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## SOLITAIRE

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The SOLITAIRE package is a simple graphics demonstration program that plays and animates the solitaire card game (known as ~Patience~ in English speaking countries). Solitaire is a game for one, so there is no way to play ~against~ the machine. SOLITAIRE is most effective as a background activity when the machine is doing nothing else, so it is frequently used as an IDLE hack.

### TO USE

#### To play once

(SOLITAIRE *SOLOW REPLAY*)

[Function]

Plays one hand of solitaire, which it will animate in the window *SOLOW* (which should be at least 700 by 700, although the program will do its best to adapt). If *REPLAY* is T, SOLITAIRE will use the deck from the previous shuffle, else it will deal a new hand.

#### To play repeatedly

(SOLO *SOLOW*)

[Function]

Calls (SOLITAIRE *SOLOW*) repeatedly.

#### The results

SOLO keeps a record of the frequency of each of its results in the array SOLORESULTS [0..52] which it plots at the end of each hand.

#### As an IDLE hack

Loading SOLITAIRE automatically adds SOLITAIRE as an option to the IDLE menu. If chosen, it will be given the ~whole screen~ covering window of IDLE and will use a black background, rather than its usual shaded one, to preserve the screen phosphor. Otherwise, its operation is completely normal.