

solitaire



royale

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solitaireTM royale

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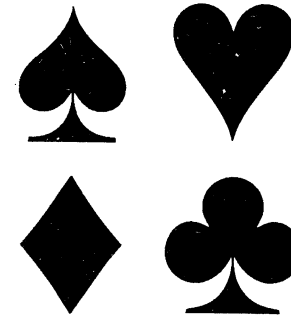
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Player's Guide

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Introduction

Welcome to the world of *Solitaire Royale*. Each of the eleven card games included is uniquely challenging, and successful play will depend on a skillful mastery of card strategy and, of course, a bit of luck!

Names like *Pyramid*, *Golf*, *Klondike*, *Canfield*, *Corners*, *Calculation*, *Three Shuffles and a Draw*, and *Reno* will soon take on new meaning as you become immersed in one of the most entertaining and addicting collections of computer games ever created!

Playing the *Tour* of all the different games will allow you to compete with yourself or others. As you improve your play in the *Tour*, you'll see your scores increase. A leader board will keep track of the highest scores.

In *Tournament Play*, you can directly challenge an opponent (more than one, if you like) to achieve the highest score. Any of the eight games comprising the *Tour* may be chosen for the competition, or if you prefer, use the whole collection for a complete challenge. Any number of players can enter the competition, with the top five scores at any time being recorded. *Solitaire Royale* will lay out the deal of each game exactly the same for all players.

In addition to the eight games that make up the *Tour*, there are three other formats designed for young children. Most of us have probably played these games at an early age. The *Children's Games* are fun ways to learn basic solitaire techniques, and are excellent learning tools for the development of visual recognition and memory skills. Let the kids play them over and over. Who knows. They may challenge you to a game of *Klondike* before long!

History

Although there is no precise historical record of where or when solitaire was actually created, historians agree that the game was introduced to northern Europe sometime in the fourteenth century. Even so, it was not until the 1800's that someone recorded rules for a solitaire game. In the beginning, it was a game played primarily by invalids, but the general populace soon became enamored of these "games of patience" consisting of beautifully illustrated cards adorned with images of royalty. The names of these games were listed almost always in French: *La Bell Lucie*, *Les Quatre Coins*, *L'Horloge*, *La Nivernaise*, *La Loi Salique*, *Le Carre Napoleon*, etc. Many retain their French title today.



By the beginning of the 1900's, there was no shortage of books written for the game of solitaire. The inspiration for these books can be traced back to the old titles "Patience" by Cheney and "Amusements for Invalids" by Henshaw. A list of modern titles at the end of this guide will provide additional reading on the rules and strategy surrounding solitaire games.

Loading Instructions

♣ Turn your computer on. Insert the *Solitaire Royale* disk in the disk drive and the game will load automatically. During loading, a message will appear on the screen (e.g., "Marking the cards"). Then, the title screen will appear.

If your computer is already on and running, insert the *Solitaire Royale* disk, and select it. Then select *Solitaire* to load the game.

♣ Before you choose to start a new game, use the mouse to preview the other menus and selections on the menu bar. You won't need to know everything immediately, but if you're curious, all of the menu bar selections are discussed in the menu bar section of this manual.

At this point, please read the following sections on terminology and game play before you try your hand at the games of *Solitaire Royale*. For those of you unfamiliar with the rules of specific solitaire games, or if your memory is a bit rusty, please read about the specific games starting on page 9 of the manual, and/or preview the help and how to play menus on the screen.

General Rules for Game Play

♣ The arrow cursor will be used to select from the menu bar.

♣ The "hand cursor" must be on top of a card before the card can be selected.

♦ Use your mouse to point the hand cursor at any card (or column) you wish to select.

♦ Click the mouse button to select the desired card (or column). The card will highlight when it is selected. (Clicking the button again will deselect the card.)



◆ Use your mouse to move the cursor to the location where you want the selected card to be played, and click the mouse button again.

◆ With the “drag cards” setting on, you place the hand cursor on a card and hold the mouse button down to select the card. Then, while continuing to hold the mouse button, move the cursor and the card to the location where you want to play the selected card, and release the mouse button. (Only the top card in a pile moves. After the card is placed, the rest of the pile is moved.)

If the move is not valid, the card you’re dragging will slip back to its original spot. If you let go of a dragged card when it’s touching more than one pile, *Solitaire Royale* has no way of knowing which pile you’re playing to, and will count the move as invalid.

Common Terms

There are twelve unique and attractive card decks that are available for use in *Solitaire Royale*. However, certain standard characteristics of playing cards in general (related to appearance) stay the same in each game. For example, the cards are organized according to *suit* and *color*. The suits are Hearts, Diamonds, Clubs, and Spades. The Hearts and Diamonds are “red” (actually gray) while the Clubs and Spades are “black.” Each suit has thirteen cards in it with “face values” ranging from the Ace, 2, 3, 4, etc., all the way up to Jack (11), Queen (12), and King (13).

All of the *Solitaire Royale* games have two basic goals in common:

♣ Move all cards to the *foundation*; or

♣ Remove the cards from the screen completely.

With these goals in mind, the following terms are used in each game:

♣ The **foundation** is a pile (or piles) where cards are laid in a specific order during the course of a game. Some games will not have a foundation, as the objective may be to completely remove the cards from the screen. The foundation receives cards from the *tableau*, *holding pile*, *stock*, and *waste pile*.

♣ The **tableau** is the general layout of cards, upon which other cards are played prior to moving them to either the *foundation* or the *waste pile*. Cards placed on the tableau after the opening layout may come from either the *holding pile*, *stock*, or *waste pile*.

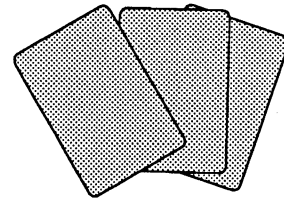
♣ The **stock** is the remainder from a standard deck of 52 playing cards not yet displayed on the screen. The player turns (exposes) cards from the stock, either 1 or 3 cards at a time, as the game is being played.

♣ The **waste pile** is made up of cards turned from the *stock* that cannot be played as yet to the *tableau* or *foundation*. In most game situations, the top card is available for play onto the *tableau* or *foundation*. As each top card is played, the one below it becomes available. In some games the waste pile can be turned over and replayed after the last *stock* card has been “turned” to it.

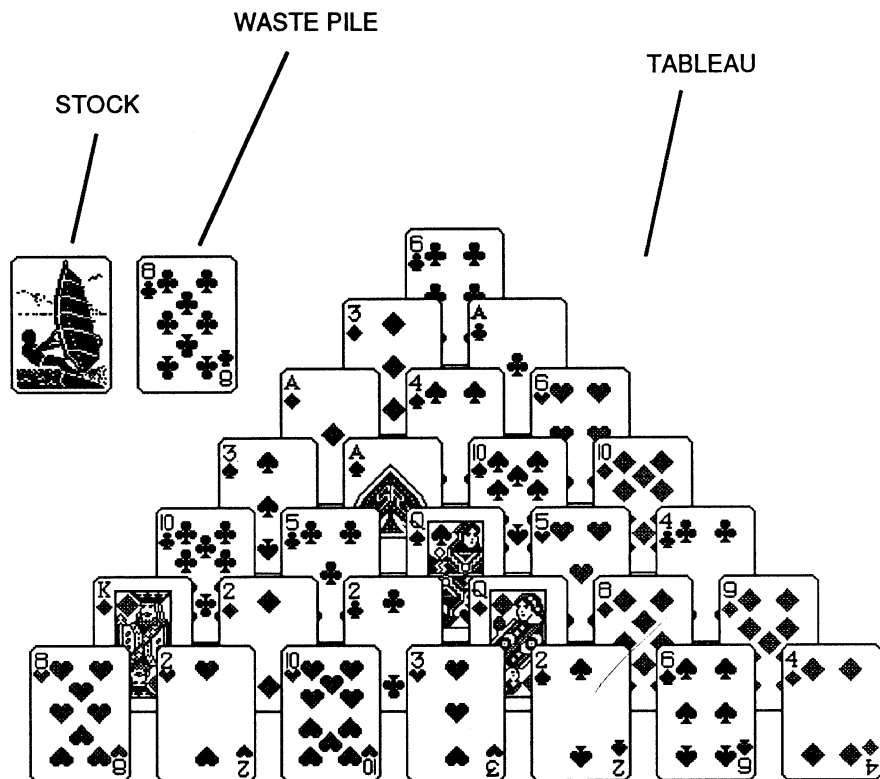
♣ The **holding pile** consists of cards that are placed face down on the screen, to be turned up 1 at a time for play on the *tableau* or *foundation* according to the rules of the specific game. As each top card is played, the card below it becomes available for play.

