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Playing Pyramid Patience

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Credits

Kevin Mayer is a young programmer who created this programme for fun. Therefore it may be distributed to anyone FREE OF CHARGE. He has, and still does create other programmes, please contact him for more information. Even though this programme is shareware, he should be encouraged to continue his work. Please send any contribution to me in order to encourage me to continue.

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& have a look at other software I have made:
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Playing the game

Starting

To start playing go to the Options menu and select 'New Game' or just press F2

Playing

The idea of the game is to get rid of all of the cards in the pyramid. To do this you need to take one of your open cards (a card which isn't blocked by any cards on top of it) and put it on the 'throw out' pile. This pile is located at the upper left corner of the screen. You can only put a card on the 'throw out' pile if it is one above, or one below the card which is currently on the pile. An ace counts as 1, through to King which is 13. An Ace can be put on a King and vice-versa.

To turn over a new card onto the 'throw out' pile just click on either of the piles or press SPACE.

To move a card from the Pyramid onto the 'throw out' pile either drag it onto the pile or double-click on the card you want to chuck out.

Winning

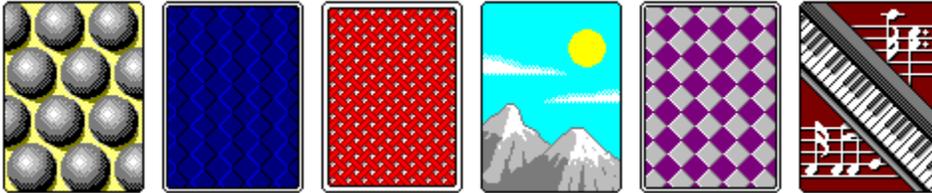
Once you run out of cards in the pile, and you are not able to throw anymore cards away, the game is over, but if you manage to get rid of your whole Pyramid then you win!

Options

Changing card backs

If you don't like the design on the backs of the cards you can find this option in the 'Options' menu, there you can change the design on the backs of the cards.

These are the available card backs:



Changing the table colour

If the default colour (green) of the card playing table is not to your liking you can change it to any other colour. This option is also found in the 'Options' menu.

