

SolPok

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Version 2.1

SOFTWARE INSTALLATION AND COMPATIBILITY

SolPok can be installed and used on all Palm OS handheld devices using Palm Desktop and Hotsync. However, please read the “License and Disclaimer” section carefully.

The main game file is *SolPok.prc*. The other file, *SolPokSound.prc*, contains in-game sounds and voices: you will benefit of this only if your handheld runs Palm OS 5.0 or higher and is capable of audio playback. However, installing it on other handhelds will make no harm, except the extra memory occupation. Similarly, if you do not want in-game audio, you can simply avoid to install this file.

In order to upgrade from previous versions (known as *Solitaire Poker*), you simply have to install this new version onto your handheld, without removing the former. Moreover, game statistics and even the current game are kept untouched when upgrading.

APPLICATION DESCRIPTION

- Four columns are to be completed with five cards each. The goal of the game is to achieve the best poker hand in each column. The first row is filled automatically, then tap on one of the columns to place the next card. You cannot begin a new row of cards before completing the previous row. You go on until all four columns have five cards. Then your final score is calculated.
- Tap on the **New** button or use the menu command to begin a new game.
- Use the **Undo** menu command to undo you last choice. You cannot undo at the beginning or after the end of the game.
- At the end of the game, tap anywhere on the cards to display the scores for each column. Moreover, you can tap on the **Best play** button in order to see the highest score you could have achieved had the cards been played differently. Note: the best play calculation is performed in native ARM code for handhelds equipped with an ARM processor and Palm OS 5.0 or later. After calculation, the best play is shown: the total and column scores of the best play are also displayed, along with those previously achieved by player (in square brackets).
- *SolPok* follows the Italian poker rules. 32 cards are used: for each of the four suits, ranks range from 7 (seven, the lowest card) to A (ace, the highest card). There are no wild cards. Moreover, a straight can be achieved also with the combination A-7-8-9-10.
- Your final score is the sum of the values of the hands achieved in each column. The value of each hand is as follows:
 - ➡ One Pair: 20 points
 - ➡ Two Pairs: 40 points
 - ➡ Three of a Kind: 100 points
 - ➡ Straight: 150 points
 - ➡ Full House: 200 points
 - ➡ Flush: 300 points
 - ➡ Four of a Kind: 500 points
 - ➡ Straight Flush: 1000 points
- The **Statistics** screen displays the three best scores with date and time stamps, the worst score, the overall number of games played and the average score per game. Tap **Clear** to clear all statistic data.

- In the **Options** screen the following options are shown:
 - ➔ **Use application buttons:** activate this option to use hardware application buttons (*Date Book*, *Address Book*, *To Do* and *Memo Pad*) to select the first, second, third and fourth column respectively. At the end of the game, press again to show the score for each column, then press one more time to start a new game. In this way, you can play several games without using your stylus.
 - ➔ **Auto-complete rows:** activate this option to let the last column be filled automatically. In this way you select only where to place the first three cards for each row; the fourth card is then placed automatically in the only available column.
 - ➔ **Animation:** choose what kind of animation should be performed when a card is played. You can select from:
 - **None:** when a card is played, it is put on the appropriate column at once, without any animation.
 - **Slow:** when a card is played, it will move slowly from the *Next card* pile towards the selected column on the desk.
 - **Fast:** when a card is played, it will move quickly from the *Next card* pile towards the selected column on the desk.
- If you install the SolPokSound.prc file and your handheld has Palm OS 5.0 or later and is capable of audio playback, you will hear in-game voices and sounds. In order to change the volume or to deactivate it, go to the Sound Settings in the Preferences application and set the appropriate 'Game Sound' option.
- SolPok can be actually played also as a betting game. An unlimited number of players is allowed. The number of games to play is determined. Then players take turns until everyone has completed her games. Then the final standing is determined by means of the overall score and the winner takes a prize from the losers proportional to the score gap. As an alternative, players can decide that the first is paid by the last, the second by the last but one, and so on. Of course, I suggest not to set high prizes; be aware that differences of 1000 points are not uncommon. I do not want anyone to be ruined!
- Menu commands can be activated also by writing the Graffiti command keystroke, on handhelds running Palm OS 3.5 or later. Meaning of the menu commands:
 - ➔ **New:** start a new game
 - ➔ **Statistics:** show statistics about previous games
 - ➔ **Options:** show game options
 - ➔ **Instructions:** show a brief help summarizing the rules
 - ➔ **About:** show some information about the application and its author

HISTORY

Sep-18-2005 Version 2.1

- ➔ Name changed from *Solitaire Poker* to *SolPok* due to trade mark issues
- ➔ New voice and sounds (suggested by Gert Schoneveld)
- ➔ New *Undo* feature (suggested by Calvin Hunter)
- ➔ New menu command shortcuts

Feb-19-2004 Version 2.0

- ➔ Improved graphics, now also in high resolution
- ➔ Date and time are now recorded for the three best scores in the *Statistics* screen (suggested by Marco Scioscia)
- ➔ New *Best play* feature (suggested by sMyles)

Aug-20-2003 Version 1.5

- ➔ New *Animation* option

- ➔ New high resolution icons (for handhelds equipped with a 320x320 screen and Palm OS 5.0 or later)
- ➔ Minor improvements

Feb-07-2003 Version 1.4

- ➔ New *Options* screen
- ➔ New *Use application buttons* option
- ➔ New *Auto-complete rows* option (suggested by sMyles)

Nov-02-2002 Version 1.3

- ➔ Palm OS 5 compatibility upgrade
- ➔ Solved a potentially fatal problem with application data reliability
- ➔ Minor improvements

Oct-1-2002 Version 1.2

- ➔ Improved graphics: cards are more similar to real ones (suggested by Kermit Woodall)
- ➔ Now you can see the scores for each column by tapping on the cards at the end of the game (suggested by Kermit Woodall)

Sep-7-2002 Version 1.1

- ➔ Application size smaller by 20%
- ➔ Minor improvements

Jul-29-2002 Version 1.0

- ➔ First release

LICENSE AND DISCLAIMER

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FEEDBACK AND ISSUES

If you discover bugs, if you want to see the source code or if you simply want to give your opinion and suggestions about this application, write me at the e-mail address below:

floriano.scioscia@libero.it

I hope I will be able to answer everyone. Since I know English and Italian only, please do not write me in other languages.

I hope you will have fun with this game!

Bari, Italy, February 19th 2004