



# **Solitaire** **King's Corners**

***A game of***

**How to play the game**

**Menus**

**Sample Screens**

**Technical Information**

Copyright 1993

Financial Systems Associates, Inc.  
148 N. Washington St.  
Delaware, Ohio 43015

*Written by Stephen R. Woods*

## Menus

### Game

**New Game.....** Quits the current game and starts a new one.

**Undo.....** During **Normal Play**, clicking **UNDO** will remove the most recently played card from the playing board and return it to the draw pile giving you a chance to play that card in a different space. Note that you've already seen the next card to be played, so you gain a small advantage (almost cheating) when you use **UNDO**.

During **Discard Mode**, clicking **UNDO** will remove the first discard currently sitting on the left discard square or the last pair discarded. If you have discarded a ten, **UNDO** will not work.

**Exit.....** Ends the game and returns you to Microsoft Windows

### Sound

**Sound on.....** Enables interesting sounds during the game such as the deck of cards being shuffled, cards being played, etc. A sound card (such as the SoundBlaster) is required for this option to work.

**Sound off.....** Disables interesting sounds during the game. The standard Windows warning beep will still be audible in situations requiring attention.

### Help

**How to Play..** Invoke **Windows Help** for King's Corners.

**About.....** Displays an **ABOUT** box which contains important information.

## How to Play the Game

The object of the game is to place all face cards around the perimeter of the playing board. The playing board consists of sixteen squares, four squares per row. Kings, Queens, and Jacks must be placed in particular squares as shown below. The suit of the face cards does not matter.

King	Queen	Queen	King
Jack	Any	Any	Jack
Jack	Any	Any	Jack
King	Queen	Queen	King

To begin the game, click on the **Draw Pile** and the first card will be dealt face up immediately to the right of the draw pile. Press and hold down the left mouse button and drag the newly dealt card to one of the sixteen squares on the playing board. Drop the card on the desired square by releasing the mouse button. Non face cards (aces through tens) may be placed on any square. Jacks through Kings must be placed as shown in the above grid. The program will beep and remove any face cards dropped in the wrong place; you must then drag and drop the card on a correct square.

If the four middle spaces of the playing board are occupied, you must place cards in a space reserved for a face card (Jack, Queen, or King). In this case, place the card in an empty space of the face card with the most open spaces. For example if three Jacks, three Kings and one Queen are currently showing on the playing board and the middle four squares are used, place your card on an empty Queen space because if you block the empty Jack or King spaces and a Jack or King is dealt next, you lose the game immediately. By using the empty Queen's space for your card, you still have two open spaces available for Queens as well as the open spaces for one more Jack and one more King.

If you accidentally put one of your cards in the wrong square, you can UNDO the most recent play by clicking on the **GAME** menu item and clicking **UNDO**.

After all sixteen squares have been filled, **Discard Mode** begins. This is your chance to potentially regain free spaces from non-face cards. Discards must be made in pairs with the sum of each pair totaling exactly ten (10). The exception to this rule is the ten card itself; the ten of any suit must be discarded singly, and not as part of a pair. Each card's face value is used in computing the sum of the pair. Note that Aces count as one (1). For best results, discard cards from the playing board's perimeter before discarding them from the middle spaces. You always want to leave open as many spaces as possible for Jacks, Queens, and Kings.

The Discard process is as follows. Click on the first card of the pair to be discarded; this card will be removed from the playing board and appear in the left discard space found on the lower left side of the screen. Next, click on the second card of the pair to be discarded. If the sum of the two cards is equal to ten, the discards will disappear from the discard space

and the playing board. If the sum of the pair is not equal to ten, both cards will be placed back on the playing board and you will be notified of an illegal discard attempt. Repeat the process until all possible pairs of ten are removed. (Remember that tens must be removed by themselves.) When there are no more pairs of ten, click on the **Done with Discards** button. Normal game play will resume at this point. If you make a mistake in discarding, click on the **GAME** menu item and then click **UNDO** to reverse the most recent single or pair of discards.

### **Winning and Losing:**

Playing and discarding proceeds until one of several things happens.

