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If you enjoy this game, please support it!

Introduction To Mount Sunflower

Background

This is an original game, created by Randy Rasa.   The name "Mount Sunflower" comes about because the initial layout looks something like a mountain, but it's a rather short and dumpy little thing.   This brought to mind the highest point in the relatively flat state of Kansas, which is called Mt. Sunflower. Whoever named it must have had a sense of humor, because it's not much of a mountain.   In fact, it's hardly even a hill. It's simply the highest point in the grasslands on the very western edge of the state, right on the Colorado line.

Like the peak from which it's named, the game of Mount Sunflower is not really that difficult of a climb.   Given sufficient patience and foresight, you'll conquer this mountain more often then not.   This is one of those games where you feel, even after losing, that if you'd only played your cards right, the game could have been won.

Requirements

- Mount Sunflower is written with Visual Basic version 2.00, and requires the **VBRUN200.DLL** run-time library. This file may or may not have been distributed with this program. If not, the file is available on most Internet, BBS, and online services shareware collections, or should be available from wherever you obtained this software, or from the author.
- This program requires Windows 3.0 or later.   It was developed under Windows 95, and has been tested under Windows 3.1, Windows 3.11, and Windows 95.
- To utilize this program's multimedia sound, a sound card (or Microsoft's speaker driver) is required.   In addition, Windows 3.1 or later, or Windows 3.0 with the multimedia extensions, is required.
- This program works best with at least four megabytes of RAM.
- This program requires about 600K of disk space.
- This program requires at least 640x480x16 video capability; 800x600x256 or higher is highly recommended.
- You may wonder why I didn't write this program for Windows 95. There are several reasons.   First, the size penalty (at least using Visual Basic 4) would be immense.   I did some experimentation, and found that a small game written for VB4 would have required about 1.5M for all the files it needed.   Compare this to essentially the same game written with VB2 and I think you'll understand. Second, there's just not that much that VB4/Win95 brings to the party for card games, or at least for this particular game.   Most of the user-interface niceties that Win95 offers don't add much ease-of-use for a card game.   Third, card games, unlike say, databases or graphics editors, don't require huge amounts of memory, so being 32-bit doesn't mean much here. So, for the time being at least, this program is a 16-bit program.   If you really want to see a 32-bit version, let me know and I'll give it some consideration ...

Credits

- Mount Sunflower was designed, written, and tested by Randy Rasa.
- Mount Sunflower was written with Microsoft Visual Basic for Windows, version 2.0.
- QCARD.DLL is freeware by Stephen Murphy (70661.2461@compuserve.com).   Please note that this is a special version of QCARD.DLL, with special graphics just for this game, so do not mix it up with other versions of QCARD.DLL that you may obtain from other games ...
- This help file was written using RTFGEN, a freeware utility from Dave Baldwin (76327.53@compuserve.com).
- The game graphics, icon, and sound are all based on stuff I found at various locations on the Internet.

Legalese

Mount Sunflower is shareware!   It is not freeware.   It is not public domain.

As shareware, you can play it, copy it, and give it away as you wish.   In fact, you are encouraged to distribute the program to friends, family, and strangers alike.   This includes distribution via the internet, world wide web, electronic bulletin board systems (BBS's), user's groups, CD-ROMs, and disk-distribution services. All that I ask is that the package remains unaltered and complete. Refer to the **VENDINFO.DIZ** file for detailed distribution information.

The registered version may not be distributed.

Standard Limited Warranty

This software is sold "as is", without any warranty as to performance or any other warranties whether expressed or implied.   Because of the vast number of possible hardware and software environments in which this software may be used, no warranty of fitness for a particular purpose is offered.   The user assumes the entire risk of using this program.   Any liability of the author will be limited to product replacement or the refund of the registration fee.

