

card at a time, not the whole stack as in *Canfield* or *Klondike*. These piles, along with the foundation piles also wrap-around.

Scoring

The maximum score possible in each game is 52. In a tournament, the maximum score is of course 364. If you can get this score the first time you play a tournament perhaps you should write a book on Solitaire strategy, otherwise - keep trying!

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Tournament Solitaire



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ASGARD SOFTWARE

Tournament Solitaire

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Introduction

There are many versions of Solitaire available for the TI-99/4A, but none quite like *Tournament Solitaire*. This collection of 7 different popular variations of the game is the most exhaustive exploration of this favorite pastime ever produced. Not only can the games be played individually, they can also be played in series - allowing you to take the points accumulated in one game and apply them in the next. Thus the name *Tournament Solitaire*. Enjoy!

Requirements/Loading

Tournament Solitaire requires a TI-99/4A with Extended BASIC, 32K and a disk system; or a Geneve 9640 with a disk system. Prior to playing the games in this package, please make a backup copy (for personal use only) and store the original in a cool, dry place.

To load the game on the TI-99/4A:

- Place the Extended BASIC module in the cartridge port and turn on the computer and all peripherals.
- Place the program disk in disk drive one.
- Press a key to advance beyond the Master Title Screen, and select Extended BASIC from the Main Menu presented.
- The program will automatically load and run. To play any single game select the key for the number next to the game (keys "1" to "7"). To play all of the games in series, press "8" on the keyboard. To quit, press FCTN =.

To load the game on the Myarc Geneve 9640:

- Place your M-DOS 'Boot' disk in disk drive one and turn on the computer.
- After M-DOS loads, place the GPL Interpreter disk in drive one (if the Interpreter isn't already stored on the 'Boot' disk), and type **GPL** and press **ENTER**.
- After loading the GPL Interpreter, load the Extended BASIC module.
- From this point follow the instructions above for loading the games on the TI-99/4A.

The Games

While most people don't look at a manual before using a program or programs, the following sections should be considered essential reading and be thoroughly understood before attempting to use the program.

The seven variants of Solitaire found in *Tournament Solitaire* are (in order):

Golf
Pyramid
Klondike
Canfield
Calculation
Pile Up
Corners

While some of these games are more popular than others, they all present a different challenge to the Solitaire fan. For some, this package can be viewed as educational - if you learn how to play one or more new types of Solitaire after playing *Tournament Solitaire* you have gained yet one more way to keep yourself occupied on long trips or dull evenings.

The Key Commands

All of the games in this package use the following key commands:

E	-	Up
S	-	Left
D	-	Right
X	-	Down
ENTER	-	Deal cards from the deck.
SPACE BAR	-	Select cards
FCTN 7	-	Return to main menu
FCTN 9	-	While playing one game: Restart the game. While playing a tour: Advance to the next game.
P	-	To 'Peek' into a card pile (in <i>Corners</i> and <i>Pile Up</i> only).

The arrow keys are (**E**, **S**, **D** and **X**) are used to move the card selecting box around.

Some Definitions

Before reading the descriptions of the various games, some terminology should be understood first.

Tableau: The piles that cards are played on before they move to the foundation piles.

Foundation: The final destination of cards in *Klondike*, *Canfield*, *Calculation*, *Pile Up*, and *Corners*. Cards must make it to these piles in order to score points.

Holding pile: The pile in *Canfield* that holds 13 cards, which can be played to the Tableau.

Deck: Cards which are dealt by using the **ENTER** key. The cards are dealt into the Waste pile.

Waste pile: The top card in the Waste pile may be played to the Tableau in most games.

Wrap-around: Placing a King on an Ace, or placing an Ace on a King, depending on the situation.

Game Descriptions

The following is a short description and play-guide for each of the games in *Tournament Solitaire*. If the descriptions of the games still don't make sense even after you've read them thoroughly, you may wish to check out your local library or bookstore for information about these games.

