

Help for Thieves and Kings

This program contains three solitaires: Thieves, Kings Corners and Fortitude. Each is a very different game, but we think they're all fun in different ways. Thieves seems to be the most popular. It was derived from Golf, but was enhanced with scoring, wild cards and continuing play beyond one deal. Kings Corners has the simplest strategy, but is hardest to win. Fortitude is a new game with version 1.3, and we hope you enjoy it!

Acknowledgement

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Thank you!

We have been extremely honored by the number of people who have registered this game from all over the world and the United States. The comments you have written have made us very proud of our game. Any other comments or questions are *always* welcome.

You can send mail to the above address, call us at 800-704-7277 (or 303-940-3737 from outside the US), or send E-mail to 72250.3067@compuserve.com

Animation

You can change the speed at which cards are moved from any game by selecting Options from the Options menu. The dialog box which appears provides a slider bar which will allow you to vary the animation speed from slow to fast.

Thieves

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Thieves Rules

When you start Thieves, you are dealt seven columns of five cards each, face up. The next card is dealt face up in the center of the bottom of the screen (the stack) and the remainder of the deck is fanned on the bottom left of the screen.

The object is to "take" all 35 cards off the table. The card on your stack can take any card on the *bottom row* of the table which is one card greater or less than the card on the stack. For example:

- 7's can take 6's or 8's.
- Jacks can take 10's or Queens.
- Jokers can take or be taken by anything.

- Kings cannot take Aces or vice-versa.

To take a card with the card on the stack, simply point to the card you want to take with the mouse and click the left mouse button. The card you took will be placed on the stack, which you can then use to take another card on the table. Points are awarded to you whenever you take a card off the table, unless it is a joker.

If you can't take any cards with the card on the stack, click on the stack and a new card will be dealt. When you run out of cards without clearing the table, the game is over.

If you clear the table, a joker is removed from the deck, the deck is shuffled and dealt, and you are allowed to add to your current score.

Two Players in Thieves

Two players can play Thieves in turns. If you select the "Thieves Options" menu item, a dialog box will appear which allows you to select one or two players, change the names of the players and select the number of games to play before declaring a winner.

Each player is given an opportunity to play until he is stuck, then the play is given over to the other player. The score for each player is accumulated for as many games as set in the "Thieves Options" box.

The names and the number of games to play can be changed in the middle of a match without affecting the scores. For example, if after playing two games of a five game match, you might decide to extend the match to seven games.

When you selected the "Thieves Options" menu item, the "Games to play" box would show "3", since you had already played two games. Changing the number "3" to "5" in the "Games to play" box and clicking on "Ok" would extend the match by two games.

The "Games left" display on the playing table shows the games left to play *after* the current one, so if the display shows "Games left: 1", each player has at least one more opportunity to play.

Thieves Undo

The Undo button on the menu bar is only valid while playing Thieves, and then only valid when taking back a move, not putting back a card you have drawn from the deck. You can undo any card you've taken from the board since the last time you drew a new card. Each time you do, however, the points you scored for taking the card are taken away plus a penalty point. You may not undo a card you have drawn from the deck. If you could, it would be a great temptation to use it at the end of a round to change the way you took cards from the board, knowing what card was coming up.

Thieves Scoring

The point value of each card is as follows:

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

The joker isn't worth any points. An extra fifteen points is awarded each time a player takes all the cards from the board.

The top ten scores are recorded, even if you are playing in two-player mode. They can be viewed by selecting the "Thieves Best" menu item and can be reset by pressing the "Reset Scores" button after selecting the "Thieves Options" menu item.

The average score is not a real average in the strict sense of the word, but does give you a sense of how you've done in the past 20 or so games.

Thieves Strategy

The strategy of Thieves changes with the cards, the player's mood and the alignment of the stars. Over-all strategy is probably best learned by playing the game for several hours at a time while you really should be doing something else, but here are some ideas:

Generally, the smallest and largest cards are the hardest to take, since aces can only be taken by twos and kings can only be taken by queens. It is usually best to take those whenever possible.

It is usually better to take cards from the columns with the most cards in them. I.e., it is better to take a card from a pile of five cards than from a pile of two cards, in order to uncover four cards rather than one.

It's sometimes better to *not* take cards which will help take other cards later. For example, you might want to leave a queen behind to use to take a king later.

Use the joker on the table as soon as it is uncovered. It is almost always better to uncover cards using the joker than to save it.

Of course, there are exceptions to all of the above recommendations, so if at first you don't succeed, keep playing.

