



USER'S GUIDE

1. OVERVIEW

Piramide is a solitaire card game played with french cards. It's name is the italian translation of "Pyramid" word, and take this name because during the game the cards are placed in a triangle-shaped disposition.

2. RELEASE NOTES

Piramide is released as freeware and can be distributed in every non-commercial form.

DISCLAIMER: THIS SOFTWARE IS PROVIDED "AS IS", WITH NO EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES INCLUDING BUT NOT LIMITED TO THE LOSS OF DATA, OR PROFITS; YOU USE IT AT YOUR OWN RISK. THE UNHAUTHORIZED USE OF COPYRIGHTED GRAPHICS, OR THE USE OF ILLEGAL GRAPHICS WITH THIS PROGRAM, IS NOT ENDORSED OR APPROVED BY THE AUTHOR.

3. REQUIREMENTS

This program don't have special requirements.

4. INSTALLATION

These steps must be executed to install the program:

- 1) Unpack ZIP archive in any directory.
- 2) Create a folder "Decks" in that directory if not already present.
- 3) A cards deck is needed. It can be taken from this website, containing card decks released in the public domain:

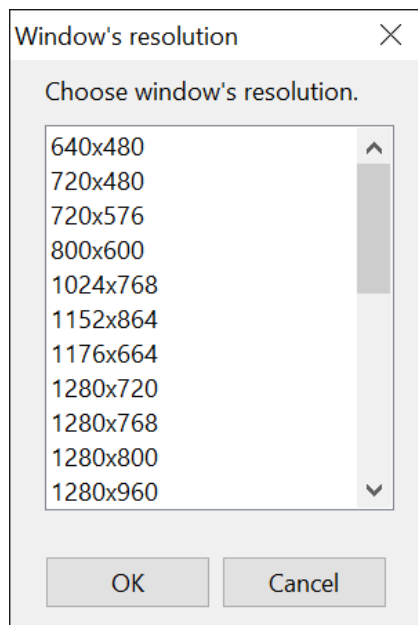
<https://www.me.uk/cards/>

Click one of the two 'Customise a deck' buttons on the page. On the page that appears there will be many settings, but user can get a deck immediately by clicking on 'Download zip file of SVG for web use' button at the bottom of the page. The file downloaded, who is a compressed file containing cards in SVG format, must be placed into "Decks" installation's directory. Interested users can try to adjust the various options on the page, which allow them to customise design in many ways, so to have many other decks to play with. **NOTE:** *The author of this program does not manage this site and has no direct or indirect contact with either it or its administrators, so the user must contact the same site for any questions regarding its use.*

To uninstall program, its folder must be deleted.

5. PROGRAM LAUNCH

Program must be launched by double-clicking its icon. When launched, program asks for the size of the game window, to be chosen from the various available resolutions:



The window must have at most the same dimensions of the current screen, otherwise an error will be raised. After the choice, the game window takes the desired size and the user must continue by selecting options from the menu. **A 4:3 window is recommended, in order to don't stretch/compress graphic rendering.** After the choice, a progress bar will appear, because program loads a card deck (from user preferences previously saved or the first valid deck found).

6. GAME RULES

At the start of the game, 28 French cards are placed in the shape of a pyramid, in increasing quantity line by line from the top to the bottom until there are 7 cards at the base. At the top of the window is the deck of remaining cards and the discarded cards are also placed.

Below is an example of the initial disposition of the cards:



The player's goal is to remove all the cards who compose the pyramid. The steps in which the game is played are as follows:

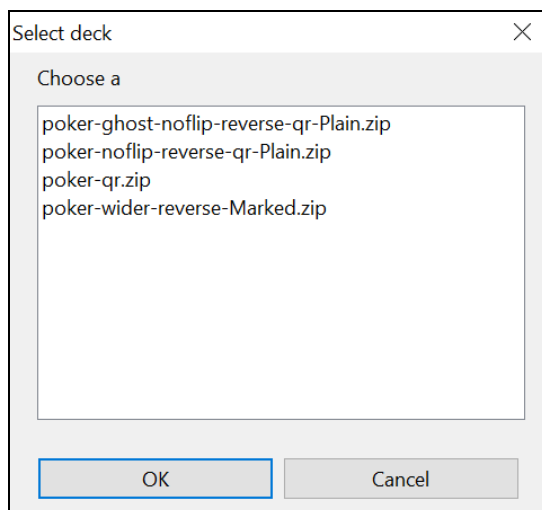
- 1) Draw a card from the remaining cards by clicking on the deck. The drawn card will go into the discard pile at its right.
- 2) If an uncovered card in the pyramid is either immediately before or after the discard card (no matter the suit), that card can be discarded by selecting it with the mouse. The ace is considered to be adjacent to the king. The discarded card goes into the discard pile. Repeat the process as long as you can discard further cards in the same way. If there is a choice between several cards to discard, the player may choose the one he considers most advantageous. It is possible to reverse the ascending/descending direction of the sequence at any time. When no cards of the pyramid can be discarded, continue with step 3).
- 3) If the pyramid cards have all been removed, the player wins, otherwise continue to step 4).
- 4) If the cards in the deck are finished, the player has lost (program detect itself this situation and stops the game), otherwise go back to step 1).

