Alternate Solitaire

Shareware Notice...

If you are using the Shareware version of Alternate Solitaire, please remember that it is just that, i.e. Shareware - *not* free. You are welcome to use it for a trial period but if you continue to use it then please register and support the 'Shareware' concept. You may freely copy/distribute the Shareware version as long as you make no charge for it. Thank you for trying Alternate Solitaire, I hope you enjoy it!

The full version can be obtained by sending £5 sterling or equivalent foreign currency (cash preferred!) to Martin Bryant, 71 Hunstanton Drive, Brandlesholme, Bury, Lancashire BL8 1XH, England. Registered users receive the latest fully functional version along with another shareware game and a full list of our other products.

The Shareware version differs from the full version in that the 'Take Back' facility is disabled, the 'Automove Strategy' can only be set to 'Totally Random', fewer card backs are available and the 'About' box must be manually cleared when the program is loaded.

Constructive comments/criticisms welcome at the above address or email martinbr@colossus.demon.co.uk

The Game...

The Menus...

Customising Sounds...

Rules

The game is played with four foundation piles, four discard piles and the deck. Initially the foundation piles have the ace of hearts, king of clubs, ace of diamonds and king of spades placed on them, onto which you must build the cards in sequence (increasing on the aces, decreasing on the kings) and alternating in colour.
'Moderate' rules - in addition to the above you are restricted to placing odd numbered cards only on the foundation pile of the correct suit.
'Hard' rules - in addition to the above you must build the up/down foundation piles at the same rate, i.e. the top card cannot be more than one different in pip value from the other up/down pile.
Cards from the deck or any of the discard piles can be played onto any foundation pile as long as they obey the above building rules.
Cards are turned from the deck one at a time. If it cannot be built legally on a foundation pile, it can be placed on any of the discard piles.
Cards cannot be moved between discard piles.
When the deck is exhausted and no cards on the discard piles can be moved to the foundation piles, the discard piles are gathered back to the deck, without shuffling, for a redeal. Two such redeals are allowed.
The object of the game is to complete all four foundation piles.

Operation

Dragging...
Simply drag the card you want to move onto another pile.
Clicking...
Click on the pile you want to move (which starts flashing) and then on the pile you want to put it on. If you select the wrong card then clicking on the pile again or the table top cancels the selected card.
Sizing the window causes the cards to be redrawn within the available space.

Strategy

Building sequences in reverse order on the discard piles is obviously useful. Also keeping cards exposed which could soon be used on the foundation piles helps. This can be increased by reserving one of the discard piles as a 'useless' discard pile to place cards which can't be used for ages, e.g. the red kings and black aces.
With careful play this solitaire game can usually be completed (makes a refreshing change!) within the two redeals.

File Menu

New Game - deals the cards out ready for a new game.

Exit - exits from the program.

Goodies Menu

Hint - flashes a card (chosen at random) which can be moved.

Take Back - takes back the last move made (not available in the Shareware version).

Rules - allows you to select between the easy, moderate or hard set of rules.

Auto Move - requests the program to play one move or the rest of the game for you. Also allows you to select the programs playing strategy from 'Totally Random' (doesn't even necessarily move cards to foundation piles), 'Discard Random' (will always move cards to foundation piles if possible), 'Discard Alternate Colour' (favours discarding in alternating colour sequences) or 'Sequence Builder' (tries to build reverse order number/colour sequences) (only 'Totally Random' available in the Shareware version). The 'Totally Random' strategy averages 18 cards left at the end of the game, 'Discard Random' averages 11, 'Discard Alternate' averages 10, whilst 'Sequence Builder' averages 2 (but usually completes the game!).

Best Scores - displays the best scores table.

Card Backs - allows you to select a different card back design.

Animation Speed - allows you to adjust the speed at which the program slides the cards across the table.

Sound - allows you to turn the sound on/off.

Help Menu

Using Alternate - displays this 'help' file.

About - displays program information.

Sound Files

The program uses several sound (.WAV) files which you can modify/replace to customise it to your liking.

The following three files can be found in the programs working directory.

NEWGAME.WAV - played when a new game is started
FILEEXIT.WAV - played when the program is exited
ILLEGAL.WAV - played when an illegal move is attempted

The program also makes use of the following three files which normally can be found in the Windows directory.

CHIMES.WAV - played when the 'About' box is displayed
CHORD.WAV - played when a hint move is selected
TADA.WAV - played when a new best score is achieved

If you change any of the first three files (you may want to make a backup copy first!) then the new sound will be played when the associated event occurs. For the last three files, take a copy from your Windows directory into the programs working directory and modify them there (thus ensuring that you do not affect other programs which use the Windows files).