

JAVATAIRE

User Manual

The basics:

Within the application itself, you will find a section labeled, “Tutorial”, which can be accessed at any time via the main starting screen or by clicking the “Menu” button while there is an active ongoing session. In the provided tutorial, there is a video demonstration of how to play solitaire from wikiHow. For a more in-depth, textual guide to solitaire, here is an excerpt from the official Wikipedia page for Klondike solitaire (the type of solitaire this game is built around):

Klondike is played with a standard 52-card deck, without Jokers.

After shuffling, a tableau of seven fanned piles of cards is laid from left to right. From left to right, each pile contains one more card than the last. The first and left-most pile contains a single upturned card, the second pile contains two cards, the third pile contains three cards, the fourth pile contains four cards, the fifth pile contains five cards, the sixth pile contains six cards, and the seventh pile contains seven cards. The topmost card of each pile is turned face up.

The remaining cards form the stock and are placed facedown at the upper left of the layout.

The four foundations (light rectangles in the upper right of the figure) are built up by suit from Ace (low in this game) to King, and the tableau piles can be built down by alternate colors. Every face-up card in a partial pile, or a complete pile, can be moved, as a unit, to another tableau pile on the basis of its highest card. Any empty piles can be filled with a King, or a pile of cards with a King. The aim of the game is to build up four stacks of cards starting with Ace and ending with King, all of the same suit, on one of the four foundations, at which time the player would have won. There are different ways of dealing the remainder of the deck from the stock to the waste, including the following:

- Turning three cards at once to the waste, with no limit on passes through the deck.
- Turning three cards at once to the waste, with three passes through the deck.
- Turning one card at a time to the waste, with three passes through the deck.
- Turning one card at a time to the waste with only a single pass through the deck, and playing it if possible.
- Turning one card at a time to the waste, with no limit on passes through the deck.

If the player can no longer make any meaningful moves, the game is considered lost. At this point, winning is impossible.

The full Wikipedia article can be found [here](#).

How to play:

Upon clicking the “Play” button on the title screen, you will be prompted to start a new game by clicking another button labeled, “Start”. Doing so will create a new deck, shuffle it, and each pile will have a random card revealed. From there, you can manipulate the cards based on each button:

Menu:

Three buttons:

- Tutorial: Opens a separate window with the tutorial video.
- Restart: Takes you back to the “Start” screen and lets you make a fresh table of cards with a new deck.
- Quit: Closes the game.

Move:

Prompts you to enter the column and row of the card you wish to move, then the destination column you want to place it in. An example input would look like: “1 1 3” (minus quotations). If the move cannot be made, you will simply be prompted to enter a valid input until it can be done.

As you play the game, your tableau will shift, your foundation will fill up, and your waste pile will stack cards. Once the win condition is met, you will be prompted to return to the main menu. From there, it is up to you if you want to play again!