or dragging.

Winning: The game is won by moving all cards to the foundations, building the Aces up to King in suit, and the Kings down the Ace in suit. No redeal is allowed.

Diplomat

Layout: The game sets up the stock, then deals the tableau of 8 piles of four cards each, spread out to the right. Between the two columns of the tableau, the 8 foundations spots are marked. Turning cards from the stock starts the waste pile.

Play: The tableau is built downward, regardless of suit.. The foundations are built up from the Aces, in suit. As available, move all Aces to the foundations. Build up to Kings in suit. Moving cards around the tableau can free up spaces, which are helpful in winning the game. Spaces can be filled when desired by any card. 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 from Ace to King, in suit.

Eighteens

Layout: The game sets up the stock, then deals 15 cards in three rows of 5 each. This is the tableau. The marked spot below the stock is the action pile. Cards are dragged to the action spot to be removed. Aces can be removed from the tableau immediately by clicking on them. All other cards must be matched in sets with one face card (a Jack, Queen or King) and three other cards that total 18. In these three cards, no two cards can be of the same rank. These may be dragged in any order to the action spot. Once a set has been established, the game automatically removes them from play, and adds up the score. As cards are added to the action pile, the blank space in the tableau is automatically filled.

Play: Remove aces separately by clicking on them. Drag cards to the action spot to start building a set. A set must consist of a face card and three unique cards that total 18. For

example, a 4, a 5, a 9 and a King constitute a valid set. Once you put a card on the spot, the game evaluates the next three cards to see if they are valid. If not, the invalid card will automatically return to its original place on the tableau. If you need to start over, clicking on the action pile, or if not grayed, the Undo button, will return all cards to their original places on the tableau.

Winning: The game is won by removing all cards in sets as outlined above.

Frog

Layout: The game sets up the stock, then sets up a reserve of 13 cards, the top of which is available for play. If any Aces are in the reserve, they are automatically replaced with the top card of the stock. Beside this pile are two rows of foundation markers. As available, move Aces to the foundations. Below the foundations are five tableau markers. Then, the first stock card is flipped onto the waste pile. No other cards can be dealt until this card is moved.

Play: The cards that are on top of each pile are available for play to the foundations. As available, move the 8 Aces to the foundations, building up in order, in any suit. Cards from the reserve can only be played to the foundations, and should take precedence in order to empty the reserve quickly. The first waste pile card must be either played to the foundations, if an Ace, or moved to one of the tableau piles. Tableau piles can be built in any direction, in any suit, regardless of rank. Try to keep one tableau pile open for Kings. Once a waste pile card has been handled, another will automatically be dealt. Continue to move cards to foundations or tableau piles until the deck is entirely dealt. 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 onto the foundations from Ace to King regardless of suit.

Grand Duchess

Layout: The game sets up the stock, then the foundation markers to the upper left of the screen. The top row is for Aces, the next row is for Kings. The game then deals the first tableau cards, in four piles below the foundations. Each time cards are dealt to the tableau through the 2nd redeal, 2 cards a placed face down on the reserve. These cards are accumulated until the stock is exhausted. Then clicking on the stock marker will display the reserve cards, spread out across the lower part of the window. Once all plays are made, clicking on the "Done" command button

will gather up the unused cards and start the re-deal process. Three redeals are allowed, the last of which has no reserve.

Play: As available, move one Ace and one King of each suit to the foundations. Clicking on the stock deals four more tableau cards, and two more to the reserve pile. Move all playable cards from the tableau to the foundations before dealing more. Foundations are built from Aces to Kings in suit, or from Kings to Aces in suit. Once the stock is gone, click on the stock marker and the reserve will be spread out along the bottom of the window. Single click on the card you wish to move to the foundations, and it will jump there automatically. Once two foundation piles meet, cards may be moved from one pile to the other by a single click if the reserve is displayed, or by dragging if not. Cards are moved to the tableau by clicking on the stock. Cards are moved to the foundations by either double clicking or dragging while dealing, or by single click when in reserve display mode.

Winning: The game is won by moving all cards to the foundations, building the Aces up to Kings and the Kings down to Aces in suit.

Patriarchs

Layout: The game sets the stock and deals out one Ace of each suit on the left and one King of each suit on the right. Between them the 3 by 3 area of the tableau is dealt. Cards can be played from the waste pile or the tableau. Cards cannot be stacked on the tableau, and any empty spaces are automatically filled from the waste pile or stock. Turn cards of stock one at a time, playing any cards to the foundations. Aces are built up to Kings in suit and Kings are built down to Aces in suit. One redeal is allowed.

