



Tower Solitaire

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Version 1.1

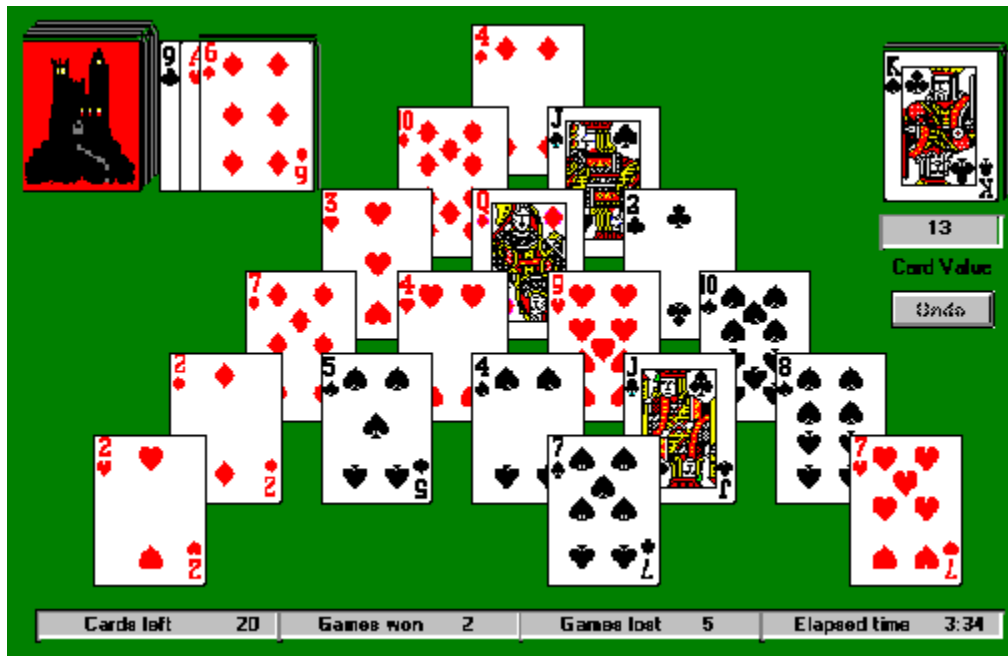
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A Visual Tour

The graphic below represents all of the elements of *Tower Solitaire*. Click the hand-shaped mouse pointer over any area of the graphic for an explanation of that area or element.



This is the **DRAW PILE**. Click here to draw cards to play with. When this element is clicked, the **PLAY PILE** will be refreshed with one or three new cards depending upon your OPTIONS "Draw" setting. When you start a new game, you are not allowed to open the Draw Pile until any and all valid plays on the playing surface have been completed.

This is the **PLAY PILE**. Click here to play and discard the currently displayed card. The card's value must either equal 13 (be a King), or when added to the value of a card on the playing surface, the total must be 13. If this is the first card of a pair, a yellow X will be drawn over this card.

This is the **DISCARD PILE**. All cards played from the playing surface or the Play Pile are placed here when a successful play is made.

This area displays the value of the first card of a pair when that card is clicked and placed on the Discard Pile. If the second card of a pair or a King has just been played, the value displayed will be "13".

If you make a mistake or change your mind about playing the first card of a pair after it has been played, click the **UNDO** button to retract the card and make it available again. **UNDO only works for the first card of a pair.**

This status box displays the number of cards remaining in the **Draw Pile**. This number is reset whenever the Draw Pile is replenished.

This status box displays the number of games won to date. This number is incremented every time you win a game, and it is stored in the TOWER.INI file. You may reset this number to zero by selecting the **OPTIONS** menu item and then clicking "**Clear win/loss counts.**"

This status box displays the number of games lost to date. This number is incremented every time you lose a game, and it is stored in the TOWER.INI file. You may reset this number to zero by selecting the **OPTIONS** menu item and then clicking "**Clear win/loss counts.**"

This status box displays the amount of time elapsed (in minutes and seconds format) since the current game was started. You may turn off the elapsed timer by selecting the **OPTIONS** menu item and then clicking "**Timed Game.**"

This area represents the playing surface. As you can see, the game has been partially played. The last card discarded was the King of Clubs. The top card on the Play Pile is the Six of Diamonds. You can also see the left edge of the Ace of Hearts and the Nine of Clubs peeking out from behind the Play Pile. Changing the "Draw/show" menu option determines whether or not cards will "peek" out from beneath the Play Pile.

The Six of Diamonds on the Play Pile can be played in combination with either the Seven of Spades or the Seven of Hearts in order to make a discard pair. The better choice is probably playing it with the Seven of Spades because two new cards, the Four of Spades and the Jack of Clubs will become available. If played with the Seven of Hearts, only one card, the Eight of Spades becomes available for play.

Menus

Game

- Deal** Quits the current game and starts a new one.
- Exit** Ends the game.

Options

All option settings are maintained in the TOWER.INI file. Once an option is set or reset, the status of that option will be reflected in all future game sessions until the option is changed. Default options are check marked.

