



Beyond Pyramid! Help Contents

Beyond Pyramid! is a solitaire card game with a unique monthly competition for high scores.

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

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

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



Dealing The Cards

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

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

The remaining twenty-four cards form the stack.

[Playing the Game](#)



Playing the Game

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

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

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

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

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

Scoring



Configuring the Game

This option is only available in the registered version.

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

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

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

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

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

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

[Strategy and Hints](#)



ShareWare Notice

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

Due to the unique nature of the competition within this ShareWare you are granted a license to use this program for 180 days on a trial basis (6 competition entries). If you choose to use Beyond Pyramid! after this trial period or continue to enter the monthly competitions you must register it. Registration is only £10.00 (\$15.00 US).

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

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

Registration Form

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

Send the form along with the correct remittance to:

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

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

Distribution



Strategy and Hints



Speed is of the essence so select quickly.



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



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



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

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Beyond Pyramid! Competition

Each month a competition will to be held for all players of Beyond Pyramid!

The competition is based on the configuration of Beyond Pyramid! where only cards totalling 12 or 13 can be removed.

Each time you score your personal top score for the current calendar month (and the score is greater than 1600), a file will be created called COMP.TXT. This file contains details of your top score, when the score was achieved and is used to submit your entry.

Each month the person who submits the highest score will receive the REGISTERED VERSION of Beyond Pyramid! FREE OF CHARGE.

If the person who submits the top score is already a registered player, they will receive a bonus card game, free of charge. This game will not be available from any other source. It will be exclusive to the registered Beyond Pyramid! monthly competition winners. Additionally, their name will be included in the Beyond Pyramid! Hall of Fame.

The all time top ten players will also be featured in the Hall of Fame of future releases of Beyond Pyramid!

The competition will commence in the month of May 1995.

[Submitting Competition Entry](#)



Submitting Competition Entry

Competition entries can be submitted in one of two ways.

By Electronic Mail:

Send a copy of the file COMP.TXT to the following CompuServe address

100430,2045 (100430.2045@compuserve.com)

To arrive no later than the 5th day of the following month.

By Post:

Send a hard copy of the file COMP.TXT to the following postal address

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

To arrive no later than the 5th day of the following month.

[Competition Results](#)



Competition Results

Results will be posted in the Card Games Library of the WinFun Forum (GO WINFUN) on CompuServe on the 6th day of each month. File name BPYRAMID.TXT

Entries made via Internet Email (not CompuServe) will receive a copy of the results by return Email.

Entries made by post will receive a hard copy of the results if a stamped self addressed envelope is included with the entry.

The winner of the competition will be notified with details of how to register the game or obtain their bonus game.

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Scoring

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

The score is calculated as follows:

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

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

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

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

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

[Configuring the Game](#)



Registration Form

BEYOND PYRAMID!
Registration Form

Personal Details:

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

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

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

Registration information:

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

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

Please send cheque or cash to:

Mark Briggs \\\\/\\\\/\\\\/\\\\/
3 St Andrews Close / _ _ \
Leyland (| (.) (.) |)
Preston .000o_ () _o000. _____
LANCS |
England | Mark Briggs 100430.2045@compuserve.com |
PR5 2BJ | |
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Thank you for registering.

[ShareWare Notice](#)

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



Why Register ?

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

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

Registered winners of the monthly competition will receive a FREE bonus game, that is not available from any other source.

More Importantly

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

Additionally, a large amount of time is spent each month administering the monthly competitions and continual encouragement ensures that the competitions are supported for many months to come.

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

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Distribution

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

BPYRAMID.EXE	Main Program Executable
BPYRAMID.HLP	Windows Help File
DEAL.WAV	Wave File
GO.WAV	Wave File
REGISTER.TXT	Registration Form
THREED.VBX	Required Support File
VBCARDS.DLL	Required Support File

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

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

[Why Register ?](#)