♣ The **score** is the number of cards that have either been removed from the screen or moved to the *foundation* after all possible plays have been made. The highest score wins in any *Solitaire Royale* game, and 52 is the highest possible score per game.

The Games of *Solitaire Royale*



Pyramid



The objective of *Pyramid* is to clear the screen of all cards (*tableau*, *stock* and *waste pile*).

Twenty-eight cards have been dealt into a pyramid-shaped *tableau*, where the rows of 1 to 7 cards are overlapping. Only the fully exposed cards are “available” to be played (with one exception, noted below).

The cards are removed from the screen in pairs that total 13 points, with the card “point value” equal to its face value. Since the King has a value of 13, it is the only card that’s removed by itself. The Queen (12) is removed with the Ace, the Jack (11) with the 2, the 10 with the 3, the 9 with the 4, the 8 with the 5, and the 6 with the 7. *Removal of cards is done without regard to suit or color.*

Cards are removed by first selecting one “available” card (it will light up) and then selecting its “available” pair. If the two cards selected total 13 points, they will disappear from the screen.

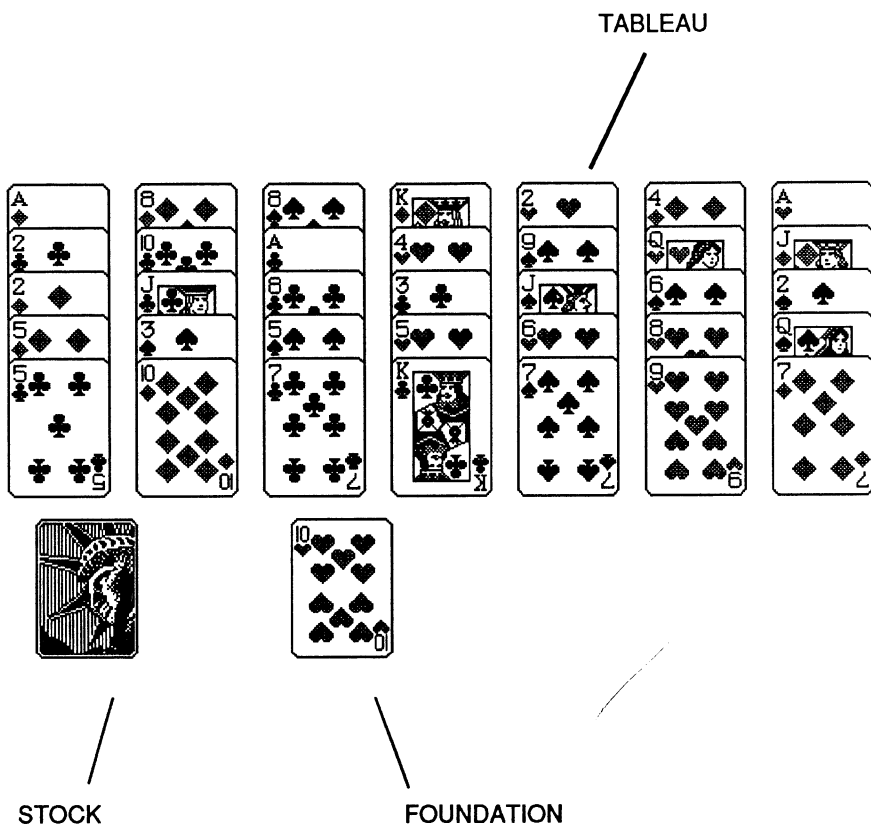
An exception to the “available card” rule on the *tableau* is if a card is covered *only* by its pair, then both cards can be removed by selecting the fully exposed card first.

Begin play by removing all the pairs (or Kings) that can be played from the *tableau*. Then, turn the cards from the *stock* one at a time, pairing the *stock* card with either an available card from the *tableau* or the top card of the *waste pile*. (The top cards from the *stock* and *waste pile*, and available cards from the *tableau*, are all playable.) If the *stock* card cannot be played, it is placed on the *waste pile*.

The game is over when no more “pairs” can be removed. To “win” you must remove all the cards from the screen (*stock*, *waste pile* and *tableau*). ♥



Golf



The objective of *Golf* is to move all the cards to the *foundation* (one pile, in this case).

The *tableau* has been dealt thirty-five cards (7 across and 5 down, overlapping). Only fully exposed cards in the *tableau* and the top card of the *stock* are available to play on the *foundation*.

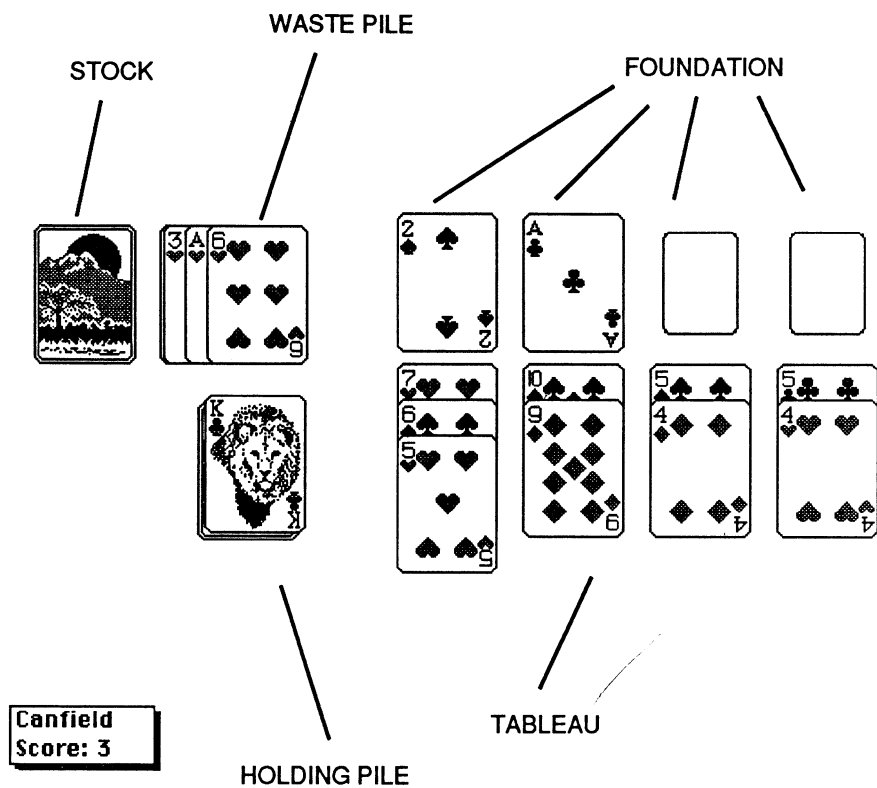
Cards are moved from the *tableau* to the *foundation* in either ascending or descending order (regardless of suit) according to the top card on the *foundation*. Aces are considered "low" and Kings are the "high" cards. (Therefore, once an Ace is played to the *foundation*, only a 2 and not a King can be played on it.)