7. MENU OPTIONS

These are the options available through menu:

File:

Load deck: the user selects the card deck to be used from those stored in "Decks" directory. A list with all decks available will appear:



When a deck is loaded, the game in memory isn't lost (if any).

Quit: Close the program.

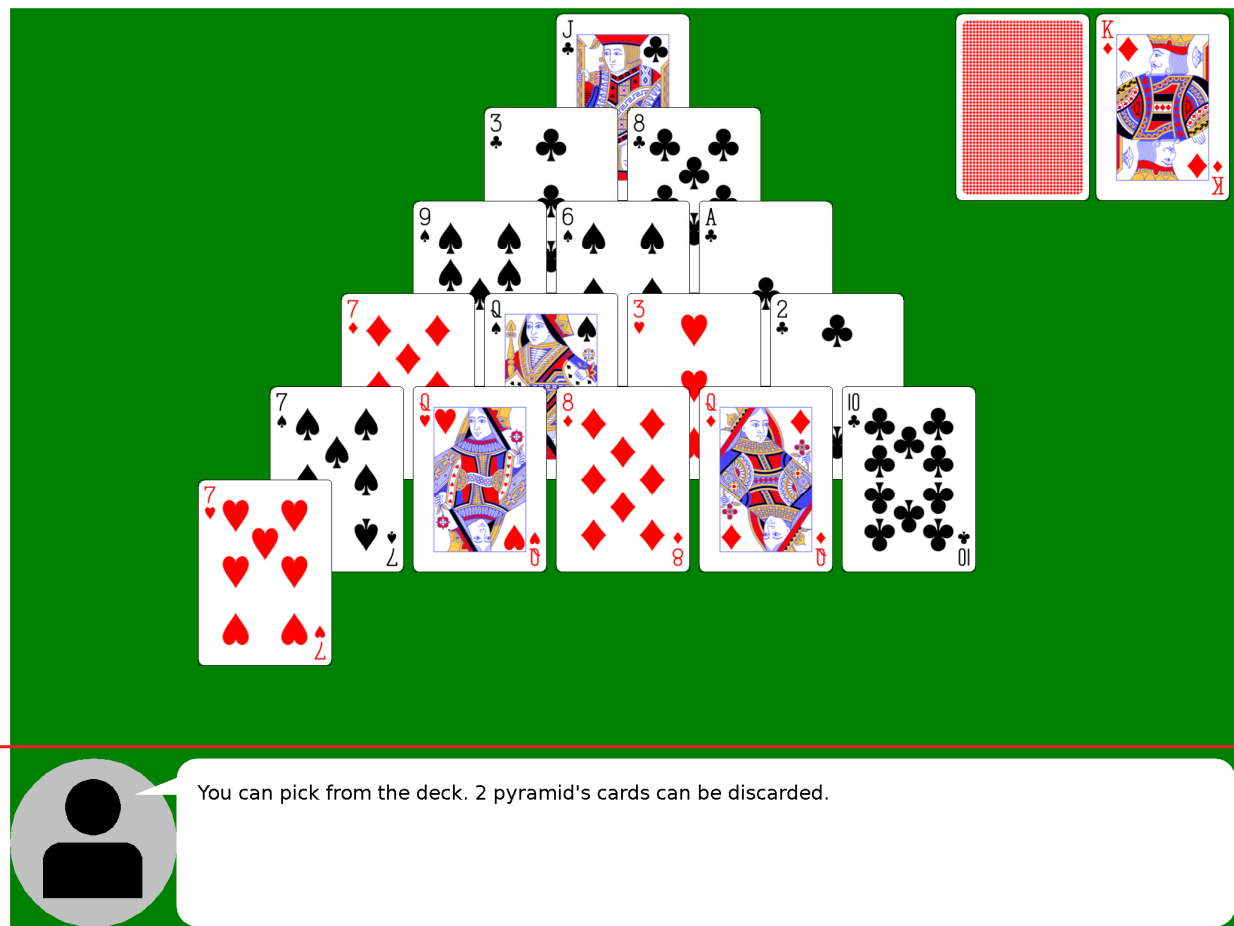
Actions:

New game: Starts a new game. The game eventually in memory is lost. If the "Decks" directory doesn't contain a valid file for the use with this program, this menu option is disabled.

Options:

Audio: Enable/disable sound effects.

Tutor: Enable/disable the game tutor. When activated, it appears at bottom of the windows and suggest which moves are available to the player, as number of cards who can be discarded. Follow an example:



TUTOR

In this example, the player has the King of diamonds among the discards, and in addition to drawing from the deck he can also discard the Queen of hearts or the Queen of diamonds, so the tutor's message specifies "2 pyramid's cards can be discarded."

Back graphic: Sub-menu with two choices, "First" and "Second". The choices decides the graphic of the back of the cards.

Save preferences on exit: When active, program will save user's preferences on disk when quitting. That settings will be restored the next time the program will be runned.

Info:

About...: Shows general informations about the program.

8. ACKNOWLEDGEMENTS

Many thanks to Adrian Kennard for his website containing customisable playing cards decks in SVG format, released in the public domain.

9. ABOUT THE AUTHOR

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