Play: The tableau cards and the waste pile cards are available to be moved to the foundations. Clicking on the stock will turn the cards one at a time. Strategy is required to make maximum use of the 9 tableau spots. Game continues until all cards are played to the foundations or there are no more moves available. When two foundation piles of the same suit meet, cards may be moved from one pile to the other as needed. Cards are moved automatically to the tableau. Cards are moved to the foundations by either double clicking or dragging.

Winning: The game is won by moving all cards to the foundations, building the Aces up to Kings and the Kings down to Aces in suit.

The Plot

Layout: The game sets up the stock and deals a reserve of 13 cards, the top of which is available for play. The next cards is placed at the upper left, and is the first foundation card. All other cards of the same value are also foundation cards. The foundations are marked down the left and right sides of the window. Between them a 3 by 4 grid is dealt. This is the tableau. As available and desired, move cards on the tableau, building down regardless of suit, making blank spaces for other foundation cards that turn up from the stock or on the reserve pile. Build the first

foundation until it has 13 cards on it, using cards from the waste pile, reserve or tableau. Until the first foundation is completed, no other cards may be played to the foundations. Also, only foundation cards may be moved to the blank spaces on the tableau until the first foundation is completed. Build up foundations regardless of suit. Count is continuous, from King to Ace to Deuce. No redeal is allowed.

Play: Until the first foundation is completed, only the cards of the same value as the first foundation can be moved to the blank spots in the tableau. Other cards can be built on cards already on the tableau, but no other cards can be used to fill blanks. A foundation card on the top of the reserve should also be moved to a blank spot in the tableau when available. Once the first foundation pile is completed, all other foundations may be built. Preference should be given to the reserve in playing cards to the foundations, in order to avoid being blocked. 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 moving all cards to the foundations, building from the foundations up to Kings, then Aces up from there, regardless of suit.

Red and Black

Layout: The game sets up the stock and deals out all 8 Aces. These are the foundations. Next 8 cards are dealt below the foundations to form the tableau. Stock cards are turned onto the waste pile, the top of which is always available for play. Cards are built down on the tableau in order, alternating red and black cards. The foundations are built up in order, alternating red and black cards. One redeal is allowed.

Play: The tableau is important to winning. Pile the cards alternately red and black in descending order. Keep a blank space ready for a card that may be needed from the waste pile. Spaces are filled automatically from the waste pile or stock. Cards are moved to the foundations by either double clicking or dragging. Cards are moved around the tableau by dragging.

Winning: The game is won by moving all cards to the foundations, in order, alternating red and black.

St. Helena

Layout: The game sets up the stock off screen and deals one Ace and one King of each suit to the center of the window. The remaining cards are dealt in piles, four above the foundations, four below the foundations and two on either side of the foundations. These piles form the tableau. The cards from the piles below the foundations can only be played to the Ace row of the foundations, and the cards from the piles above the foundations can only be played to the King row of the foundations during the first deal. After the first deal, cards can be played from and to

anywhere. The cards from the piles at the sides of the foundations can be played to any foundation row. Cards are moved around the tableau regardless of suit, in order by rank. Rank is not continuous, with only a Queen able to be played on a King, and only a Deuce able to be played on an Ace. Two redeals are allowed.

Play: The tableau is built either up or down, regardless of suit. The Ace row foundations are built up from the Aces, in suit. The King row foundations are built down from the Kings in suit. Cards are revealed on the tableau by moving those on top to other foundation or tableau piles. During the first deal, no card on the bottom tableau row can be played to the King foundation row. However, you can move a card to the side or top tableau row, and from there it can be moved to the King foundation row. The same applies to cards in the top tableau row. Clicking the "ReDeal" command button gathers up all of the remaining tableau cards and redeals them. 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 order from Ace to King, or King to Ace, in suit.

Sultan

Layout: The game sets up the stock and then deals all eight kings and the Ace of Hearts into the center of the window. The very center King is the Sultan. All of the others, including the Ace of Hearts, must be built up in suit to the queens. Outside the "Harem" are the 8 tableau cards. These cards cannot be built upon, but can be used to build up the foundations. Blank spots are filled automatically from the waste pile or stock. Two redeals are allowed.