1) Golf

The object of this game is to get all the cards on the top pile. You may choose any card on the bottom of each column. Cards are placed in either ascending or descending order, and cards can be dealt off the deck and put on the top pile. Each card placed on the pile is worth one point. You may not place any cards on Kings. You may not place a King on an Ace.

2) Pyramid

The object of *Pyramid* is to get rid of all the cards. You must add two card values together to 13 for them to be removed. You may use cards that are not 'blocked' in by cards underneath them, along with the top card from the discard pile. If the top two cards in the discard pile add up to 13, you can hit the **SPACE BAR** twice on the pile to remove them. If the only card blocking a card in the pyramid is the card that with that card adds up to 13, you may remove the cards by selecting the bottom card first. Kings, since they have a value of 13, can be removed by hitting the **SPACE BAR**.

3) Klondike

Klondike is the most popular of solitaire games, and is the game most people refer to as 'solitaire'. The object of this game is to get all the cards up to the foundation row. The bottom card in

each foundation pile is the Ace. Cards are placed on the foundation piles in ascending order, and must be in the same suit as the base card. The seven tableau piles underneath can be built on in descending order, alternating color. When a column is cleared, and there are cards underneath, you may turn over the top card with the SPACE BAR.

If the column is empty, you may place a King of any suit in that column. The deck is dealt out three cards at a time, and the top card can be used either in the foundation row, or in the seven columns below. When you have gone all the way through the deck, it is returned to the 'face down' pile, and may be gone through again. The top three cards will be displayed. The FCTN 1 key, when pressed, will place all cards from the bottom seven columns to the foundation row that can go there. This is helpful for when you've finished the game.

4) Canfield

Canfield is fairly similar to *Klondike*, but there are no cards underneath the bottom piles, and there are only 4 columns.

You build on these columns the same way, except you may wrap-around, and you can place a King on an Ace. When a column is empty, you may take the top card from the holding pile (the pile at the bottom left) and use it to fill the empty spot. Instead of building on the Aces, you must build on whatever card is placed in the foundation row at the beginning of the game. Again, you must wrap-around, after a King, the next card will be an Ace. When the holding pile is exhausted, you may take any card from the top deck and place it in any empty columns. There are 13 cards in the holding pile. The FCTN 1 command described for *Klondike* also works in this game.

5) Calculation

In *Calculation*, the foundation cards are the Ace, Two, Three, and Four of hearts. On pile 1, the cards must be incremented by one,

the second by two, etc. For example: the third pile will go in this order: 3,6,9,Q,2,5...

Cards of any suit may be placed on any piles. The cards are turned over from the deck one at a time, and must be played on a foundation pile, or in a waste pile below. Any card may be placed on any waste pile. Cards from the waste pile may be played on any pile above as described above. It is a good idea to have a column open to place the Kings in, since they are the last cards to be used in any pile before the cycle repeats itself.

6) Pile Up

The object of *Pile Up* is to get all the cards to the foundation piles on the right side of the screen.

Cards may be placed in ascending order (according to suit) on these piles. On the remaining 16 piles, cards may be placed in descending order, also according to suit. There are also 2 shuffles and 1 draw available. A shuffle will shuffle the remaining cards on the left part of the screen. A draw will take a card from any of the piles and put it on the respective foundation pile, as long as its value is one greater than the top card of the foundation pile. The ENTER key will bring up a menu to shuffle or draw. FCTN 1 is also implemented in this game, and works as it does in the other games. The P key command is also implemented - and will let you look into any pile on the left side of the screen.

7) Corners

In *Corners*, the cards are played from the deck on to the tableau piles (the piles in the form of a cross, the middle row, and the middle column), or the foundation piles (the corners).

As in *Canfield*, the foundations are built up by suit on whatever card is placed in the foundation pile in the upper left corner. On the tableau piles, you may build in descending order, moving one