Play begins from the top card of the *foundation*. For example, if the top card of the *foundation* is a 4, then a 5 or a 3 can be played from the *tableau* to the *foundation*. (Merely selecting a card will move it to the *foundation*.) If a 5 is moved to the *foundation*, then a 4 or 6 may be played from the *tableau*. Play continues in this way until none of the fully exposed cards can be played. (In the illustration on the facing page, a 10 is the top foundation card, so the 9 in the sixth column is the only play possible from the tableau.)

At this point, the top card from the *stock* is played to the *foundation*, and play from the *tableau* is resumed. Whenever a King is played, *tableau* play stops and the next card must be selected from the *stock* before play can be resumed from the *tableau*.

The game is over when there are no more cards in the *stock* and none can be removed from the *tableau*. To "win" you must remove all cards from the *tableau*. ♥

Canfield



The objective of *Canfield* is to move all the cards to the *foundation*. *Canfield* and *Reno* are similar because they both contain a *holding pile*.

The cards are dealt into a *tableau* of 4 columns, with each column containing 1 card. When the game begins, all 4 cards in the *tableau* are face up, and there is a *holding pile* to the left of and slightly below the *tableau*. The *holding pile* contains 13 cards, with the top card face up and available.

The *stock* is "turned" 3 cards at a time onto the *waste pile*. If the top card of the *waste pile* can be played on either the *tableau* or *foundation*, the next card becomes available to be played, etc. When the entire *stock* has been turned onto the *waste pile*, it is available to be turned again by selecting the white box where the *stock* would normally be located.

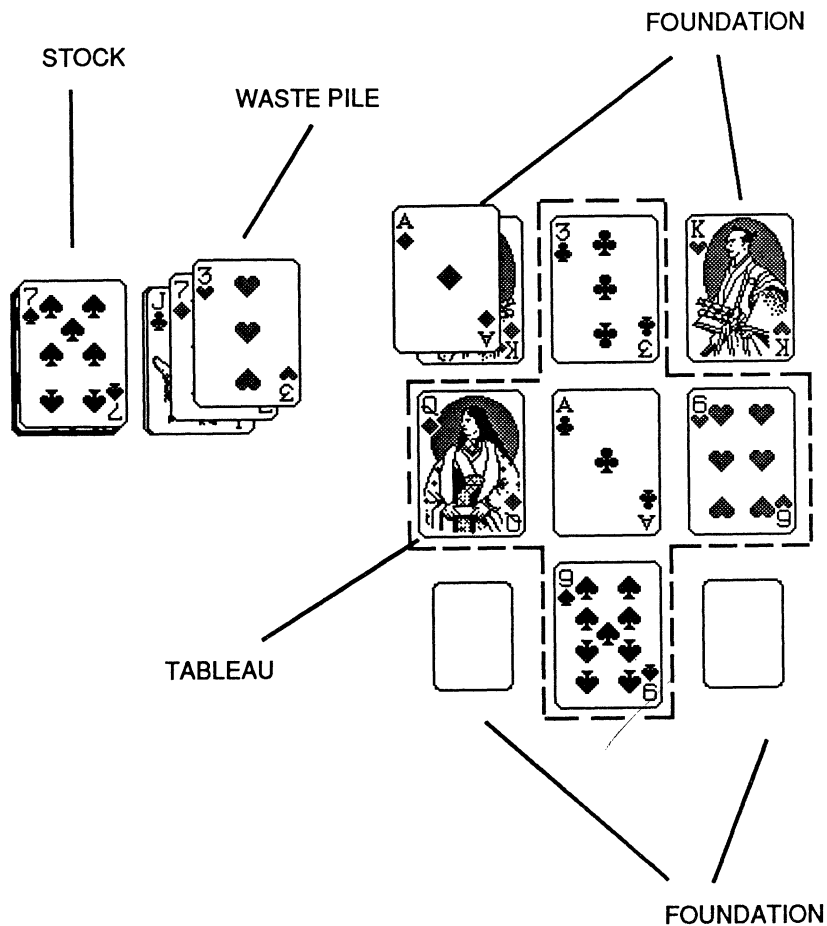
Cards are played on the *tableau* in descending order (K, Q, J, 10, 9, etc.), alternating red (Hearts or Diamonds) and black (Clubs or Spades). As long as this pattern is maintained in each column, plays can be made to the *tableau* from the *waste pile* and *holding pile*, or from "available" cards in other columns of the *tableau*. The cards in the *holding pile* can also be played to empty columns in the *tableau*. When the *holding pile* is depleted, any "available" King from the *waste pile* can be used to fill an empty column.

A card is "available" in the *tableau* to be played on other columns if it is the topmost card in its respective column. If this card has others played on it already, all cards move as a unit to the new location.

The *foundation* is built up from the Ace in ascending order, according to suit, in the spaces available above the *tableau*. Cards may be played on the *foundation* from the *waste pile*, *tableau*, or *holding pile*.

The game ends when no more plays are possible from the *tableau*, *waste pile*, or *holding pile*. To "win" you must move all cards from these locations to the *foundation*, building each suit in order from Ace to King, one card at a time. ♥

Corners



The objective of *Corners* is to move all the cards to the *foundation*.

The cards have been dealt into a *tableau* of 5 cards in the pattern of a “cross,” or a box with the “corners” missing. Also, the first card of the *foundation* has been dealt onto the top left “corner” of the box. The *foundation* piles are the four corners of the box. Each initial *foundation* pile card played into the remaining corners must have the same face value as the original *foundation* card dealt onto the top left corner. (For example, in the illustration on the facing page, the King of Diamonds was dealt onto the top left foundation pile at the start of the game. Therefore, the remaining foundation piles have to be originated with Kings from the other suits.) When completed, each foundation pile will contain all 13 cards of a suit.

The *stock* is “turned” 1 card at a time onto the *waste pile*, from which the top card is available to be played on the *tableau* or the *foundation*. In *Corners*, the *waste pile* cannot be turned over and replayed as *stock* a second time. The only way to play from the *waste pile* is with the current topmost card. When the entire *stock* has been turned once and no more cards can be played (from either the *waste pile* or *tableau*), the game is over.

Cards are played onto the *tableau* (cross) in descending order regardless of suit. For instance, a Jack may be placed onto any Queen in the *tableau*. As long as this pattern is maintained in each stack, cards can be played onto the *tableau* from the top card of the *stock*, “available” cards from *tableau* stacks, or the top card of the *waste pile*. (Note: Aligning cards within the *tableau* according to suit is a definite advantage.)

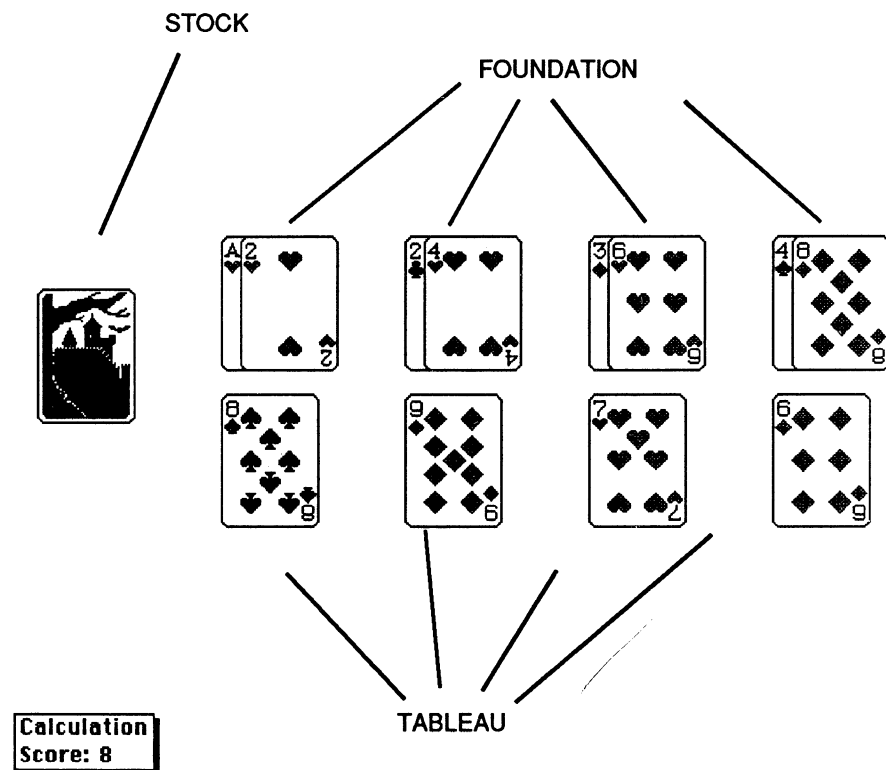
Cards are available in the *tableau* to be played on other *tableau* stacks if they are the topmost card in a stack. Only playable cards are moved to *tableau* stacks or *foundation* piles.

