Solitaire

What can you do when it's just you and your Compucolor? Play Solitaire! This program features three of the most popular games and even shuffles and deals the cards for you. There's only one problem. The Compucolor won't let you cheat!

Compucolor® Corporation

IMPORTANT INFORMATION

A. For extended media life of your diskette—take the following precautions:
  1. Do not put fingers on the precision surface.
  2. Insert the diskette carefully into the disk drive.
  3. Keep the diskette far from magnetic field which will erase the diskette.
  4. Store the diskette in the jacket when not in use.
  5. Handle the diskette with care. Bending and folding will damage it.
  6. Diskettes are best stored at temperatures ranging from 10° to 52° C or 50° to 125° F.
  7. Do not leave diskette in disk drive while turning your Compucolor II ON or OFF.
B. ALL COMPUTER PROGRAMS ARE DISTRIBUTED ON AN "AS IS" BASIS WITHOUT WARRANTY.

SOLITAIRE

For those long, lonely nights when it's just you and your computer and you're in the mood for a game that will really get you hooked — here it is!

This is Solitaire, the version that's a favorite with almost everyone. The COMPUCOLOR II does your dealing and keeps you honest while you move the cards.

To begin play you simply hit the [RETURN] key and the cards are shuffled and dealt. The object is to release and play all cards from the whole pack on the 4 foundations (starting with the Ace up to the king). In order to move cards from 1 pile to the other, enter the pile number (large light blue numbers next to the stack) with the card on it in respones to "FROM", and the destination number in response to "TO". To deal from the hand to the pile, enter an "8" for "FROM" and a "9" for "TO", or just hit [RETURN] twice. To move a card to the foundation piles, type in the "FROM" pile number and then type [RETURN] for "TO".

If at any time you wish to quit, enter "10" to both "FROM" & "TO". You then can continue with the same cards re-dealt or a with a whole new deal.

Also, if curiosity gets the best of you, and you just have to know what cards are in each stack, enter "11" to both "FROM" & "TO". This gives the value of the cards and their suit next to the stack. To get rid of this information, enter "12" to both prompts, although the stigma of the red border remains.

Finally, note that the number of cards still unreleased in each stack is given by the small dark blue number next to the upper right corner of the stack.

EUCHRE

EUCHRE is an intricate and challenging game for two players, namely you and your computer. Once you pick up the idea, you are sure to be involved for some time since you must win the best out of ten games in order to be declared the winner. It's not too easy!

To begin play you hit [RETURN]. The first deal is chosen randomly, then the deal is alternated each round. Each of you will get 5 cards each; the remaining deck is placed aside with the top card turned over. Notice that the deck only contains cards from 9 on up. The turn up card can be accepted as the trump suit (high ranking suit), or it may be passed by either player. If the card is accepted (either by you or the COMPUCOLOR), then 1 card must be discarded in its place. The one with the eldest hand (that is, the first dealt to) has the initial option to pass or pick up the turn up as the trump. The eldest hand may also force the dealer to accept the turn up as trump (known as ordering it up). If both of you pass, the eldest hand can declare the trump suit, but the trump suit cannot be that of the card you both just passed on.

As mentioned, the trump suit is the high ranking suit, and the suit of the same color as the trump is the next highest suit. The jack of the trump suit (**right bower**) is the highest card and the jack of the same color as trump (**left bower**) is the second highest card. Actually, this card becomes a trump for all purposes. Each "trick" or round is won by the highest ranking card.

To pass at any time, just hit [RETURN] to the play option. All other options are contained in parentheses in the question of play asked by the computer on each hand.

The player who leads determines which card must be played next. Of course, the idea is to outmatch your opponent with a higher card, but this cannot always be done. If you have cards in your hand of the same suit as the lead card, you must play these first. Remember, the left bower is really a trump card, so you must follow with a trump when the computer leads with this. Also, you can reply to a trump lead with the left bower if you have it. If you cannot follow suit, you can play anything, but if you can follow suit and don't, the COMPUCOLOR will promptly scold you.

To win a game, you must win at least 3 tricks. If you declare the trump and you fail to win, you are said to be "euchred". Winning all 5 tricks is said to be a "march".

A euchred hand gives the opponent 2 points, and a march is worth 2 points. All other wins count as 1 point. In the event of a tie score, the play continues until there is no tie. The winner is the one who gets 10 points first.

PYRAMID

The game of **PYRAMID** is a fun and easy-to-learn game of cards that all age groups can enjoy. It is a "solitaire" game only because it is played alone and is not even remotely played like the traditional version of Solitaire also included on this album.

To begin Pyramid, you simply hit [RETURN]. Then the cards are shuffled and dealt in a triangular array. The object is to try to make the pyramid "disappear" by removing 2 cards at a time which total 13. All cards are marked by letters (A-Z) or numbers (1-4); to remove a card, type its letter or number when the COMPUCOLOR says "REMOVE 1" or "REMOVE 2". All cards are worth their face value except the Jack, Queen, King, and Ace which are valued as follows:

CARD	VALUE
ACE	1
JACK	11
QUEEN	12
KING	13

Kings can thus be removed by themselves.

It is important to note that cards may not be removed while another card still overlaps on top of them.

If no play is available on the pyramid itself, cards are dealt from the hand to the "boneyard" by entering a "1" to "REMOVE 1" and a "2" to "REMOVE 2", or by pressing [RETURN] twice. Cards in pile 2 (boneyard) can then be paired with cards on the pyramid. When the hand is dealt completely to the boneyard, 1 PASS is completed.

To win the game, the pyramid must be cleared in no more than 3 passes.

HAVE FUN
&
GOOD LUCK!