Casino Solitaire

A classic card game for Atari 8-bit Computers

by Mark Reilly

Introduction

Casino Solitaire is a version of the classic card game known as Klondike Solitaire. I was written in Atari BASIC and should run on all Atari 8-bit home computers. It also runs very well on some of the Atari 8-bit emulators for Windows.

System Requirements

On the Atari 800 or 400 you must have the Atari BASIC cartridge installed. On later models (XL & XE) BASIC is built in. You will also need a joystick connected to port 1.

Running the Game

Booting off the disk will autorun the game. You will then be asked to select the EASY game or the HARD game. During play the EASY game flips **3** cards from the deck at the bottom of the screen and when you reach the bottom of the deck you can flip it back over and go through it again. The HARD game flips **1** card at-a-time from the deck but you can only go through the deck once.

Operation

Once you've selected a difficulty level the cards will be dealt. The game plays like standard Klondike Solitaire. You can move cards onto the next higher card of the alternate color. For instance, a red 3 can be moved onto a black 4, etc. If you have emptied a column, any king may be moved into that column.

To move cards, use the joystick to position the cursor on the card or cards you wish to pick up and press the trigger. The cursor will indicate that you are now "holding" cards. Position the curser on the desired location and press the trigger to drop the card(s). If the move is legal you will see the card(s) placed at the new location. If you attempt an illegal move, like placing a black 3 on a black 4, nothing will happen. To continue play, you must return the card back to where you picked it up.

The goal is to build the foundation piles at the top of the screen, one pile for each suit, starting with the ace and working up to the king. To place a card in the foundation, such as the first ace you encounter, press and hold the joystick trigger briefly. The card will be moved to the appropriate foundation pile. When you have moved all cards into the foundation you have won the game!

If the game detects that you have won and just need to move all cards into the foundation it will display a message on-screen. At this point you may press A on the keyboard to auto-finish the game. Sit back and watch as each card is moved to the foundation for you.

Function Keys

Key	Function
Esc	Ends the game
+	Increases the speed of cursor movement
-	Decreases the speed of cursor movement
Start	Starts a new game
A	Auto-finishes a game for you (only when the WIN! message is displayed)
R	Restarts the game with the same deal

During play, pressing any key not listed above will place the card under the cursor in the foundation (if legal).

Background

I originally wrote this game in 1985. I submitted it to A.N.A.L.O.G magazine and it was accepted for publication but was never published.

Recently, I decided to make a few improvements to my old code. This version now loads the custom font and machine language routines from disk rather than read them from DATA statements. This made start-up much quicker. I also added an auto-finish feature which gives a satisfying reward to a game well played. I hope you enjoy this fun and, until now, unreleased game.