The *foundation* is built up (from the first card dealt to the *foundation*) in ascending order and according to suit. Cards may be played to the *foundation* from the *tableau*, *stock*, or top card of the *waste pile*.

(Note: In *Corners*, Aces and Kings are neither high nor low, but merely part of a cycle whose direction depends on whether play is on the *tableau* or the *foundation*.)

The game ends when no more plays are possible from the *tableau*, and/or the *stock* and *waste pile* are exhausted. To “win” you must move all cards from the *tableau*, *stock* and *waste pile* to the *foundation*, building up each suit in order from the originally dealt *foundation* cards, one card at a time. ♥

Calculation



The objective of *Calculation* is to move all the cards to the *foundation*.

The game begins with a *tableau* of 4 potential columns, with each column containing no cards at the outset. The *foundation* has been dealt with 1 starting card for each of the 4 piles. The *foundation* piles are built up (regardless of suit) by 1's in the first pile (Ace, 2, 3, etc.), 2's in the second pile (2, 4, 6, etc.), 3's in the third pile (3, 6, 9, Queen, etc.), and 4's in the fourth pile (4, 8, Queen, 3, etc.). The name of this game comes from the necessity of "calculating" which card to play next on each of the piles. Build up the *foundation* piles as follows:

- A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K
- 2, 4, 6, 8, 10, Q, A, 3, 5, 7, 9, J, K
- 3, 6, 9, Q, 2, 5, 8, J, A, 4, 7, 10, K
- 4, 8, Q, 3, 7, J, 2, 6, 10, A, 5, 9, K

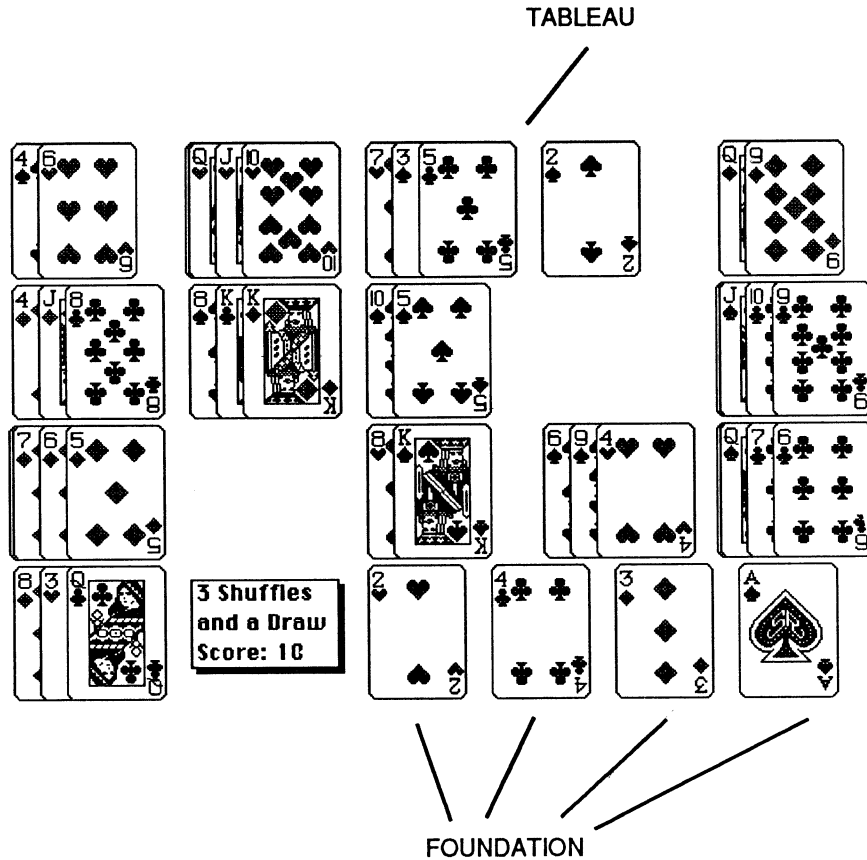
The *stock* is "turned" 1 card at a time onto the screen, and then played either on the *foundation* or in any of the four *tableau* columns (where the cards are "held" until they can be played to the *foundation*).

Much of your success with Calculation will depend on an ability to "stage" the cards in the tableau, and plan well in advance for play to the foundation.

Once a card has been placed in one of the *tableau* columns, that card can only be moved to a *foundation* pile, and only the fully exposed card in each column is "available" to be played.

The game ends when no more plays are possible from the *tableau*, and the *stock* is exhausted. To "win" you must move all cards from the *tableau* and *stock* to the *foundation*, building each pile according to the "calculation" rules stated above. ♥

Three Shuffles and a Draw



The objective of *Three Shuffles and a Draw* is to move all the cards to the *foundation*.

The cards are dealt into a *tableau* with 16 stacks of 3 cards each. When the game begins, all 48 cards in the *tableau* are face up, and the Aces are in place as the beginning of each *foundation* pile.

Cards are played from stacks in the *tableau* onto other stacks there, in *descending* order and according to suit. To reach your objective, you need to “free up” cards so they are playable onto the *foundation* row (in *ascending* order and according to suit).

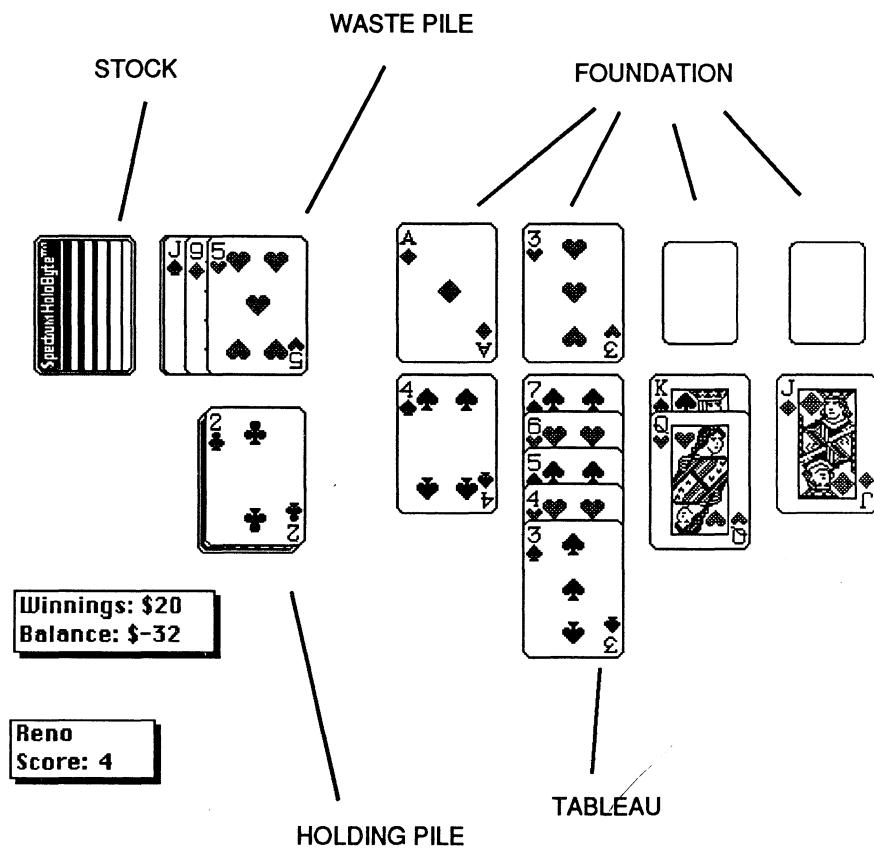
Only the topmost available card in any *tableau* stack can be played on other stacks or the *foundation* piles.