How To Play Mount Sunflower

Getting Started

The game is begun by dealing twenty-eight cards to the **tableau**, arranged as seven stacks of four cards each.   The first and seventh stacks are dealt with three cards face down and one card face up; the second and sixth stacks are dealt with two cards down and two up; the third and fifth stacks are dealt with one down and three up, and the center stack has all cards face up.   The layout comes out looking something like this (this is hand #1, by the way):
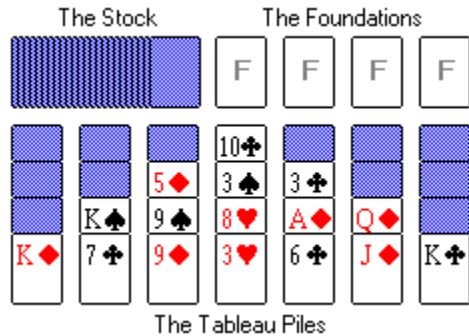
The twenty-four remaining cards are set aside to form the **stock**.   Four **foundation** piles will be formed in the spaces marked "F" above.

Object

The object of the game is to arrange the cards into the four foundation suits, running from ace to king. The foundations may be placed in any order.

Moving Cards

The top card of each of the tableau stacks is always available for play onto one of the foundations, or onto another tableau.   Tableau piles are built downward, regardless of suit or color.

Blocks of cards may be moved from one tableau to another, provided that the cards are of the same suit, and in the proper order.

When spaces are created in the tableu, they may be filled with any card or block of cards.   As face-down cards are exposed, they are turned over and available for play.

In the example above, there are three immediate plays visible:

1. The six of clubs may be moved onto the seven of clubs. This creates a block of two cards which can be moved together.
2. Moving the six of clubs frees up the ace of diamonds, which can be immediately moved to a foundation.
3. The queen and jack of diamonds are already in the proper order, and may be moved as a block.   They may be moved to either the king of diamonds or the king of clubs. Moving them to the king of diamonds is preferable because that puts them in proper sequence to move the J-Q-K as a three-card block.

The Stock

When you have exhausted all the plays among the tableaus and foundations, click on the stock pile to deal another row of seven cards onto the tableau. Once again, make

whatever moves are available to you, then click the stock pile to deal again.   This is done four times in all, with the last deal being only three cards, which are dealt to the first three tableau piles.

If the stock is empty, clicking it is equivalent to selecting the "New Hand" menu item.

Winning

If you manage to move all the cards to the foundations, you win!

Losing

If you come to an impasse, where no move moves are possible, select "New Hand" from the "Game" menu (or click on the empty stock) to abandon the current hand and start a new one.

Mount Sunflower Statistics

Statistics

The program keeps track of the following statistics:

- Number of games played
- Number of games won
- Winning percentage
- Average score

Clearing The Statistics

The statistics can be cleared by clicking on the "Clear Stats" button in the statistics dialog.   If you answer "yes" to the "Are you sure?" question, all statistics will be reset.

Improving Your Scores

For hints on improving your scores, refer to the strategy section.

The Author's Stats

At the time of this writing, my statistics are:

```
Games Played:       635
Games Won:          383
Winning Percentage: 60.31%
Average Score:      34.54
```

Mount Sunflower Strategy

One of the nice things about this game is that *most* hands are winnable, or at least it seems that way.   Nearly every hand has a large number of possible courses of action.   Some hands seem to "play themselves", while others require a good amount of card-shifting.

You'll want to expose the face-down tableau cards as soon as you can.   The sooner you can get all cards into view the better.

Try to build the tableaus in "natural" order as much as possible.   This will not only make it easier to move whole stacks of cards to the foundations at once, but it will also make it much easier to re-arrange the cards within the tableau.

It's probably an obvious point, but make sure that you've made all possible foundation and tableau moves before dealing the next row of cards from the stock.   It's easy to get distracted by trying to anticipate what's coming next, so pay attention!

Finally, when you come down to the final three stock cards, remember that they'll be dealt to the first three tableau piles.   If there are any spaces in the tableau, try to free up the three left-most piles, so that the new cards won't cover any cards you might need later.

How To Contact The Author

Your comments, criticisms, suggestions (and of course, registrations) are always welcome. If you think of something that would make the game better, I'd like to hear it!