Kings Corners Rules

The object of Kings Corners is to deal all the cards from the deck onto the board. There are only four limitations to how you can do this:

- You cannot put a card on another card.
- You must put kings in the corner spaces.
- You must put queens in the left and right non-corner spaces.
- You must put jacks in the top and bottom non-corner spaces.

Each time a card is dealt, click on the space where you want to put the card.

When you have filled all the spaces, you must then remove any tens or pairs of cards which add up to ten. You do this by clicking on the cards; if the card is a ten, it will be removed, otherwise it will be inverted and you will need to click on another card which makes a total of ten.

When you have removed all the cards possible, click on the deck and the cards will be dealt for you to refill the spaces.

You can get stuck in two ways:

- You can't place a dealt face card in any of its appropriate spaces.
- You can't remove any cards after filling the spaces.

Kings Corners Strategy

Dealing

When filling the spaces with non-face cards, try to:

- fill the middle spaces first in order to save the outer spaces for the face cards.
- avoid filling up all the spaces for a face card before necessary. For example, don't fill all the king spaces while all the queen or jack spaces are still open.
- when you must fill the last space of a face card, pick the face card which is mostly filled with face cards. For example, if three kings have been played, but no other face cards, it makes more sense to fill the king space before filling the last queen or jack space.

Removing Cards

When removing cards, try to:

- remove cards from the outer edges before removing them from the center.
- remove cards from all three face card spaces. For example, don't remove cards from just the king spaces, or you will get stuck if you are then dealt a jack or queen.

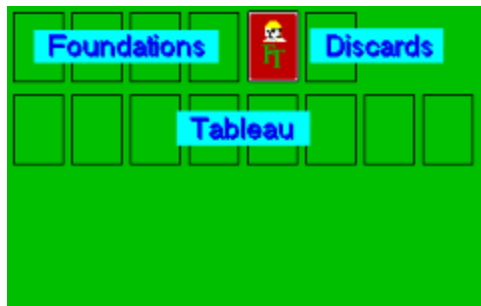
Kings Corners Pictures

You can change the picture which appears as you solve the Kings Corners solitaire. The picture must be a .BMP file like those included with the program. To use a different picture, perform the following steps:

- Choose "New Picture" from the "Game" menu. A "File Open" dialog box will appear allowing you to choose a file with a .BMP extension.
- Choose the filename of the picture you want and click on Ok.
- The Kings Corners screen will be redrawn with the new picture.

If the picture is larger than necessary to cover the playing area, the center of the picture will be used. If the picture is smaller than necessary, an error message will appear and the picture will revert to the default picture of the German castle.

Fortitude Rules



The Object

The goal in Fortitude is to move all the cards from the tableau and the stock to the foundations. These foundations follow suit, begin with aces and grow to jacks, queens or kings, depending on your level.

The Deal

When you start Fortitude, you are dealt six columns of four cards each, face up on the tableau. The remainder of the cards is left in a stack next to the discard pile as shown above.

The Play

You can get new cards moved from the stack to the discard pile by clicking on the new card stack. You can move the last card from the discard stack to the one of the columns by clicking on the discard pile to select it, then on the destination column. If the move is legal, the card will be moved, otherwise nothing will happen.

A move to a column is legal if the card to be moved is the next-lower rank and opposite color of the bottom card of the column. For example, if the bottom card of a column is the ten of diamonds, either the nine of clubs or the nine of spades can be added to that column. Cards can also be moved from column to column in the same way.

Blank columns will accept any single card, and can be built on just like any other column. If you have one or more blank columns available (as at the start of the game), multiple cards in a column can be moved (if legal) by moving one card to the blank column, then moving the next card to the destination column, then moving the card put in the blank column onto the destination column. The game will do this for you automatically if you click on the source column to select it, then click on the destination column.

If a card can be moved to the foundation without any risk of losing strategic choice, the game will automatically move the card for you. If there's a card you want to move up to the foundation, you can move it either by clicking on the card, then clicking on the destination foundation, or double-clicking on the card.

At the first level, the deck is made up of all the cards without the queens or kings. If you're able to move all these cards to the foundations, the game will redeal with the queens added, and your score will continue. If you succeed with this deal, the kings will be added and redealt. If you make it through this deal, the game will take out the queens and kings again and deal seven columns of cards instead of six, leaving you with only one blank column at

the beginning of the deal, and so on. The ten highest scores are maintained with the players' names.

Fortitude Scoring

The score for a game is calculated by adding together 2 points for each card on the foundations (including previous levels) and 1 point for each card on the tableau.

