

Seahaven Towers v3.0 Help Contents

Seahaven Towers v3.0

By Cary Farrier

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How to Register Seahaven Towers

Seahaven Towers 3.0

By Cary Farrier

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Published by Laser Point Software

P.O. Box 2378

Watsonville, CA 95077

Ordering Seahaven Towers

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1.0 New Orders

Step 1: Find out your serial number.

Run Seahaven Towers, and go to the File menu. Select the "Register Seahaven" menu item, and you will be presented with a window that will show you your serial number and have a place for you to enter your password. WRITE DOWN YOUR SERIAL NUMBER!

Step 2: Collect your registration information

The following information is REQUIRED for any order:

Name

Address

City, State, Zipcode

Telephone Number

EEmail address

If you do not have an EMail address, you will not be able to place your order via the World Wide Web or via EMail.

Step 3: Decide on a method of payment

You may pay via Check, Money Order, Credit Card, or Cash. You may place your order via Postal Mail, Telephone, Fax, or Electronically (via the World Wide Web or via EMail).

CHECK, MONEY ORDER, CASH PAYMENTS

All Checks and Money Orders must be drawn in U.S. Funds on a

U.S. Bank. All cash orders must be in U.S. Currency.

CREDIT CARD PAYMENTS

You must provide the following information with your order:

Cardholder's Name
Card Type: Visa, MasterCard, or American Express
Card Number
Card Expiration Date
COMPLETE ADDRESS from step 2, including ZIP CODE

Step 4: Calculate your payment amount

Basic Order Price: \$20.00
Seahaven Towers is \$20.00

Shipping & Handling: \$4.50
If you do not have an EMail address, or if you want a disk or invoice mailed to you, a shipping and handling charge of \$4.50 will be added to your total.

California Sales Tax: \$1.60
California residents add 8% sales tax per copy ordered (\$1.60).

Step 5: Place your order

With all orders, you will need the information from Steps 1 - 4.

POSTAL ORDERS:

Send payment, including your serial number and registration information from Step 1 and Step 2, to:

Laser Point Software
Seahaven Towers 3.0 Orders
P.O. Box 2378
Watsonville, CA 95077

FAX ORDERS:

Print out your order and fax it to:

Laser Point Software
Seahaven Towers 3.0 Orders
Fax: (831) 722-6895

TELEPHONE ORDERS:

Telephone Laser Point Software at:

(831) 722-6894

Telephone orders will be billed an ADDITIONAL \$10.00 CHARGE. We encourage you to use postal, fax, or electronic methods of ordering. These methods allow us to keep our costs low, and pass the savings on to you. When we have to answer the

telephone, that means we have to hire staff to handle the phone calls, and that costs money.

WORLD WIDE WEB

Visit Laser Point's Secure Web Server at:

<<http://www.laserpoint.com>>

And click on "Ordering Information".

EMAIL

Send your order information to Laser Point at:

orders@laserpoint.com

2.0 Upgrading from a previous version of Seahaven Towers

Previous versions of Seahaven Towers had a free upgrade policy. Since Seahaven was introduced in 1994, we have had several thousand customers. The support level required to provide free upgrades to such a volume of customers has made it impossible to continue this practice.

To upgrade to Seahaven Towers 3.0, we are charging a \$10.00 upgrade fee for all payment types. To order your upgrade, follow the steps listed in Section 1.0 New Orders, but also include in your order information that you are UPGRADING.

3.0 Summary of charges

Don't be confused by the possible charges for ordering Seahaven Towers. If you follow our recommendations, your order will only be \$20.00 when ordering electronically.

Here is a list of the possible charges for ordering Seahaven Towers. Not every charge will be applicable to every order:

Seahaven Towers New Order:	\$20.00
Seahaven Towers Upgrade:	\$10.00
Disk/Invoice Shipping & Handling:	\$4.50
California Sales Tax (per order):	\$1.60
Telephone (Voice) Order:	\$10.00
New Password:	\$10.00
Replacement Password:	\$10.00

For a new order, the best way to minimize the cost is to place your order via postal mail, fax, or electronically, and to provide us with your EMail address (so you don't have to request that a disk & invoice be sent to you). If you are not a California resident, your order will be exactly \$20.00. If you live in California, your order

will be \$21.60. As you can see, we are trying very hard to encourage the use of the automated ordering systems in order to keep our costs low.

4.0 Ordering a replacement password

We have been very liberal with providing replacement passwords for users that have upgraded their systems, or who have lost their passwords. Unfortunately, some individuals have abused this and we are forced to place the below restrictions on new and replacement passwords.

For clarity, a replacement password is the same password for the original serial number you registered with your Seahaven Towers order.