Play: Turn the stock one card at a time playing any cards onto the foundations. Rank is continuous from King to Ace to Deuce. The center King is not built upon. All other build up in suit. All tableau cards may be played on the foundations. Blanks are automatically filled from the waste pile or stock. 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.

Tourney

Layout: The game sets the stock off screen, and deals eight reserve cards down each side of the window. At the bottom, 6 columns of 4 cards each are then dealt forming the tableau. Above this, the markers for the foundations are drawn. As available, one Ace and one King of each suit

should be moved to the foundations. Cards from the reserve can only be moved to the foundations. Cards from the tableau can be moved to the foundations or to the reserve. Cards can not be moved among the tableau piles. Whenever a tableau pile is emptied, four more cards are automatically dealt to that spot, as available. Two redeals are allowed, where all tableau cards are gathered up in reverse order and redealt.

Play: The tableau cannot be built upon. The foundations are built up from the Aces and down from the Kings in suit. All top cards are available for play to the foundations. As two foundation piles of the same suit have consecutive cards, cards may be moved from one to the other as needed. When all plays are done, clicking on the "ReDeal" command button will gather up the tableau cards into piles and deal four more cards, as available, on top of them. As cards are then used from those piles, the piles will adjust so that four cards, or all of the cards if less than four, will be visible. Play continues until all cards are move to the foundations, or play is blocked.

Winning: The game is won by getting all of the cards to the foundations, building Aces up in suit, and Kings down in suit.

Tournaments

General

There are five different tournaments that can be played with KSP's Solitaire II 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 accumulated 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 British Square to Tourney. Watch the clock carefully, as you gain time by playing cards to the foundations.

Aces Only

This tournament takes the player through all of the games that build only on Aces. This includes British Square, Red and Black, Congress, Diplomat, and Frog. All of these games reward putting cards on the foundations with more time on the clock.

Aces and Kings

This tournament takes the player through all of the games that build on Aces and Kings. This includes Corner Stones, Grand Duchess, Patriarchs, St. Helena, Tourney and Alhambra. All of these games reward putting cards on the foundations with more time on the clock.

Special Tour

This tournament takes the 6 games that are rather unique and combines them into one tournament. The games are British Squares, The Plot, Red and Black, Sultan, Grand Duchess and Eighteens.

6 at Random

This tournament takes 6 games at random from all of the possible games, and cycles through them. You never know which games you'll end up playing, making it all the more challenging to remember the individual game rules.

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 conscious. 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 II. 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 cards to get the cards to move to foundation spots. Double clicking in any 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 steel balls.

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.

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 II

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 II. 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.

Alhambra

Move cards as quickly as possible from the reserve. Watch for cards that are out of order in the

stock, so that you don't end up the last redeal with a Queen far down the stock from the King. Take advantage of the ability to move the cards on the reserve to see what's under them. This could help plan your next move.

British Square

Keep track of the card stacks in the tableau. Since some cards can be built up and some down, make sure which is which before committing another pile. Moving the top cards will reveal the card underneath. Keep a potential move for a blank spot available, so if you turn a needed card onto the waste pile you can make the blank space on the tableau, which will be filled automatically with that card. While playing this game in a tournament, be sure to watch your time. You can sometimes "cheat" and move cards back from the foundations to the tableau, then back to the foundations to get added time. The auto-finish feature is quick, but it fails if you have a card on top of a needed card. Remember, that the foundations are built first up to King, then the King is put on the King and built back down to Ace.

Congress

This is a difficult game to win. It helps to keep a move ready for a needed card in the waste pile. Usually, trying to keep Sevens or under available on the tableau is advisable. Once you feel you're half through the stock, try opening up spaces for Kings, too.

Corner Stones

This game has two stages. The first is the deal, when you can only move foundation cards from adjacent or corner piles. The second is where you must find all of the hidden cards needed to win. Remember that if you get a blank spot, you don't have to fill it right away. It is best to try to get a blank spot early. From there you can almost always win.

Diplomat

Try to get a blank space early on. If you do, it is still difficult to win, especially under the tournament play, but it is almost impossible to win with out a blank spot. Cards will automatically adjust, showing the top six cards. Uncover the Aces in the tableau and play them to the foundations as soon as possible. Don't let too many low cards remain in the waste pile, or you could be in for some trouble. Moving piles of cards with one blank space is sometimes not possible, so be sure to plan the move ahead.