This program has been thoroughly tested and debugged, but with the wide range of hardware and software that Windows supports, problems are always possible. If you're having any difficulties with this game, please let me know about it, and I'll do my very best to help. Please describe the problem in as much detail as you can, and include information about your computer's configuration.

The latest version of this game, as well as the author's other shareware offerings, are available from:

World Wide Web

   http://www.sky.net/~rrasa/sw.html

Internet E-Mail

   rrasa@sky.net

Compuserve E-Mail

   105711,3266

Compuserve Download Library

   go WINGAMES, library #3 (Cards/Boardgames)

Compuserve Web Site

   http://ourworld.compuserve.com/homepages/rrasa/sw.html

Snail Mail

   Randy Rasa
   18215 Troost
   Olathe, KS 66062-9208

If the addresses above are no longer in service, your best bet is to do an Internet search using one of the search engines.   Search for "randy rasa", and I'll be there somewhere ...

Phone support is not available at this time.

Shareware By Randy Rasa

If you enjoy Mount Sunflower, these are sure to tickle your fancy as well. At the time of this writing, my other games include:

Chinese Solitaire
This is a great new game, suggested by a user, that combines the best elements of "Klondike" (probably the world's most popular solitaire) and "Scorpion" (a game that offers tremendous opportunity for skillful play).   Chinese Solitaire includes full statistics, an "easy" mode, autoplay, selectable card backs and colors, great graphics, and excellent sound.   A highly addictive game!
Get it at ... http://www.sky.net/~rrasa/sw_cs.html.
SWREG ID #15286

Poker Squares
A solitaire card game for Windows, also known as "Poker Solitaire", where the object is to make the best possible poker hands on a 5x5 grid.   Challenging and addictive, no two games are ever the same! Complete with sound. music, full statistics.   Very slick interface.
Get it at ... http://www.sky.net/~rrasa/sw_psq.html.
SWREG ID #15285

Four Seasons
A solitaire card game for Windows, also known as "Corner Card" and "Vanishing Cross". This is a very full-featured game, with multimedia sound, undo, a high-score list, and challenge scoring.
Get it at ... http://www.sky.net/~rrasa/sw_fs.html.
SWREG ID #15284

Solitaire Suite
This is a collection of **seven** classic solitaires, including Calculation, Concentration, Idiot's Delight, Midnight Oil, Monte Carlo, Osmosis, and Royal Cotillion.   Feature-packed and easy to play, this is a very popular collection. Requires EGA or VGA and a mouse.
Get it at ... http://www.sky.net/~rrasa/sw_ss.html.
SWREG ID #15281

Simple Pleasures
This is a collection of **eight** new solitaires, all in a smooth and elegant program.   All of the best features of Solitaire Suite, plus a few more.   A new favorite! Requires EGA or VGA and a mouse.
Get it at ... http://www.sky.net/~rrasa/sw_sp.html.
SWREG ID #15282

Pyramid Deluxe
This is a SuperVGA version of the classic solitaire card game, featuring 640x480x256 graphics, hint mode, undo, demo mode, and full scoring statistics for up to ten players. Requires 386, SuperVGA and a mouse.
Get it at ... http://www.sky.net/~rrasa/sw_pd.html.
SWREG ID #15283

FoxFire 13 for DOS
This is a new, original solitaire conceived by Todd Svec, and written by Randy Rasa.   It is one of the first DOS solitaires to feature SoundBlaster sound, and offers all the features you've come to expect from my games, including multi-player support, undo, and color configurability. Requires EGA or VGA and a mouse.
Get it at ... http://www.sky.net/~rrasa/sw_ff.html.
Todd Svec handles FoxFire 13 registrations -- download the game and print out the registration form for details ...

FoxFire 13 for Windows

This is a Windows version of FoxFire 13 for DOS, and shares the original's great gameplay, and offers excellent sound support to complement a full range of features. Addictive!

Get it at ... http://www.sky.net/~rrasa/sw_ff.html.

Todd Svec handles FoxFire 13 registrations -- download the game and print out the registration form for details ...