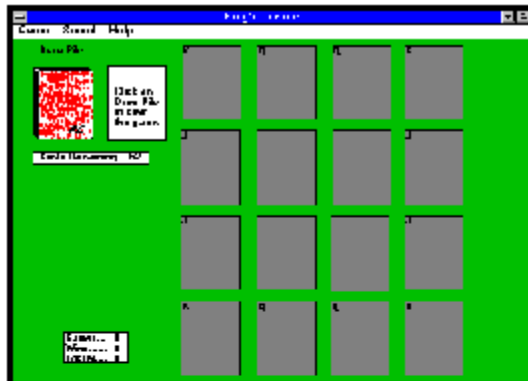
- The outside perimeter is filled with Jacks, Queens, and Kings. **YOU WIN!**
- A face card is dealt, and there is no empty space for it. **YOU LOSE!**
- The board is full, you start discard mode, and there are no discards. **YOU LOSE!**
- You can't stand losing any more, so you click **EXIT**.

If you get really disgusted at continually losing and wonder what happens when you win, here's how to get a look at what a winner sees. This *is* cheating by the way.

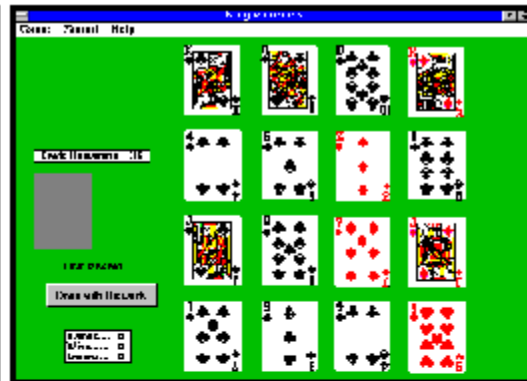
- Click **HELP**.
- When the drop down menu appears, click **ABOUT**.
- After you've read the important information, press and hold down the **SHIFT** key.
- While still pressing the **SHIFT** key, click **OK**.

Now a new game will automatically be started. Play as usual, but you **will** win... and quickly!

## Sample Screens



Above: Opening screen



Above: Starting Discard Mode



Above: End of Discard Mode



Above: A winning game

## Technical Information

King's Corners was written in Microsoft Visual Basic using direct calls to **WindowsAPI** routines where appropriate for speed and less drain on system resources. This program requires version 3.1 or higher of **Microsoft Windows**. In order to run King's Corners, the following files are required:

VBRUN200.DLL	Should be in your <b>WINDOWS SYSTEM</b> directory. This run-time library file is provided by Microsoft and is distributed by publishers of Visual Basic programs. If you already have a copy of this file, use the most recent version.
KINGCORN.EXE	The King's Corners program itself. Make sure that your program properties point to the directory where this file is located.
KINGCORN.INI	This file tells the King's Corners program where the following files are located.. This <b>INI</b> file should be located in your <b>WINDOWS</b> directory.
KINGCORN.WAV	This file contains the digitized sounds used by King's Corners. A sound card such as a SoundBlaster is required. The location of this file should be specified in the <b>KINGCORN.INI</b> file. This program utilizes the standard Microsoft Multimedia Control Interface for audio wave form.
KINGCORN.RLE	This file contains the bit map of the playing card images used in the game. The location of this file should be specified in <b>KINGCORN.INI</b> .
KINGCORN.HLP	This is the <b>WINDOWS HELP</b> file you are currently reading. The location of this file should be specified in the <b>KINGCORN.INI</b> file.
KINGCORN.WRI	This is the <b>WINDOWS WRITE</b> game documentation. This file is placed in your <b>KINGCORN</b> directory and may be deleted after it is printed.

### INI Parameters:

The **KINGCORN.INI** file should be located in your **WINDOWS** directory. It provides startup information for the program. If the **INI** file is not found, or the parameter wanted is not found, sounds may not work and maybe the program won't run depending on what files cannot be found. If the **KINGCORN.INI** file is **not** found, the program will search all directories in the DOS **PATH** statement (found in your **AUTOEXEC.BAT** file) for its files. The format of **INI** entries follows:

```
[KINGCORN]
HelpPath=C:\yourpath           ; Default is WINDIR
Sound=0                         ; 0 = no soundcard, 1=soundcard
SoundPath=C:\yourpath         ; Default is WINDIR
BitMap=C:\yourpath           ; Default is WINDIR
```