- Draw 3, show 3** Draws 3 cards at a time from the draw pile and displays the top three cards.
- Draw 3, show 1** Draws 3 cards at a time from the draw pile and displays only the top card.
- Draw 1, show 3** Draws 1 card at a time from the draw pile and displays the top three cards.
- Draw 1, show 1** Draws 1 card at a time from the draw pile and displays only the top card.
- Cover cards** When a new game is started, the faces in only the bottom row of cards are displayed. All other cards display the card back. When a play is made from the bottom row on upwards, card faces are displayed as they become available for play.
- Sound** Checking this option toggles the game's sound effects on and off. If you do not have a sound card and the Windows Multimedia drivers installed, this option will always be unchecked.
- Timed Game** Checking this option causes the elapsed timer to appear at the bottom right side of the screen. When checked, the elapsed timer will begin whenever a new game is started.
- Warn if no plays** When checked, a dialog box telling you that no more plays are possible will appear when that condition arises. The dialog also asks if you want to start a new game. If you answer NO to this question, you may continue to look through the draw pile to make sure the game is not cheating. (Believe me, it's not!) This dialog box will appear every time the draw pile is depleted. You may start a new game at any time, because you have **LOST** at this point.
- Clear win/loss** Click this option to display a dialog box asking you to verify that the win/loss count displayed at the bottom of the screen should be reset to zero. Click YES or NO as desired.

Help

- How to Play** Invoke **Windows Help** for **Tower Solitaire**.
- About** Displays an **ABOUT** box which contains important information.

How to Play the Game

The object of the game is to remove all the cards from the playing surface. Cards must normally be removed in pairs where the value of the pair equals **13**. Each non-face card's value is the number of the card itself. For example, a six of anything's value is six. Aces count as 1. Jacks are 11. Queens are 12. Kings are 13. A King must be played by itself. The suit of the card (heart, diamond, spade, club) is irrelevant and not used in determining the card's value.

To begin, click on the first card of the pair to be played. A **yellow X** will be drawn on the card just clicked to remind you which card is the first of the pair. A copy of the card will then be shown in the discard pile located in the upper right hand corner of the screen, and the numeric value of the card just discarded will be shown directly under the discard.

Next click on the second card of the pair whose value, when added to that of the first card, totals 13. When this is done, the second card of the pair appears on the discard pile, 13 appears under the discard, and both cards are removed from the playing surface. Continue doing this until all cards have been removed from the playing surface. Remember that Kings don't need to be part of a pair because their value alone is 13.

Note that a card must be completely visible and not covered by any part of another card in order to be played.

If it is not possible to make a pair of 13 with any two cards on the playing surface, click on the **Draw Pile** found in the upper left corner of the screen. Depending on your draw options, 1 or 3 cards will be drawn and the top card will appear face up in the **Play Pile** immediately to the right of the Draw Pile. If the value of the top card in the Play Pile will make a pair of 13, click on the top Play Pile card. You may make pairs in any order. That is, the first card may come from the playing surface and the second from the Play Pile, or the first may come from the Play Pile and the second from the playing surface. If the first card of the pair comes from the Play Pile, then the Play Pile will be marked with a **yellow X** and copied to the discard pile.

After a card has been successfully discarded from the Play Pile, the next card underneath it will be displayed. You may continue playing from the **Play Pile** until the top card on the Play Pile is useless, or the Play Pile is depleted. Click on the **Draw Pile** to deal the next set of 1 or 3 cards to the Play Pile. When the Draw Pile is depleted, a **red X** will appear indicating that you must click on the **red X** to restock the Draw Pile from the cards in the Play Pile. When you start a new game, you are not allowed to open the Draw Pile until any and all valid plays from the playing surface have been completed.

If you make a mistake or change your mind about playing the first card of a pair after it has been played, click the **UNDO** button to retract the card and make it available again. **UNDO only works for the first card of a pair.** If the second card of the pair, when added to the value of the first, does not equal 13, both cards are removed from the discard pile and placed back in their appropriate spots on the playing surface and/or Play Pile.

Whenever the **Draw Pile** is depleted, the program checks the remaining cards on the playing surface and the Play Pile to determine if there are any plays that can be made. If no plays can be made, a dialog box will pop up stating this fact and ask if you want to start a new game. If you elect not to start a new game, you may continue poking through the Draw Pile until the cows come home; a play will not magically appear. In a nutshell, **YOU HAVE LOST THE GAME!** If you would rather not have the program deflate your ego, click on the **OPTIONS** menu and turn off the **Warn if no plays** option.

Technical Information

Tower Solitaire was written in **Microsoft** Visual Basic using direct calls to **Windows** API routines where appropriate for speed and less drain on system resources. This program requires version 3.1 or higher of **Microsoft Windows**. The following files were loaded to your hard drive by the Setup program:

| | |
|--------------|--|
| TOWER.EXE | The game program itself. Make sure that your program properties point to the directory where this file is located. |
| TOWER.HLP | This is the Windows HELP file you are currently reading. The file must be located in the same directory that contains the TOWER.EXE file. |
| TOWER.INI | This file contains program options and settings. This INI file must be located in your Windows directory. |
| TOWER.WAV | This is the file containing the game's sound effects. The file must be located in the same directory that contains the TOWER.EXE file. If you don't have a sound card or don't want to hear the sound effects, this file may be deleted from your hard drive. |
| TOWER.WRI | This is the Windows WRITE game documentation. This file may be placed in any directory and then deleted after it is printed. |
| ORDERFRM.WRI | This is a Windows WRITE file which you may print and fill out when registering or buying our products. |
| VBRUN300.DLL | Should be in your Windows/SYSTEM directory. This run-time library file is provided by Microsoft and is distributed by publishers of Visual Basic programs. |

Product Registration



If you decide to keep this product and use it, you are required to register and pay for it.

Registration of this product entitles you to a disk containing the latest product version, printed documentation, and a means of removing the shareware reminder screens. Registration also helps us put groceries on the table in addition to putting you on our mailing list which will keep you informed of new products and upgrades.

To register **Tower Solitaire** send **\$12.00** to:

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