

## Clock Patience User Guide

### Installation

The program will run with QB64 GL1.2 and higher. Use the URL to download the zip file and extract the folder “Clock Patience” into your QB64 folder. (When extracting the folder, be careful that the extraction method doesn't create a further level of folder with the same name). You will need to move (or copy) the “falcon.h” file to the QB64 folder if you don't already have one there. From the IDE, load the program “Clock Patience v2.bas” and make sure that you have the Run Option “Save EXE in source folder” checked.

[https://www.dropbox.com/s/lq4xxgwt4o72igw/Clock Patience.zip?dl=1](https://www.dropbox.com/s/lq4xxgwt4o72igw/Clock%20Patience.zip?dl=1)

### Playing the Game

The game is as the card patience game. I give here the Wikipedia description.

*One pack of cards (minus jokers) is used. The pack is shuffled and twelve piles of four cards each are laid out, face down, in a circle. The remaining four cards are placed, also face down, in a pile in the centre of the circle.*

*The twelve positions around the circle represent the 12-hour clock and the pile in the middle represents the hands.*

*Play starts by turning over the top card of the central pile. When a card is revealed, it is placed face up under the pile at the corresponding hour (i.e. Ace = 1 o'clock, 2 = 2 o'clock, etc. The Jack is 11 o'clock and the Queen is 12 o'clock) and the top card of the pile of that hour is turned over. If a King is revealed, it is placed face up under the central pile.*

*Play continues in this fashion and the game is won if all the cards (including four Kings) are revealed.*

*This is a game of zero skill and is a purely mechanical process. The chances of winning are 1 in 13.*

On running the program there is a welcome screen. Click on 'Deal' to start playing. The program deals out the 52 cards into the 13 piles as per Wiki description. When the dealing is finished, the top card of the Kings' pile is turned over and is ready to be picked up. Picking up and placing cards is done by single clicking.

To pick up a card, move the mouse to centre of the uppermost card on the required pile: a green circle will appear to indicate that this is the correct pile. When a card is picked up, it will move with the mouse (drag-and-drop is not implemented in this program). Move the picked-up card to the correct pile – a red circle will appear – and single click to place that card. The card will move to the bottom of the pile, and then you are then ready to pick up the top card on that pile.

When a card is placed at the bottom of a pile it is face-up (as in the actual patience game). Because of the space available in the display of this program, you can only see the top of the card jutting out from those above it. You can tell a face-up card from a face-down card as the edges of the backs are blue. When the last face-down card is removed from a pile, you can see the uppermost face-up card.

Continue until the last King is placed in its pile.

When the game has finished, you can click on 'New Game' for another go. You can click on 'Exit' at any time to quit.

The size of the screen used is 800x800 pixels. If your screen vertical resolution is smaller than this, then uncomment line 25 (`$RESIZE:SMOOTH`), and then you will be able to resize the screen. Be careful: on one computer on which I tried this, the buttons disappeared in this mode.