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**Spectrum HoloByte™**

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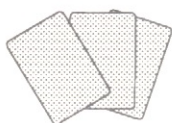
# solitaire



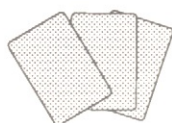
# royale

**Spectrum HoloByte™**





# solitaire<sup>TM</sup> royale



## APPLE IIGS<sup>®</sup> VERSION

These instructions are specifically for your Apple IIGS. Keep them in mind while you read the accompanying manual and alter the instructions accordingly.

### ♥♠♣♦ Operating *Solitaire Royale* with a Hard Disk ♦♣♠♥

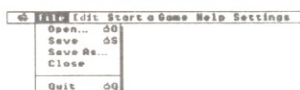
If you run *Solitaire Royale* on a hard disk, you **must** use System 5.0 or later. To install the game on your hard disk, first create a new folder called "Solitaire" in the root directory. Now copy all of the files **except** the System folder, the Icons folder and the "ProDOS" file from the game disk into that folder. Next, open the Icons folder on the game disk and copy the file "Solitaire.Icons" into the Icons folder on your hard disk. To run *Solitaire Royale*, double-click on the "Solitaire.Sys16" file.

### ♥♠♣♦ Apple Menu ♦♣♠♥



Due to Menu Bar size limitations, there is no *How to Play Menu* in the IIGS version of *Solitaire Royale*. The help on how to play individual games is now located under the *Apple Menu* or by simply pressing (⌘) (⌘) (?) in the game you are currently playing. When you are in *Tour* or *Tournament* mode, the information on how to play is located under the *Help Menu*.

### ♥♠♣♦ File Menu ♦♣♠♥



The **Close** option closes the current **active** window on the screen.

Due to the system software that *Solitaire Royale* uses, if the program is booted from the floppy disk, selecting **Quit** will generate a loop that brings the program back to the starting screen.

**IMPORTANT NOTE:** In order to save *Tour* high scores or save options in the *Settings Menu*, the **Quit** option must be used before the computer is turned off.

(over)

## ♥♣♠♦ Tournament Tour Menu ♦♣♠♥



When you play the *Tourney Tour* and complete the final game in the tournament, you must select the **Start a New Tour** option under the *Tourney Tour* menu for the next player to compete. Answering "Yes" to the question "Start a new Tour?" will allow the next player to play with the same card setup as the first person.

## ♥♣♠♦ Settings Menu ♦♣♠♥



The **Drag Cards** option as listed in the manual is unavailable in the IIGS version.

**Sound Effects:** On a IIGS with 1 megabyte of RAM, all the sounds in *Solitaire Royale* are available. If your system has 768K RAM, all the sounds except the victory sound will operate. With 512K, most of the sound is disabled. If the sound is turned off, the Menu Bar will flash if you make an invalid move.

**Select a Deck:** If you own a IIGS with 768K RAM or more, there are five different card backs to choose from, each with its own different "face." On a 512K machine, there is only one card back and "face" available.

**Desktop Color:** This option allows you to choose the color for the playing surface. You will see a control panel with three scroll bars to alter the red, green, and blue components of the desktop. Click on the scroll boxes and drag until the color pleases you.

*Solitaire Royale* concept and design by Brad Fregger.

Apple IIGS version programmed by Jake Hoelter.

Program graphics for the Apple IIGS version by Jody Sather.

Sound for the Apple IIGS version by Ilan "The Zipper" Zipkin.

Addendum for the Apple IIGS version by Robert Giedt.

Package design by Brad Fregger and Karen Sherman.

Package artwork by Marty Petersen.

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solitaire



royale

S/N: 000263

*Spectrum HoloByte™*

Solitaire Royale™

Apple IIGS®  
800K Disk

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