A new password is a request for a password that matches a serial number that is different from the original serial number you registered with your Seahaven Towers order. A new password will be needed if you buy a new computer, or want to use the program on two different computers (for example, at work and at home). The serial number that is assigned to each machine will always be the same, even if you reformat your hard disk or add/remove hardware components. It is a number unique to your machine, and it doesn't change. This is why when people call to tell us that they reformatted their hard drive and now Seahaven Towers has a different serial number, we know that they aren't telling us the truth (sad, but it happens).

REPLACEMENT OF YOUR PASSWORD: \$10.00 CHARGE.

Too many people tend to lose their password, and then telephone us to ask us what it is. They are not asking for a new password (for a different serial number), just what their password already assigned was. This is costly for us, and we are now going to charge \$10.00 for the service.

When you receive your password, print it out and put it in a safe place. Don't lose it, or we'll charge you to look it up for you.

ONLY ONE "NEW" PASSWORD PER YEAR, \$10.00 CHARGE.

We have tried to be flexible in providing multiple passwords to people that use more than one machine, but a number of users have abused this, so unfortunately we must limit the practice and begin charging for the additional passwords.

BEYOND THE ONE "NEW" PASSWORD, YOU WILL BE CHARGED THE FULL AMOUNT FOR A NEW ORDER.

If you want additional new passwords after you have already ordered one for \$10.00, you will be charged the full amount of a new Seahaven Towers order EVERY TIME.

Seahaven Towers v3.0 Registration Form

Please print this topic and fill it out.

Name _____
Street Address _____

City _____
State/Province _____
Zip/Postal Code _____
Country _____
Electronic Mail Address _____
Telephone _____
Serial Number _____

Payment Type (circle) Visa MasterCard American Express Check Cash

Visa/MasterCard Number _____

Expiration Date _____

Quantity _____

Unit Cost \$20.00

CA Residents add \$1.60 sales tax for each unit ordered

CA Sales Tax _____

Total _____

Only checks drawn on US Banks in US Funds are accepted. Please make checks payable to Laser Point, and mail to:

**Laser Point
Seahaven Towers Orders
P.O. Box 2378
Watsonville, CA 95077
U.S.A.**

Upgrade Policy

Previous versions of Seahaven Towers had a free upgrade policy. Since Seahaven was introduced in 1994, we have had several thousand customers. The support level required to provide free upgrades to such a volume of customers has made it impossible to continue this practice.

To upgrade to Seahaven Towers 3.0, we are charging a \$10.00 upgrade fee for all payment types. To order your upgrade, follow the steps listed in [How to Register Seahaven Towers](#), but also include in your order information that you are UPGRADING.

How To Play Seahaven Towers

The Goal of Seahaven Towers

The goal of Seahaven Towers is to rearrange the cards into the four suits, and move them up to the home spaces in the order Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, and finally King.

Along the way, the game will help you out by automatically moving cards to the home spaces as they become available. Until you register and receive a password, the game will only move cards Ace through 6 for you. Once you register, all of the cards will be moved for you.

The Home Spaces

There are four home spaces, two in the upper left corner and two in the upper right corner of the game window. The goal of the game is to move all of the cards to these spaces in the correct order.

The Move Spaces

At the top-center of your window are four move spaces. You can place a single card in each space for temporary holding while you are playing the game. But be warned! Once you move a card into one of these spaces, you can only move it back down if you place it on the correct card, which brings us to...

Moving the Cards

This sounds hard at first, but don't worry! You'll get the hang of it pretty fast. The game will tell you why a move could not be made if you keep an eye on the status bar at the bottom of the application window.

You can move from one to five cards at a time, but here's the catch: the cards you are moving must all be in order, and there must be enough empty move spaces. "Enough" empty move spaces means that to move five cards at one time, you need to have four empty move spaces. To move four cards, you must have three empty move spaces, and so on. To move only one card, you don't need to have any empty move spaces.

When placing cards, you can only place a card on top of its next higher card in the suit, i.e. a 9 of clubs can only be placed on the 10 of clubs. The exception to this is that when you are moving a King, you can place it in an empty area of the playing field.

As a matter of fact, what you want to do is clear up one of the columns of cards (so that it is empty), and then move a King there so you can begin building your suits in the correct order.

Features of the Game

Seahaven Towers for Microsoft Windows has a number of features.

Game Numbers. Every game has a game number, and you can tell your friends a game number so that they can play the same games as you, and you can play games they tell you about.

Autoplay. Cards that can be moved to the home spaces will be automatically moved for you. Autoplay will often catch moves that are easily missed, and removes the tedium of having to move every card by hand. This feature can be toggled on/off.

Until you register only half of the cards will be automatically moved, the rest must be moved by hand.

Undo/Redo. You can undo your moves all the way back to the start of the game, and then redo your moves back to where your game is currently at. At any point in using undo/redo, you can decide to continue playing the game at the current position. This feature is a real life saver, I doubt many people could win a game without it.

Until you register you can only undo/redo the last three moves.

Sound Effects. Unique sound effects for many of the game actions. For those of you who don't find them entertaining, they can be toggled on/off.