More great games are in the works!

How To Register Mount Sunflower

Registration Requirement

Mount Sunflower is shareware.   You may freely evaluate it for a reasonable period (30 days).   If you continue to use it beyond the evaluation period, you need to register it.

Registration Benefits

When you register you will receive a registration code good for all future updates of Mount Sunflower.   This code will allow you to convert current and future shareware versions to registered versions, getting rid of the opening <u>reminder</u> screen in the process.

Unlike some commercial apps, you are not stuck in an endless cycle of expensive upgrades.   With Mount Sunflower, you register once, and that's it. What this essentially means is: **Free Updates!**

You'll also get special discount pricing on <u>other games</u> I've written.   Basically, if you register Mount Sunflower for the full price ($10.00), you'll get a $5.00 discount on each of my other games. This amounts to a savings of 33-50% over the list price. If you order all the games, you'll save twenty-five bucks -- the equivalent of getting two-and-a-half games free!

Also, if you provide me with your Internet e-mail address, you'll receive notification of updated versions and new releases.

Finally, you'll receive the peace of mind of knowing that you've done the right thing, you'll be supporting the shareware process that made this game possible, and you'll encourage me to write more games in the future.

Printing The Registration Form

Click on the "Print Registration Form" button in the <u>About</u> dialog to bring up an <u>on-screen form</u> which you can fill out, then either:

- **Print** to the currently-selected printer.
- **Save** to a text file, which can then be e-mailed.
- **Copy** to the Windows clipboard, to be pasted into another application

Be sure to fill out the form completely and accurately.   If you're mailing or faxing the form, and paying by credit card, please sign on the "Signature" line.

Orders are generally shipped within two weeks of receipt of order.

If you are a member of Compuserve you can register online with the SWREG service. The registration ID is 15287.   You will receive your registration code by e-mail, usually within 24 to 48 hours.   You will not receive a disk.   Program updates can be downloaded off Compuserve or my web pages.

Remember, shareware is user-supported software.   If you use it, please register. Your support is appreciated!

Mount Sunflower "About" Box

This dialog box is displayed each time you run the program (in the shareware version) or if you select the "Help-About ..." menu item. Once you have registered, received your code, and entered it, this box will no longer be displayed automatically each time you run the game.

You can click on the Register ... button to enter your registration code, or on the Print Registeration Form button to print a registration form.

Mount Sunflower Registration Form

This on-screen registration form gives you an easy way to enter the information that is necessary to register this program.   Enter data in the following fields:

Name and Address: Be sure to enter your complete postal address.

Country: Select your country; Shipping and handling is free to the US and Canada, $5.00 elsewhere (unless you choose to receive your registration code(s) via e-mail, in which case shipping and handling is also free).

E-Mail: If you have an Internet e-mail address, enter it here.   If you do so, I'll automatically keep you informed of program updates and new releases.

Programs To Register: Select the programs you want to register.   Note that every program after the first garners you a $5.00 discount.   Register all seven, and you'll save thirty bucks!

Deliverables: Select the "diskette" option if you want me to send the latest version of Mount Sunflower to you on disk. If you have access to the Internet, there is no need for a disk, as the latest version is always available on my web site. A disk is $2.00 extra, to cover the cost of the media and extra postage.   If you wish to receive the registration code(s) via e-mail rather than via letter, select the third option.

Diskette: Select this if you want me to send you the latest version of Mount Sunflower to you on disk. If you have access to the Internet, there is no need for a disk, as the latest version is always available on my web site.   A disk is $2.00 extra, to cover the cost of the media and extra postage.

Registered User!: If you've previously registered any of my other games, click this button to get a special registered-user discount.

Total: This area shows you an up-to-date total, including each program you're registering, diskette, shipping, and whatever discount you've earned by registering multiple programs at once, or by being a registered user of any of my games.

Payment: Select the method you prefer to pay for Mount Sunflower.   Cash must be in US dollars. Checks must be in US funds and drawn on a US bank. Credit cards may be Mastercard, VISA, or Discover.   If you choose to pay by credit card, please complete the information at the bottom of the form, and sign the registration form after you print it out.

