

Klondike Commands

Below are each of the commands that can be used in game, their function and their associated format to used in game(No quotations);

A)load

B)board

C)cheat

D)comment

E)reset

F)discard

G)save

H)done

I)move

Notes/Definitions:

Board: All the items and objects in the game are shown at once. There, we can consider referring to them collectively as a board.

Pile: Deck of randomly configured cards. There are 7 piles in total.

Stock: Deck containing cards not in any of the piles.

Suit: To order the cards in. There are 4 in total. The *Suit* decks should contain all the cards to complete the game.

Discard: Initially starts empty. Player can use this to temporarily keep some cards. Player can move a maximum of 3 cards to the Discard deck at a time. Player can also move the cards in the discard deck back to the stock deck with the reset command.

	Command	Function	Format to Use
A	load	-load a game state/configuration of cards from textfile in the current directory -can load a previously saved game state or a custom one(as long as the format matches that of "Game1-start.txt")	load filename.txt E.g load Game1-start.txt
B	board	-show the board	board
C	cheat	-show the board with all cards visible	cheat
D	comment	-add a comment that will be displayed -the comments themselves may or may not include quotations	comment my comment(s) E.g comment This is comment comment "This is another."
E	reset	Transfer all cards from the <i>Discard</i> deck to the <i>Stock</i> deck	reset
F	discard	Transfer a maximum of 3 cards at a time from the <i>Stock</i> deck to the <i>Discard</i> deck	discard
G	save	-saves the current game state as a textfile in the current directory.	save filename.txt E.g save completed.txt
H	done	-ends the game(remember to save your files before ending the game)	done
I	move	-move a card from one deck to another(if move is valid). -moves can be made in the following deck directions <ul style="list-style-type: none"> • <i>Stock to Suit</i> • <i>Stock to Pile</i> • <i>Pile to Suit</i> • <i>Pile to Pile</i> 	move from to E.g move stock suit move stock 5 move 7 suit move 3 5