There is an option to “reshuffle” the cards in the *tableau* twice after the original layout is dealt, to be taken when no additional cards can be played to the *foundation*. The *foundation* cards remain on the screen during the reshuffles. In addition, the player gets 1 “draw” to pick an “unavailable” card from behind another card (or group of cards) that is blocking it in a *tableau* stack. It is *usually* good strategy to wait until after the final shuffle to take the draw.

Select “Help” from the menu bar. You will be shown whether any reshuffles or the draw remain to be made. Select the option you wish to use (if it is available). If “Draw a Card Once” is selected, you will be prompted to “Select a Pile to Draw from.” Move the cursor over the desired *tableau* stack and click the mouse. The cards in the stack will reappear in another selection box. Move the cursor to the card you want, and click the mouse button. You will be returned to the main screen, where the selected card will appear highlighted at the bottom. Move the cursor to the *tableau* stack or *foundation* pile where you wish to play it. If you change your mind and decide to return the drawn card to its original location, merely deselect the card while it is highlighted at the bottom of the screen.

The game is over when all shuffles and the draw have been taken and there are no further plays available. The “win” comes when all cards are moved to the *foundation*. ♥

Reno



The objective of *Reno* is to move all the cards to the *foundation*. Of all the games in *Solitaire Royale*, it is the most difficult to win.

The cards are dealt into a *tableau* of 4 columns, with each column containing 1 card. When the game begins, all 4 cards in the *tableau* are face up and there is a *holding pile* to the left of and slightly below the *tableau* (similar to *canfield*). The *holding pile* contains 13 cards, with the top card face up and available.

The *stock* is "turned" 1 card at a time onto the screen. This card can be played on the *tableau*, *foundation*, or laid onto its adjacent *waste pile*. After playing the turned card in any manner, the next card becomes available to be played, etc. Unlike *Canfield*, however, the *waste pile* cards cannot be turned a second time. The only way to play from the *waste pile* is with the current topmost card. When the entire *stock* has been turned and no more cards can be played from the *waste pile*, *tableau*, or *holding pile*, the game is over.

Cards are played onto the *tableau* in descending order (K, Q, J, 10, 9, etc.), while alternating red (Hearts or Diamonds) and black (Clubs or Spades). As long as this pattern is maintained in each column, cards can be played on the *tableau* from the *stock*, *waste pile*, *holding pile*, or "available" cards in other columns of the *tableau*. The cards in the *holding pile* can also be played to empty columns in the *tableau*. When the *holding pile* is depleted, any "available" King from the *stock* or *waste pile* can be used to fill an empty column.

A card is "available" in the *tableau* to be played on other columns if it is the topmost card in its respective column. If this card has others played on it already, all cards move as a unit to the new location.

The *foundation* is built up from the Ace in ascending order (according to suit) in the spaces available above the *tableau*. Cards may be played to the *foundation* from the *stock*, *waste pile*, *tableau*, or *holding pile*.

The game ends when no more plays are possible from the *stock*, *waste pile*, *tableau*, or *holding pile*. To "win" you must move all cards to the *foundation*, building each suit in order from Ace to King, one card at a time.

This game is scored as a "betting" format. The deck "costs" \$52 and the player is "paid" \$5 for every card moved to the *foundation*. When 11 cards have been moved, the player has \$55 and has "recovered" the cost of the game. The most that can be won is \$260, when all cards have been moved to the *foundation*.

When playing the "tour" version of *Solitaire Royale*, *Reno* scores like the other games, and gives 1 point for each card moved to the *foundation*. ♥

Scoring

The score for each game is dependent upon the game's objective. If the goal is to build the *foundation*, the number of cards in the *foundation* will be your score. Likewise, if the goal is to remove the cards from the screen, the number of cards removed is your score.

When playing the “tour” version of *Solitaire Royale, Reno* scores like the other games, and gives 1 point for each card moved to the *foundation*.

The score for each individual game is displayed on the left hand side of the screen. A player's *tour* score can be viewed by selecting the *Show Score* option in the *Tour menu*.

Tour (Aunt Anne's Game)

This approach to solitaire — playing a number of different games consecutively while trying to score the highest total of points — was taught to one of the *Solitaire Royale* game designers by his Aunt Anne, who used the format as a way to enhance play of the many solitaire games she enjoyed.

The objective of the *Tour* is to play all eight of the “adult” solitaire games consecutively and accumulate the highest possible score. There is a separate scoreboard for each tour that keeps track of each game played therein and the total for that specific tour, as well as a “high scores” board that records the top 5 scores to disk.

In addition, *Tour* is included as part of the *Tournament menu*, making it possible for more than one person to play the same tour, and have the top 5 scores for that specific tour saved to disk as well. *This allows a newcomer to challenge previous game collections at any time.*

To begin a tour, select *Tour (Aunt Anne's Game)* from the *Start a New Game* menu. The games are played in the order that they appear on the menu: *Pyramid, Golf, Klondike, Canfield, Corners, Calculation, Three Shuffles and a Draw*, and *Reno*.

Play the *Pyramid* game, and when it's completed, go to the menu bar and select *Continue to the Next Game* from the *Tour menu*. A tour scoreboard will appear, showing the score for your *Pyramid*. Moving the arrow cursor to “OK,” and clicking the mouse button will cause the next game to appear, in this instance *Golf*. Continue in this manner until the tour is completed. Before each game

begins, the tour scoreboard will reappear, showing the scores for all the games completed to that point.

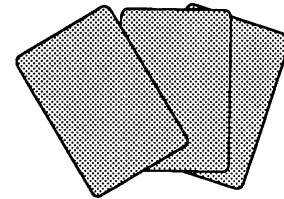
Tournament Play

Tournament Play is an option whereby any number of players can compete with the same “shuffle.” You can choose any or all of the games listed in the tour. In this manner, players can challenge each other to see who can score the highest on any of the games.

You have the option of going to a new “shuffle” by either selecting another tournament game or leaving the *Tournament menu* entirely by selecting *End Tournament Play*. You can then select *Tournament Play* again from the *Start a New Game* menu.

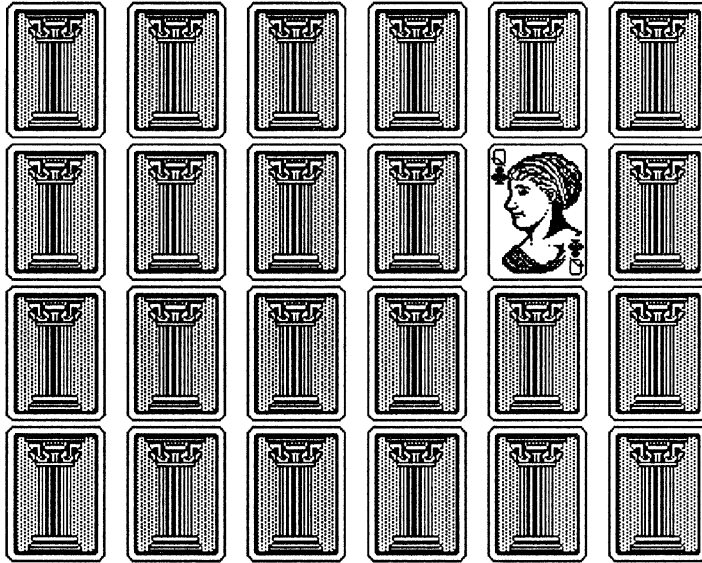
There are “Tournament High Scores” records kept for each competition, and any tournament may be stored to disk for replaying over and over again. See the *Tournament menu* section of the manual for more information on *Tournament Play*.

