

## Solitaire Help Index

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### **File menu commands**

The File menu offers the following commands:

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

### Options menu commands

The Options menu offers the following commands:

|                            |   |
|----------------------------|---|
| <b>Auto Throw</b>          | 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.  |
| <b>Sound Effects</b>       | Toggles Sound Effects on or off.  |
| <b>Large Pips</b>          | Places larger card markings in the upper left corner for better visibility.   |
| <b>Drag Cards</b>          | Toggles between “Drag and Drop” play or “Click to Select”.  |
| <b><u>MIDI Options</u></b> | Allows user to set preferences for MIDI music playback.   |
| <b><u>CD Options</u></b>   | Allows user to control their CD drive’s audio playback features.  |
| <b>Draw 3/1</b>            | 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. |
| <b>Scoring</b>             | Allows user to chose type of scoring. See <u>Scoring</u> in the Rules section.  |
| <b>Choose Card</b>         | Allows user to choose a built-in card deck or load one from disk or CD. (NOTE: You may use external decks from the CD or downloaded from <a href="http://www.wyvern.com">www.wyvern.com</a> .)      |

### Window menu commands

The Window menu offers the following commands:

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

**Register menu commands**

The Register command displays the information needed and how to register your product.

## Help menu commands

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

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

**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, Solitaire allows you to designate a file to save it to. Saved files are required to have a .wss 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 Solitaire 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.

|                               |  |
|-------------------------------|--|
| <b>Current MIDI Selection</b> | 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.                 |
| <b>Default Play List</b>      | Selecting this option will use the built-in play list included with the game.  |
| <b>User Play List</b>         | Selecting this option will use the user-defined play list created with the play list buttons.  |
| <b>New Play List</b>          | 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. |
| <b>Add to Play List</b>       | Appends new selections to the user-defined play list. This feature is useful for selecting songs from different directories.   |
| <b>Play MIDI Music</b>        | Starts playback of MIDI music.   |
| <b>Stop MIDI Music</b>        | Stops playback of MIDI music.  |
| <b>Ok</b>                     | Exits the MIDI Options dialog.   |

(NOTE: User-defined play lists are not available in the shareware version of Solitaire.)

### **CD Options command (Options menu)**

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

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

(NOTE: The CD Option is not available in the shareware version of Solitaire.)

**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 Solitaire 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 Solitaire.

**License Agreement command (Help menu)**

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



## Scoring Methods

There are two types of scoring methods:

**Standard scoring** uses the following rules:

| <u>Action</u>   | <u>Points</u> |
|---|---------------|
| Moving a card from the STOCK to the TABLEAU               | 5             |
| Moving a card from the TABLEAU to the FOUNDATION          | 10            |
| Moving a card from the STOCK to the FOUNDATION            | 15            |
| Turning a card over in the TABLEAU                        | 5             |
| Moving a card from the FOUNDATION to the TABLEAU          | -15*          |
| Every time you recycle the STOCK (each time using DRAW 3) | -20*          |
| Every time you recycle the STOCK (each time using DRAW 1) | -             |
|   | 100*          |

\*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                                      | -52           |
| 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:

- **FOUNDATIONS:** Located in the upper right corner. The FOUNDATIONS are built up from ACE to KING by suit and in sequence.
- **TABLEAU:** Located across the middle of the window are the seven stacks. You can place cards on these stacks in descending order, with alternating colors. Only a King may be moved into an empty column.
- **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.

## Object

Move all cards to the foundation while obtaining the highest score possible.