Different Card Backs. You can choose your card back from a number of selections. Keep an eye on the Seahaven card back, it will change depending on the time of day that you start the game!

Status Bar. The status bar at the bottom of the window will tell you why a move could not be made. This is very helpful when you are learning to play the game.

Scoring History. The history of your wins and losses is kept for you, as are the percentages of the number of games won/lost. You can clear your score history when things start to look too bad.

Multiple Games at One Time. You can play more than one game at a time. This is great for when you are sharing the game with someone else, or when you want to put aside a really tough game for a while.

Two Sizes of Card Decks. There are two card decks available, one for smaller screens and one for larger screens. The large card deck can only be used in resolutions of 800x600 or above.

Using the Menus

File

New Game (Random Deck)

This will cause a new game to be created, and the deck will be shuffled at random. The new game will have a game number in the title bar of its window, so if you want to tell someone else about this particular game you can.

New Game (by Number)

Brings up a window asking you for the number of a game you wish to play. If someone wants to share a good game number with you, this is how you play that game.

Abort this Game

Aborts the current game. This will add a loss to your score history!

Start Game Over

Starts the current game over. Until you register, you can't do this! Once you register, I suggest that you clear your score history...

Show Score History

Clear Score History

Register Seahaven Towers

Exit

These items do exactly as you would expect.

Edit

Undo Move

Redo Move

Undo and Redo your moves!

Options

Auto Play

Toggles the Auto Play game feature. Only turn this off if you are a pro!

Auto Play Animation

Turns off the animation of cards during autoplay, good for slower computers.

Sound

Turns sound on/off.

Won Games

Keep Until Exit

Keeps games you have won open until you exit the program, at which time they will be removed. This is useful if you would like to study your moves after you have won.

Auto Close

Get rid of the game as soon as you beat it!

Close and Begin New

This one is for the hardcore users: close the game you just won, and open a new one right away! The action never stops!

Small Deck

Large Deck

Choose between using the small deck or the large deck.

Select Card Back

Seahaven

Traditional 1

Traditional 2

Marbles

Bubbles

Choose the card back. Keep an eye on the Seahaven card back, it will change depending on the time of day you start the game!

Tips and Tricks!

You should always try to get your Aces to the home spaces as soon as possible.

Don't build up a big sequence (i.e. more than 4 or 5) of cards in a column because you won't be able to move them without enough empty move spaces. If you build up a sequence of 6 or more cards, you will **never** be able to move them!

Always register shareware that you use! It is only through your support that good software will be made available at good prices! Remember, shareware is not free.

Use undo/redo. Sometimes you can back your way out of a dead-end situation.

About Seahaven Towers

Many of my users have complained that this game is addictive, and should be regulated by the DEA (the American Drug Enforcement Agency)! I have found it to be just as addictive, and I have known one person that managed to win over 700 games in a row, although that was accomplished by a "feature" in the Macintosh version that I consider cheating.

I can't take credit for inventing Seahaven Towers, I'm just another addict. I became addicted to the [Macintosh version written by Art Cabral](#) around 1988, and that is why I eventually wrote this version for Microsoft Windows. Now, though, it seems that I may have cured my addiction to the game by writing it.

My version of Seahaven Towers has been featured in the San Jose Mercury News (June 5, 1994), and on the Windows User Magazine (United Kingdom) Cover Disk (December, 1994).

[Click here to find out about other versions of Seahaven Towers.](#)

Other Versions of Seahaven Towers

Macintosh

The original version of Seahaven Towers was written by Art Cabral, of Longwood Associates. This version is available just about everywhere, and you can contact Art Cabral and Longwood Associates at the following address:

Longwood Associates
P.O. Box 2162
Sunnyvale, CA 94087

OS/2

In addition to the Macintosh and Windows versions of Seahaven Towers, there is also a version available for OS/2 users written by J. Daniel Kulp. You can reach Daniel Kulp by the following means:

J. Daniel Kulp
24 Roseland Street
Dorchester, MA 02124

email: jdkulp@ibm.net (preferred)
CompuServe ID: 75052,1436

About the Author

I am a software engineer, and have worked for a number of different companies. I currently am living in Colorado, working for a start-up networking company.

I wrote this game because I was addicted to the version written by [Art Cabral for the Macintosh](#), and also as an exercise to learn the Visual C++/MFC development environment.

Laser Point

Laser Point is a software publishing company that specializes in publishing shareware software. They offer competitive royalties, they accept credit card orders, and they maintain a strong presence on the World Wide Web at <http://www.laserpoint.com>.

Laser Point aggressively markets their products, they don't just sit back and take orders. They promote the products in their catalog via direct mailings to users groups, special interest groups, and users who have purchased shareware in the past.

In addition to actively marketing software, they take care of the order processing and disk duplication, so that you can concentrate on developing software. If you are tired of supporting your existing products, or you would like to publish a future product through Laser Point, please contact them, or look at their World Wide Web pages!

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