Children's Games



Concentration

Moves: 0



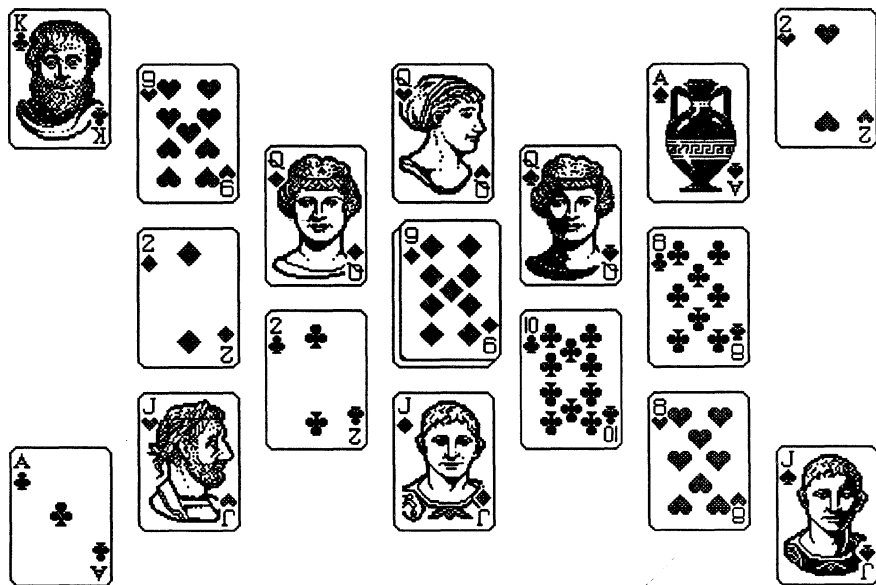
The objective of *Concentration* is to “match” cards of the same face value. After the game is selected, a choice can be made between one-player and two-player (competitive) operation.

At the start of the game, twenty-four cards are face down on the screen. Select any card and it will turn face up. Then select a second card to try and make a match. If the two cards match, both will disappear from the screen. (Cards are matched according to number, or “face value”; in other words, 3 of Hearts to 3 of Spades, Jack to Jack, etc.) If there is no match, both cards will turn face down again, and the process is repeated until all cards have been paired and removed. It's important to remember what cards you have seen and their position for future matching, thus the name “concentration.”

In one-player mode, you can keep track of the total number of “moves” on the left side of the screen. Any time a card is turned face up counts as a move. When playing alone, your goal is to match all the pairs in the fewest amount of moves.

In two-player mode, points are tallied on the left side of the screen for each player. Every time a player removes a pair of cards, that player scores 2 points. When a card other than the matching pair is selected, that player loses his or her turn. The objective in the two-player game is to match the most pairs. ♥

Pairs



This is a simple pairs matching game, where you match sixteen pairs of cards according to "face value."

Thirty-two cards are used, with 16 cards dealt face up into the *tableau* pattern shown, and the final 16 in a *holding pile* in the center of the screen. Turn a card over from the *holding pile* by selecting the pile itself.

Start play by matching this available card with one from the *tableau*. (Cards are matched according to number, or "face value"; in other words, 9 of Hearts to 9 of Spades, Jack to Jack, etc.) As you match the two cards, they will disappear from the screen.

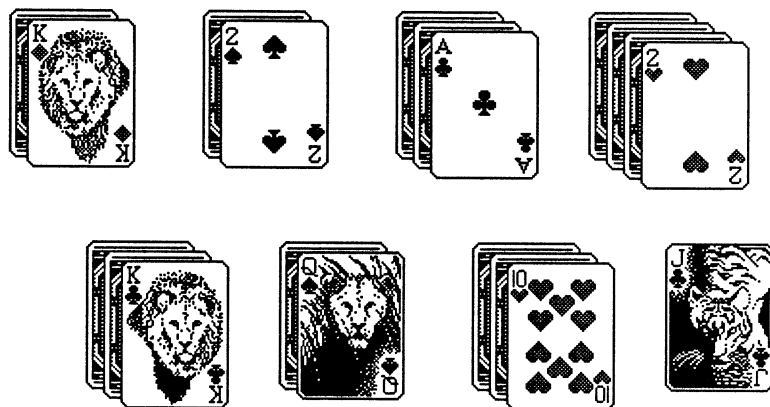
When a card has been removed from the *tableau*, it is automatically replaced by the top card of the *holding pile*. Continue play by selecting the *holding pile* again to turn the top card face up, and make it available to play.

Until the *holding pile* has been eliminated, pairs selected must include the face up card on the *holding pile* and one card from the *tableau*. After the *holding pile* is gone, any two "like" cards can be matched from the *tableau*.

There is an exception to this rule: For one time, and one time only, if no match is available using the *holding pile*, two cards from the *tableau* can be matched. After this one time, cards from the *tableau* cannot be matched together until the *holding pile* is gone.

Play continues until all the cards are gone or no more matches can be made. ♥

The Wish



Legend has it that this game was first used by lovers to determine if they were being loved in return (much like the use of a daisy: "She loves me . . . she loves me not . . ."). The game was played with a lover in mind . . ., and if won, love would be returned.

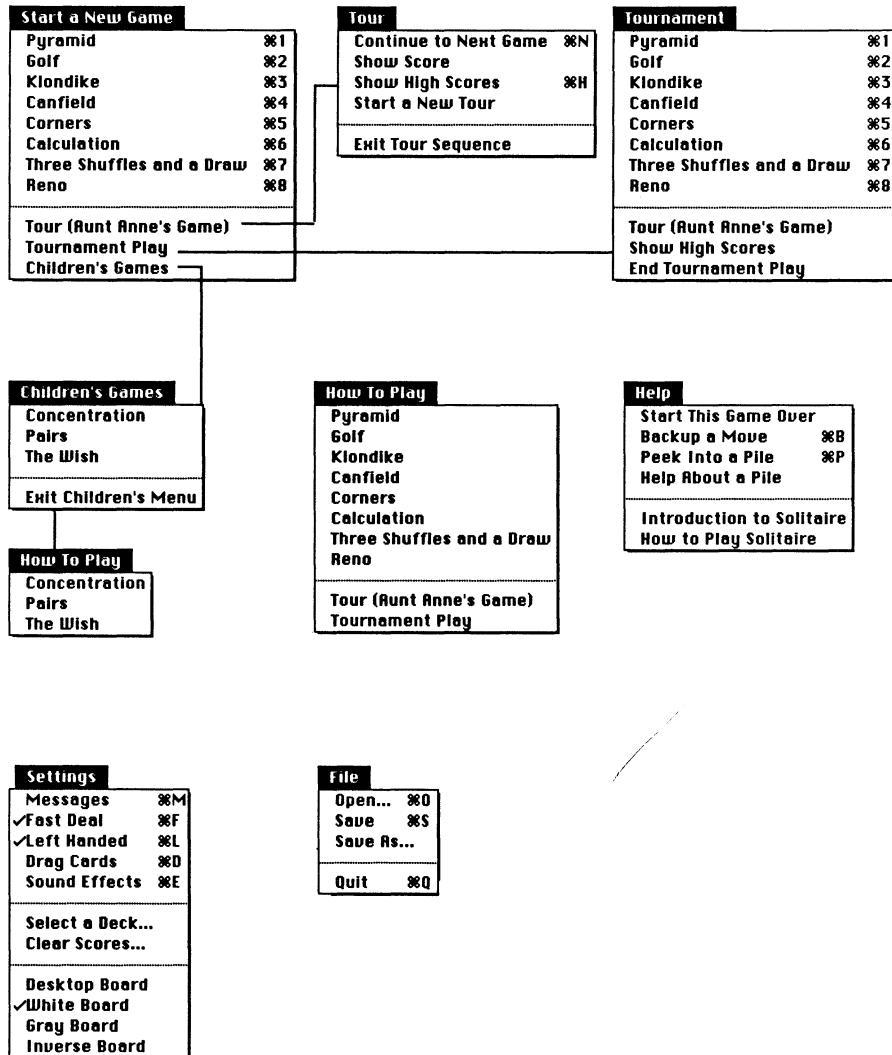
It has evolved into a children's game, where it is said that a wish made will come true to the winner.

