

Product description ,Masters Solitaire'

General properties

platform	Windows
Ext. interfaces	Directx7
Filesize	~ 50MB
memory requirements	>=300MB
language	german, english
genre	Casual, Card&Board
style	ambient, fantasy, medieval
programming language	Blitzmax / C++ (*)

(*)(A porting of the source code from Blitzmax to C++ has been done. The Blitzmax version was testet intensively and is provided for disposition. The C++ porting can be used to exploit other platforms or to developpe succeeding versions in case of commercial success.)

Spezific properties

- 75 game types , ~.70% conventional and popular types , ~ 30% invented types , most of them have high chances of winning
- 1 main menue scene, 1 play scene with alternative rendering
- 5 predefined card sets
- 8 figures for users
- user management
- user statistics (progress of winning quote, progress of score, type specific user ranking)
- game type statistics (empirical chance of winning , game duration, difficulty, count of cards)
- highscore
- undo - / redo - function
- support for touchpad control
- dynamic card graphics (user defined card graphics)
- dynamic scene radiosity and shading
- optional accelerated rendering mode
- demoplay for each game type
- optional semiautomatic movements (on right click, on double click, turning automatic)
- game help (combinatorial advices for possible movements)
- description of gaming rules
- optional help to single cards and and piles in the game scene
- all scenes can be saved and loaded
- continuous animations, gently effects and smooth graphics
- comfortable user interface with tooltips