

# Spiderette Help Index

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## **File menu commands**

The File menu offers the following commands:

<b><u>New Game</u></b>	Deals a new game.
<b><u>Undo</u></b>	Reverse previous game step.
<b><u>Save Game</u></b>	Saves the current game.
<b><u>Open Game</u></b>	Opens a previously saved game.
<b><u>Restart Game</u></b>	Restarts the current game from the original deal.
<b><u>Exit</u></b>	Exits Spiderette.

## Options menu commands

The Options menu offers the following commands:

<b>Sound Effects</b>	Toggles Sound Effects on or off.
<b>Large Pips</b>	Places larger card markings in the upper left corner for better visibility.
<b>Drag Cards</b>	Toggles between “Drag and Drop” play or “Click to Select”.
<b><u>MIDI Options</u></b>	Allows user to set preferences for MIDI music playback.
<b><u>CD Options</u></b>	Allows user to control their CD drive’s audio playback features.
<b>Full Spiderette / Baby Spiderette</b>	Chooses whether you play the Full version of Spiderette or the Baby version of Spiderette. To help understand the difference between the two choices, click <u>Rules</u> WARNING!!! Changing this setting starts a new game.
<b>Choose Card</b>	Allows user to choose a built-in card deck or load one from disk or from the Wyvern Solitaire CD. (NOTE: You may use external decks downloaded from <a href="http://www.wyvern.com">www.wyvern.com</a> .)

## Window menu commands

The Window menu offers the following commands:

**Minimize**            Allows you to minimize the window.

**Shortcuts**  
Keys:                CTRL+M

### **Register menu commands**

The Register menu item allows a user to register.

## Help menu commands

The Help menu offers the following commands, which provide you assistance with this application:

<a href="#"><u>Help</u></a>	Offers you an index to topics on which you can get help.
<a href="#"><u>Topics</u></a>	
<a href="#"><u>About</u></a>	Displays the version number and credits for Spiderette.
<a href="#"><u>License</u></a>	Displays the License Agreement for Spiderette.
<a href="#"><u>Agreemen</u></a>	
<a href="#"><u>t</u></a>	
<a href="#"><u>Catalog</u></a>	Displays the Wyvern Studios catalog.

**New Game command (File menu)**

Use this command to deal a new game.

You can open a previously saved game with the Open Game command.

**Shortcuts**

Keys:           CTRL+N  
                  F2

**Open Game command (File menu)**

Use this command to open a previously saved game

You can deal a new game with the New Game command.

**Shortcuts**

Keys: CTRL+O

### **Restart Game command (File menu)**

Use this command to play the current game from the beginning again. We suggest that you save your current game before you restart it because restarting will erase what you have done.

### **Shortcuts**

Keys: CTRL+R

**Save Game command (File menu)**

Use this command to save the current game. When you save a game, Spiderette allows you to designate a file to save it to. Saved files are required to have a .wsp extension on the filename.

**Shortcuts**

Keys: CTRL+S

**Undo command (File menu)**

Use this command to reverse the last game step. There are a limited number of moves that can be undone.

**Shortcuts**

Keys: CTRL+Z  
Backspace

### Exit command (File menu)

Use this command to end your Spiderette session. You can also use the Close command on the application Control menu. You must manually save your game before quitting, if desired.

### Shortcuts

Mouse: Double-click the application's Control menu button.



Keys: ALT+F4

### **MIDI options command (Options menu)**

Use this dialog box to set your preferences for MIDI music playback.

<b>Current MIDI Selection</b>	Shows the current song selection. Use the drop down list to select a new song. The current selection will loop through the play list one by one as each song finishes.
<b>Default Play List</b>	Selecting this option will use the built-in play list included with the game.
<b>User Play List</b>	Selecting this option will use the user-defined play list created with the play list buttons.
<b>New Play List</b>	Discards the current user-defined play list and opens a browse dialog to allow a new list to be defined. Use CTRL and/or SHIFT with the mouse to select multiple song choices at once.
<b>Add to Play List</b>	Appends new selections to the user-defined play list. This feature is useful for selecting songs from different directories.
<b>Play MIDI Music</b>	Starts playback of MIDI music.
<b>Stop MIDI Music</b>	Stops playback of MIDI music.
<b>Ok</b>	Exits the MIDI Options dialog.

(NOTE: User-defined play lists are not available in the shareware version of Spiderette.)

### **CD Options command (Options menu)**

You may use this dialog box to control your CD drive's audio playback functions.

<b>Total Time</b>	Shows the total length of the current CD.
<b>Current Track</b>	Shows the current track number that the CD is queued to play or is playing.
<b>Current Time</b>	Shows the time index of the track that is queued to play or is playing.
<b>Stop</b>	Stops the CD playback and resets to the start of the first track.
<b>Play</b>	Starts the CD playback from the currently queued position.
<b>Pause</b>	Stops the CD playback without changing the playback position.
<b>Resume</b>	Resumes playback from the last queued position.
<b>Previous</b>	Advances to the next track on the CD.
<b>Next</b>	Returns to the previous track on the CD.
<b>Ok</b>	Exits the CD Options dialog.

(NOTE: The CD Option is not available in the shareware version of Spiderette.)

**Help Topics command (Help menu)**

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for using Spiderette and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.

**About command (Help menu)**

Use this command to display the copyright notice and version number of your copy of Spiderette.

**License Agreement command (Help menu)**

Use this command to display the License Agreement for your copy of Spiderette.

## **Rules (HowTo)**

### **The Game Area**

A game consists of three areas of cards:

- **TABLEAU:** Located across the top of the window are seven stacks that form the TABLEAU. You can place cards on these stacks in descending order regardless of suit. A group of cards can be moved from one stack to another. If you have chosen the Baby Spiderette rule set the stacks must be in consecutive descending order with cards of any suit, but to move a stack in the Full Spiderette rule set, all cards being moved must be of the same suit. Any card or any valid group of cards may be moved into an empty column.
- **STOCK:** Located in the upper left portion of the window. These are the cards you have not played. When clicked on, every TABLEAU stack will be dealt a card from the STOCK, unless there are not enough remaining cards. You are then allowed to play the card(s) you have just revealed along with any cards that have been previously revealed. Once you have stacked an entire 13-card suit it will then be placed in the FOUNDATION. NOTE: All TABLEAU stacks must contain at least one card before cards can be dealt from the STOCK.
- **FOUNDATION:** Located along the left side of the game. The FOUNDATION is built up automatically by the game when a TABLEAU stack contains KING through ACE of the same suit and in sequence.

### **Object**

Move all cards to the foundation while obtaining the fastest time possible.