In *The Wish*, the player must again match "like" cards. (As with *Concentration* and *Pairs*, cards are matched according to number, or "face value"; in other words, 10 of Clubs to 10 of Spades, Jack to Jack, etc.)

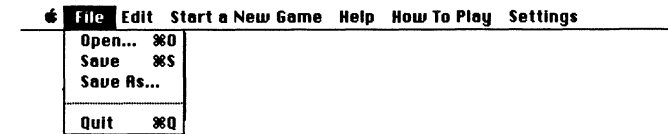
Thirty-two cards are dealt into 8 piles of 4 cards each, with the top cards face up in each of the piles. As cards are matched, they will be removed from the screen and the next card will turn face up. Play continues until all of the cards are gone, or no more matches can be made.

Since there are four cards of each type, both luck and skill are involved in winning the game and getting "the wish." If you can match all the cards, the game is won and you can make another "wish." ♥

The Menu Bar



File Menu



Open ⌘O

Select this menu item to open games that have been saved on the disk. The condition of the game will be exactly as it was when the game was saved. If there was a tour or tournament in progress at the time, all the scoreboard data will be restored.

The save/open feature of *Solitaire Royale* allows you to hold competitions over long periods of time, as the top five scores of a tournament will be retained in the file along with the unique card layouts.

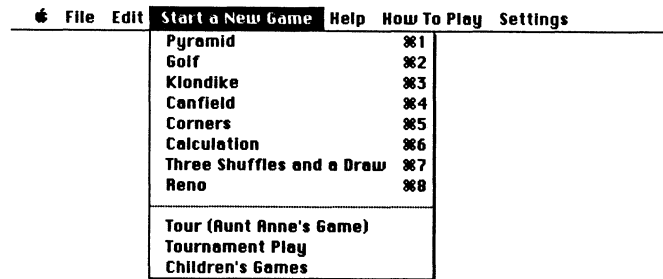
Save ⌘S Save As...

Games or tournaments in progress can be saved to disk for play at a later time. When you select either *Save* or *Save As* from the File Menu, a dialog box will appear. You have the opportunity to save the game under a new or previously used file name, or to cancel the operation.

Quit ⌘Q

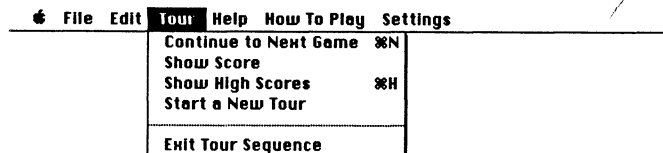
Select this menu item to leave *Solitaire Royale*. Hurry back!

Start a New Game Menu



This menu allows the player to start a new game of solitaire, or enter the *Tour*, *Tournament*, or *Children's* menus. After completing a game, you access this menu by moving the arrow cursor to the menu bar and holding down the mouse button. (A check mark (✓) will always be next to the game in progress or that you have just completed.) To select a game, move the highlighting to the desired name and release the mouse button. To select a game without displaying the menu, hold down the Command key (⌘) and type the number of the game. For example, to play *Corners*, type ⌘5.

Tour Menu



When you select *Tour (Aunt Anne's Game)* from the Start a New Game menu, *Tour* replaces *Start a New Game* on the menu bar with selection items specific to the Tour. You can view the menu by selecting it from the menu bar during the operation of the Tour.

Continue to Next Game ⌘N

Select this option to move to the next game in the Tour sequence. The "Tour Scoreboard" is displayed, so you can check your progress to that point. Move

the arrow cursor to "OK," and click the mouse button (or simply press the return key) to proceed to the next game. After the last game of the Tour (*Reno*) is complete, the *Continue to Next Game* selection is no longer allowed. If you select *Start a New Tour* or *Exit Tour Sequence*, the "Tour High Scores" board is displayed. If your total score in the current Tour has been good enough to surpass any of the previous top five scores, you will be prompted to add your name to the board. Whether or not your name is added to the list, selecting "OK" will either start a new tour or return you to the menu that has the *Start a New Game* selection.

Show Score

This selection displays your current *Tour* scoreboard. Both the individual game scores and the total are shown.

Solitaire Royale Tour Scoreboard	
Pyramid	34
Golf	42
Klondike	1
Canfield	0
Corners	1
Calculation	0
3 Shuffles	0
Reno	0
Total Score:	78

OK

Show High Scores ⌘H

Displays the five highest *Tour* scores that have been recorded to disk. The scores can be reset at any time by selecting *Clear Scores* from the *Settings* menu.

Tour High Scores	
1 Lorenzo	227
2 Larry	173
3 George	155
4 Black Bart	134
5 Frank	101
 Current Tour:	 78
<input type="button" value="OK"/>	

Start a New Tour

This option allows you to begin a new Tour from within the Tour menu at any time. (You don't have to wait until the current tour is over to start a new one.)

Exit Tour Sequence

Select this option to leave the current Tour and/or the Tour Menu.

Tournament Menu

File	Edit	Tournament	Help	How To Play	Settings
		Pyramid		⌘1	
		Golf		⌘2	
		Klondike		⌘3	
		Canfield		⌘4	
		Corners		⌘5	
		Calculation		⌘6	
		Three Shuffles and a Draw		⌘7	
		Reno		⌘8	
<hr/>					
		Tour (Aunt Anne's Game)			
		Show High Scores			
		End Tournament Play			

When you select *Tournament Play* from the *Start a New Game* menu, *Tournament* replaces *Start a New Game* in the menu bar with items specific to Tournament play. You can view the menu at any time by selecting it from the menu bar.



To play a game, choose it from the menu in the same way you choose from the "Start a New Game" menu. Choose *Tour (Aunt Anne's Game)* to include all the games in the tournament.

If you select a single game, have the first competitor play the game. When the game is finished, select the same game from the Tournament Menu a second time. A "Tournament High Scores" board will appear and prompt the player to enter a name on the scoreboard. After the name is typed in, press the **return** key or click "OK," and the same game screen with the identical card layout will appear again, for the next player to try.

Tournament High Scores	Pyramid
1 Smitty	27
2 Larry	25
3 Captain Gary	25
4 Boris	23
5 Chile	9
 Current Game:	 0
<input type="button" value="OK"/>	

If you select the tour, the first player completes the series of games before other competitors have a chance. Otherwise, the tournament proceeds just like the "single game" format, except the scoreboard compares each player's individual game tally and total tour score to the highest total tournament score and the individual scores that make it up.

Solitaire Royale Tour Scoreboard		
	Your	High
Pyramid	33	33
Golf	37	37
Klondike	5	8
Canfield	13	13
Corners	1	21
Calculation	0	22
3 Shuffles	0	52
Reno	0	7
<hr/> Total Score:	<hr/> 89	<hr/> 192
<input type="button" value="OK"/>		



Any number of players can participate in the tournament, with the top five scores being shown at any time. Use the "Save a Game" feature to save a tournament in progress to disk. If you wish to select another game or tour for a tournament, simply make a selection from the *Tournament* Menu. The previous tournament data will be discarded and a new competition can begin.