Print: Click this button to print the registration form to the currently-selected printer. If any information is missing, you'll be prompted to enter it.

Save As Text File: Click this button to save the registration form to a file called HLP_FRM.TXT in the Mount Sunflower directory. If any information is missing, you'll be prompted to enter it.

Copy To Clipboard: Click this button to copy the registration form to the Windows clipboard. From there you can paste it into another application for printing. If any information is missing, you'll be prompted to enter it.

Once you've filled in the form, print it out and send it in!

There are three ways to get the form to me:

1. Send it to: Randy Rasa, 18215 Troost, Olathe, KS 66062-9208.
2. Fax it to: 816-746-9991 -- credit card orders only!
3. E-mail it to "rasa.software@dden.com" or "rrasa@sky.net" -- credit card orders only!.

Orders are generally shipped within two weeks of receipt of order.

If you are a member of Compuserve you can register online with the SWREG service.   The registration ID is 15287.   You will receive your registration code by e-mail, usually within 24 to 48 hours.   You will not receive a disk.   Program updates can be downloaded off Compuserve or my web pages.

Remember, shareware is user-supported software.   If you use it, please register. Your support is appreciated!

Registered User Discount

I truly appreciate the people who have supported my games in the past, and I want to offer them a special price on my newer games as well.

So, if you've previously registered any of my <u>other games</u>, enter the registration code of any of the games here, and you'll receive $5.00 off Mount Sunflower!

Mount Sunflower Revision History

This program is an ongoing development.   New versions will be released as necessary, to add or improve features, correct problems, address user concerns, or add requested features.   Once the program is mature, updates will generally be released every six months or so.

v0.00 11/30/96
- Started development.

v0.50 12/11/96
- Beta #1.

v0.60 01/23/97
- Beta #2.

v0.70 02/20/97
- Beta #3.

v1.00 05/24/97
- Initial release.

v1.01 06/01/97
- Initial release had wrong sound files included; fixed.
- Added clickable e-mail and web page links to "About" dialog.
- Modified registration form to allow e-mail delivery of registration code(s).

Mount Sunflower Registration Dialog

Here's where you enter the registration code you will receive as a registered user of Mount Sunflower.   Once you enter the correct code, you need never see the shareware reminder screen again.

Note: In the registered version, the "Register ..." menu item will be changed to "Un-Register", which will allow you to convert the game back into an un-registered version, for easy copying to friends ...

The Future Of Mount Sunflower

Here are some ideas I have in mind for future versions of Mount Sunflower:

- Undo.
- Session stats.
- Support for multiple players.
- Alternate scoring schemes, perhaps a timed mode.

If you have an idea that you think will make the game better, please let me know!

The Structure of the INI File

The file MT_SUN.INI is used to save information about the program, so that it can be recalled the next time the program is run.   This file is stored in the same directory as the rest of the Mount Sunflower files, and may be deleted if you want to start "fresh".

Although it is not recommeded that you edit the contents of this file, here is its structure, in case you are adventurous:

    [Startup]
    WindowState = state of Mount Sunflower window (0 = normal, 2 = maximized)
    Width = width of Mount Sunflower window, in twips
    Height = height of Mount Sunflower window, in twips
    Left = position of left edge of Mount Sunflower window, in twips
    Top = position of top edge of Mount Sunflower window, in twips

    [Options]
    Card Back = which card back design should be used (0-5)
    Background Color = main game window background color (Red/Green/Blue (0x000000-0xFFFFFF) -- in decimal)
    Sound Enable = sound effects may be either disabled (0) or enabled (1)
    Music Enable = background music may be either disabled (0) or enabled (1)

    [Statistics]
    GamesPlayed = total number of games played
    GamesWon = total number of games won
    TotalScore = total score

Of course, if you play with the values in the [Statistics] section, that means you're a cheater. And cheaters never win.   You know that, don't you?   Don't you???

