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File menu commands

The File menu offers the following commands:

| | |
|----------------------------|---|
| <u>New Game</u> | Deals a new game. |
| <u>Undo</u> | Reverse previous game step. |
| <u>Save Game</u> | Saves the current game. |
| <u>Open Game</u> | Opens a previously saved game. |
| <u>Restart Game</u> | Restarts the current game from the original deal. |
| <u>Exit</u> | Exits Canfield. |

Options menu commands

The Options menu offers the following commands:

| | |
|----------------------------|---|
| Auto Throw | Automatically moves cards onto the FOUNDATION that are available to be moved and do not have other cards dependent on them left in the STOCK or TABLAEU. |
| Sound Effects | Toggles Sound Effects on or off. |
| Large Pips | Places larger card markings in the upper left corner for better visibility. |
| Drag Cards | Toggles between “Drag and Drop” play or “Click to Select”. |
| <u>MIDI Options</u> | Allows user to set preferences for MIDI music playback. |
| <u>CD Options</u> | Allows user to control their CD drive’s audio playback features. |
| Draw 3/1 | Chooses whether you draw cards three at a time or singly. WARNING!!! Changing this setting starts a new game. Under Vegas Scoring it will also limit the number of times you can recycle the STOCK. |
| Scoring | Allows user to chose type of scoring. See <u>Scoring</u> in the Rules section. |
| Choose Card | Allows user to choose a built-in card deck or load one from disk or CD. (NOTE: You may also use external decks downloaded from www.wyvern.com .) |

Window menu commands

The Window menu offers the following commands:

| | |
|------------------|------------------------------------|
| Minimize | Allows you to minimize the window. |
| Shortcuts | |
| Keys: | CTRL+M |

Register

This menu option will bring up a window that gives instructions on how to register your copy of Wyvern Canfield, and show your UserID and Registration ID if you have already registered it.

Help menu commands

The Help menu offers the following commands, which provide you assistance with this application:

| | |
|---------------------------------|--|
| <u>Help</u> | Offers you an index to topics on which you can get help. |
| <u>Topics</u> | |
| <u>About</u> | Displays the version number and credits for Canfield. |
| <u>License</u> | Displays the License Agreement for Canfield. |
| <u>Agreemen</u> | |
| <u>t</u> | |

New Game command (File menu)

Use this command to deal a new game.

You can open a previously saved game with the Open Game command.

Shortcuts

Keys: CTRL+N
 F2

Open Game command (File menu)

Use this command to open a previously saved game

You can deal a new game with the New Game command.

Shortcuts

Keys: CTRL+O

Restart Game command (File menu)

Use this command to play the current game from the beginning again. We suggest that you save your current game before you restart it because restarting will erase what you have done.

Shortcuts

Keys: CTRL+R

Save Game command (File menu)

Use this command to save the current game. When you save a game, Canfield allows you to designate a file to save it to. Saved files are required to have a .wsc extension on the filename.

Shortcuts

Keys: CTRL+S

Undo command (File menu)

Use this command to reverse the last game step. There are a limited number of moves that can be undone.

Shortcuts

Keys: CTRL+Z
Backspace

Exit command (File menu)

Use this command to end your Canfield session. You can also use the Close command on the application Control menu. You must manually save your game before quitting, if desired.

Shortcuts

Mouse: Double-click the application's Control menu button.



Keys: ALT+F4

MIDI options command (Options menu)

Use this dialog box to set your preferences for MIDI music playback.

| | |
|-------------------------------|--|
| Current MIDI Selection | Shows the current song selection. Use the drop down list to select a new song. The current selection will loop through the play list one by one as each song finishes. |
| Default Play List | Selecting this option will use the built-in play list included with the game. |
| User Play List | Selecting this option will use the user-defined play list created with the play list buttons. |
| New Play List | Discards the current user-defined play list and opens a browse dialog to allow a new list to be defined. Use CTRL and/or SHIFT with the mouse to select multiple song choices at once. |
| Add to Play List | Appends new selections to the user-defined play list. This feature is useful for selecting songs from different directories. |
| Play MIDI Music | Starts playback of MIDI music. |
| Stop MIDI Music | Stops playback of MIDI music. |
| Ok | Exits the MIDI Options dialog. |

CD Options command (Options menu)

You may use this dialog box to control your CD drive's audio playback functions.

| | |
|----------------------|---|
| Total Time | Shows the total length of the current CD. |
| Current Track | Shows the current track number that the CD is queued to play or is playing. |
| Current Time | Shows the time index of the track that is queued to play or is playing. |
| Stop | Stops the CD playback and resets to the start of the first track. |
| Play | Starts the CD playback from the currently queued position. |
| Pause | Stops the CD playback without changing the playback position. |
| Resume | Resumes playback from the last queued position. |
| Previous | Advances to the next track on the CD. |
| Next | Returns to the previous track on the CD. |
| Ok | Exits the CD Options dialog. |

Help Topics command (Help menu)

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for using Canfield and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.

About command (Help menu)

Use this command to display the copyright notice and version number of your copy of Canfield.

License Agreement command (Help menu)

Use this command to display the License Agreement for your copy of Canfield.

Scoring Methods

There are two types of scoring methods:

Standard scoring uses the following rules:

| <u>Action</u> | <u>Points</u> |
|---------------------------------|---------------|
| Moving a card to the FOUNDATION | 1 |

*Your score cannot drop below zero (0) in Standard Scoring.

Vegas scoring uses the following rules:

| <u>Action</u> | <u>Points</u> |
|--|---------------|
| Starting a game | -50 |
| Moving a card to the FOUNDATION | 5 |
| DRAW 3 option - You may recycle the STOCK only twice | - |
| DRAW 1 option - You may not recycle the STOCK | - |

Rules (HowTo)

The Game Area

A game consists of three areas of cards:

- **FOUNDATION:** Located in the upper right corner. When the cards are dealt, one card is placed in the FOUNDATION to become the base card. The FOUNDATION is built up in suit from that base card to the KING, then ACE, continuing until there are 13 cards in the FOUNDATION slot. When any of the base cards are turned up, they will be automatically placed in the FOUNDATION even if Auto-Throw is turned off.
- **STOCK/ DISCARD:** Located in the upper left portion of the window. These are the cards you have not played. Depending on the Draw3/1 option you have chosen, 3 cards or 1 card will be turned over each time you click on the undealt cards. You are then allowed to play the card(s) you have just revealed along with any cards that have been previously revealed. Only the top card in the DISCARD may be played. If you are playing with Standard style scoring, you will be allowed to recycle the DISCARD pile back into the STOCK an unlimited number of times. Using Vegas style scoring and the Deal 3 option, you may recycle the DISCARD to the STOCK only twice. If you are playing Vegas style scoring and using the Deal 1 option you cannot recycle the DISCARD pile.
- **TALON:** Located below the STOCK. The TALON originally contains 13 cards, of which only the top card is shown. Only the top card of the TALON may be played.
- **TABLAEU:** Located across the middle of the window are four columns. You can place cards on these stacks in descending order, with alternating colors. When a column is empty, the top card of the TALON will be moved into the empty slot. If there are no cards remaining in the TALON, any card may be played in that empty column.

Object

Move all cards to the foundation.