Eighteens

It is not easy to win this game. It is difficult to track the sets of cards you remove to avoid having too many cards of one value at the end. Twos and Fours seem to be the most difficult to remove. Sets that include Twos are 2, 7, 9 and 2, 6, 10. Sets that include fours are 4, 5, 9 and 4, 6, 8. You must balance between these sets so you don't use up all of the 10's, 9's or 8's, since these are needed to remove the other cards. If you have a set, but no face card, then the game is over. If you have the face card, but no set of 18, then the game is over, too. You can put cards on the action spot without a full set in view, and watch what cards fill the blanks. Then you can restart the play with whatever cards can make a set with the new cards. This game is fun once you get the hang of it, so don't give up!

Frog

There is no easy way to win this game. If the cards are not stacked up right, you can't get them dispersed across the tableau piles without blocking important cards. Try to remember where you have lower cards blocked by higher cards and play for those higher cards first, even if it means by passing a possible play from the reserve. Finishing the reserve is OK, but you still have to finish the foundations to win. Keep a separate pile of the tableau for Kings. Try playing each card on top of a higher card until you can't do this, and then track a specific pile of "out of order" cards. This one can really get you, so beware!

Grand Duchess

This is a favorite game of the author! It is more automatic than most, but you have to be alert to all moves. You will see moves that you just miss, because a needed card is not available. However, remembering where those cards are and moving cards accordingly can help make the game a success. However, it only takes one card on top of a key card at the end to ruin a perfect game!

Patriarchs

Keep a movable card in the tableau as long as you can. Then when you turn a needed card to the waste pile, move the tableau card, making room for the waste pile card. Watch the cards carefully, since it is easy to overlook important cards. Take advantage of the ability to move cards from foundation pile to foundation pile when they intersect. Planning ahead is the key to

winning.

The Plot

The reserve is important. You must move cards from it as quickly as possible. Cards can become stuck in the reserve, costing you the game. Since you can only save foundation cards until the first foundation is finished, watch carefully that you keep an open space for them in the tableau. If you come across the last card for the foundation early, you can store it temporarily on the tableau by putting it on one of the foundation cards. Don't forget to move it off of there, or you'll get stuck later on. Once the first foundation is completed, the game is pretty easy afterwards.

Red and Black

Keep a tableau move available for those cards that you need to finish foundations. Two times through the deck is usually quite ample to win. Build Kings down on several tableau piles, then play them up quickly to gain time.

St. Helena

By moving the cards from tableau pile to tableau pile, you can get around the first deal requirement that the lower cards can only be played to the lower foundations and the upper cards can only be played to the upper foundations. Don't commit a move until you see that you have another play underneath it. Getting an empty space early will help win the game, too. When time is short in tournament play, try to find the most cards in the least time. If no good moves are evident, redeal!

Sultan

Use the tableau spaces wisely. Keep a move from the tableau open until a good card shows up on the waste pile. This will help complete the game in good fashion. Two redeals are adequate to win if you're careful.

Tourney

Each time you deal, at least one card shows up in the reserve that can be played to the foundations. This is required by the rules, since if you can't pull a card quickly from the reserve and get that blank space to use, you simply cannot win the game. Move the cards from the reserve if given a choice of reserve or tableau. Keep one space open all of the time to get at critical cards. Don't be concerned with filling the reserve before redealing, since it is better to have spaces than to have cards in the reserve that aren't needed right away.

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KSP's Solitaire II for Windows is an enjoyable collection of solitaire card games. There are fourteen games in this software selection, all played with 2 standard decks of cards. Included are several old favorites, including Tourney, Frog, Grand Duchess and St. Helena. Others include The Plot, Patriarchs, Corner Stones, Sultan, Red and Black, etc. These games have been selected to create the most interesting variety of games. Coupled with KSP's Solitaire for Windows, which covers 15 single deck solitaire games, these programs represent the most enjoyable solitaire set written for the IBM compatible PC. And they are available as SHAREWARE!! Please register!!

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Version History

Version 2.1
Changed user interface to simulate Win95 standards.
Fixed problem with the redeal tool bar button.
Changed Tourney game to put the stack visible on screen.
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.
Added the most requested feature - an Undo Last Move command.
Added two new games, for a new total of 14 games!
Added another tournament set for a total of 5 different tournaments

Version 1.2
Added option to show scores only on demand.
Fixed all known bugs.

Version 1.1
Corrected a bug in the tournament play that counted scores twice.

Version 1.0   (KSP's Solitaire II for Windows)
Original release.