Show High Scores

Displays the top five scores for the tournament, along with the current player's score in progress.

Tournament High Scores	Pyramid
1 Smitty	27
2 Larry	25
3 Captain Gary	25
4 Boris	23
5 Chile	9
Current Game:	0

End Tournament Play

Ends the current tournament and returns you to the *Start a New Game* menu.

(Note: If you wish to keep a permanent file for a particular tournament so it can be recalled for a future challenge, make sure you save the file to disk. We discuss this procedure in the section describing the *File* menu.)

Children's Menu

File	Edit	Children's Games	Help	How To Play	Settings
Concentration Pairs The Wish					
Exit Children's Menu					

When you select this item, *Children's Games* replaces *Start a New Game* in the menu bar, with selection items specific to Children's Games. Simply highlight the game you wish to play and select it.

Exit Children's Menu

Select this option to leave the Children's Games Menu, and return *Start a New Game* to the menu bar.

Help Menu

File	Edit	Start a New Game	Help	How To Play	Settings
Start This Game Over Backup a Move ⌘B Peek Into a Pile ⌘P Help About a Pile					
Introduction to Solitaire How to Play Solitaire					

Start This Game Over

Select this option if you want to restart the current game from the beginning. The game can be restarted at any time, even if it has already been "won." This option is disabled during tour or tournament tour mode. You will be prompted to verify that you want to start over.

Backup a Move ⌘B

Allows you to "undo" the previous move. This is very helpful if you are trying out different strategies or make a mistake.

Note: The "Backup a Move" option is disabled during the tour and tournament play.

Peek into a Pile ⌘P

Use this feature to examine stacks and piles that have cards lying face down and/or hidden beneath other cards. You will be prompted to “click on a pile to peek into.” Move the cursor to the particular stack or pile just like you would when selecting a card during normal play and click the mouse button. All the cards in that location will then be revealed. After you have examined the cards, click on another pile to check the other piles or click the close box to return to the normal game screen. If the “Peek into a Pile” window is covering up the pile you want to select, you may drag the window to another location on the screen.

Note: Except for Three Shuffles and a Draw, the “Peek into a Pile” option is disabled during the tour and tournament play.

Help about a Pile

Selecting this option provides a reminder as to what a particular pile of cards represents in the game you are currently playing. You will be prompted to “click on a pile for more help.” Move the cursor to the particular stack or pile just like you would when selecting a card during normal play and click the mouse button. After reading the description, click on another pile or click the close box to return to the game screen.

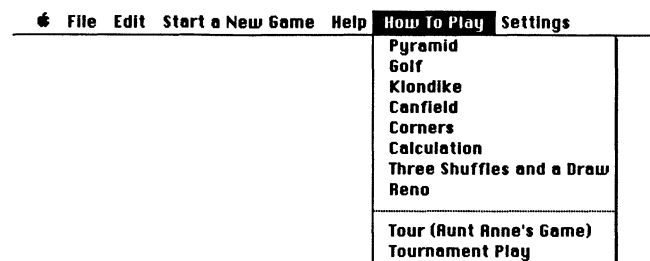
Introduction to Solitaire

Explains the basic *Solitaire Royale* conventions (*waste pile*, *stock*, etc.) also described in the *common terms* section of the manual. Click the close box to return to the game screen.

How to Play Solitaire

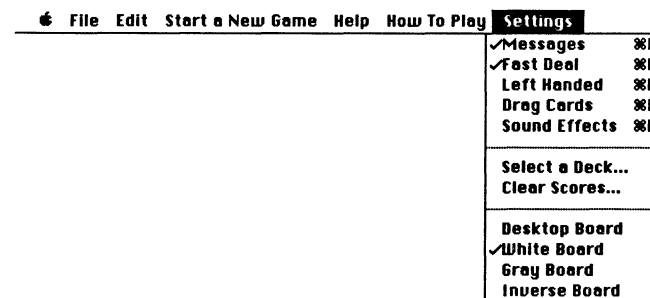
Gives an overview of the general rules to follow in playing *solitaire royale* on your computer, such as how to use the arrow keys or a mouse to select items or access the menu bar. Click the close box to return to the game screen.

How to Play Menu



The *How to Play* menu offers onscreen rules and instructions for all the games and tournament options in *Solitaire Royale*. These descriptions are nearly identical to those in this manual beginning on page 9, allowing you to study the game rules without having the manual close by. Simply highlight the item you wish to have explained, and select it from the menu. These descriptions can be accessed at any time from any game format.

Settings Menu



Messages

⌘M

This toggles the command for showing messages on the screen pertaining to errors during game play. The default setting is to “show messages.”

Fast Deal

⌘ F

Toggle command to speed up or slow down the deal of the cards. The faster speed enables the layout to appear almost immediately (unless sound is also turned on). The slower deal permits the player to see the cards laid out in sequence, which you may find more pleasing. The default is slow deal.

Left Handed

⌘ L

Allows the selection of a left-handed cursor or the return to the default right-handed cursor.

Drag Cards

⌘ D

If selected, allows the player to move cards by dragging them from one pile to another. If the move is not valid, the card you're dragging will slip back to its original position.

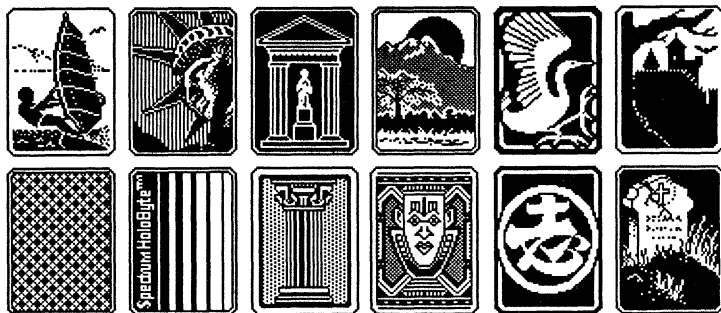
Sound Effects

⌘ E

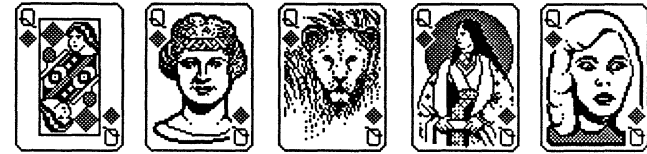
Toggles game sounds.

Select Deck

This option allows you to choose from any one of twelve card decks with five different face styles. The selection can be made at any time. The different card backs are: Windsurfer, Liberty, Portico, Safari, Crane, Dark Castle, Traditional, Spectrum HoloByte, Column, Native Mask, Determination, and Gravestone.



The five sets of card faces are Traditional, Greek, African, Japanese and Horror. The first face set is paired with the first four card backs, and the remainder are paired with two backs.



Clear Scores

Select this command to erase the "Tour High Scores" leader board from the *solitaire royale* program disk. Make sure the disk in the default disk drive before you execute the operation.

Desktop Board

White Board

Gray Board

Inverse Board

These control the background display of the game. Select the board that you prefer. The default is Desktop Board.

additional reading

We recommend the following titles for additional reading on the game of solitaire:

The Complete Book of Solitaire and Patience Games, by Albert H. Morehead and Geoffrey Mott-Smith; Bantam Books, Inc., Publishers; Copyright © 1977 by Albert H. Morehead and Geoffrey Mott-Smith.

Hoyle's Rules of Games, by Albert H. Morehead and Geoffrey Mott-Smith; New American Library, Publishers; Copyright © 1983 by Philip D. Morehead and Andrew T. Morehead.

Scarne's Encyclopedia of Card Games, by John Scarne; Harper and Row, Publishers; Copyright © 1973, 1983 by John Scarne Games, Inc.

and, if you can find it:

150 Ways to Play Solitaire, Copyright © 1939 by Whitman Publishing Company. (usually sold with playing cards)

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