End-Of-Hand Dialog

This dialog box appears automatically at the end of a hand, and allows you to either begin another game, exit the program, or view the statistics.   Pressing 'Esc' will deal another hand.

'Win' Dialog

This dialog box appears when you win a game, and allows you to view your statistics, play another hand, or quit the game.

'Lose' Dialog

This dialog asks "Are you sure you want to give up on this hand?".

Select "Yes, Deal A New Hand" to abandon the current hand and randomly deal another.

Select "No, Keep Playing" to return to the hand in progress.

Select "Display Statistics ..." to display your current stats.

Select "Quit The Game" to conceed the current hand and exit the application.

'Quit' Dialog

This dialog asks "Are you sure you want to quit while a hand is in progress?".

Select "Yes, Exit Now" to forfeit the current hand and exit the program.

Select "No, Keep Playing" to return to the hand in progress.

Select "Display Statistics ..." to display your current stats.

Exit

Select the "Exit" item from the "Game" menu to exit the program.   You may also press Alt-F4, Ctrl-X, double-click the control box, or click the "close window" button (in Windows 95). If a hand is in progress, you'll first be asked if you want to abandon the current hand.

New Hand

The "New Hand" menu item is used to deal a new hand at random.   If a hand is in progress, you'll first be asked if you want to abandon the current hand.

Select Hand

The "Select Hand" dialog allows you to select a specific hand from among 999999 different games. If a hand is in progress, you'll first be asked if you want to abandon the current hand.

Redeal Hand

The "Redeal Hand" menu item is used to re-plat the current new hand.   You'll first be asked if you want to abandon the current hand.

Select Card Back

This dialog allows you to select from one of six card back designs (shown on the current background color, so you get a sense of how they'll look in the game). The currently-selected card back will be highlighted with a dashed line. Click on a new card back to select it, then click the "OK" button to accept the selection and save it to the INI file, or "Cancel" to exit the dialog without changing the card back.

Note: If a game is in progress, the card back change will not take effect until a new hand is begun ...

Select Background Color

This dialog allows you to select a background color for the main game screen. You can select the color in two ways:

1. Select one of the 16 "standard" colors, or
2. Use the Red, Green, and Blue scroll bars to adjust the colors in fine increments.

Either way, the selected color will be shown in the large color box.   Depending on your video card and its settings, you may not be able to select all colors and/or dithering may occur.

Once you've found a color you like, click the "OK" button to accept the selection and save it to the INI file, or "Cancel" to abandon your changes.

Note: If a game is in progress, the background color change will not take effect until a new hand is begun ...

AutoPlay

Click on the "Step" button to move a single card automaticically from the tableau to the foundations.

Click on the "Auto" button to automaticically move all possible cards from the tableau to the foundations.

If no foundation moves are available, the "Step" and "Auto" buttons will be disabled.

Refresh Screen

This menu item causes the screen to be refreshed if, for whatever reason, it should become garbled.

Sound Effects

Use the "Sound Effects" menu item to enable or disable sound effects in the game. If sound effects are enabled, a checkmark will appear next to the menu item. If no check mark appears, then sounds are disabled.

The default sound files are:

- **"Card" Sound** - MT_CARD.WAV
- **"Lock" Sound** - MT_LOCK.WAV
- **"Shuffle" Sound** - MT_SHUF.WAV
- **"Win" Sound** - MT_WIN.WAV
- **"Lose" Sound** - MT_LOSE.WAV

If you'd like to use different sounds, name your files as those above, and place them in the Mount Sunflower directory.

Music

Use the "Music" menu item to enable or disable background music.   If music is enabled, a checkmark will appear next to the menu item.   If no check mark appears, then music is disabled.

The default music file is "MT_MUSIC.MID".   If you'd like the game to play a different MIDI file, name it "MT_MUSIC.MID" and place it in the Mount Sunflower directory.

Nag Screen

If you've been playing the game for more than 30 days, or have played more than 50 hands, you'll be reminded every ten games to register to program, and given an opportunity to fill out and print the registertion form.

Once you register, you won't see this nag screen again.