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**WINNING DEAL**  
**Five HP 150 Card Games**  
by C. H. Whelan

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*This manual has been written for  
use with your HP Touchscreen  
Personal Computer*

**Manual Part No.  
92248-90026**



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# 1

## A Word About Winning Deal

## Introduction

This package contains five card games that will appeal to people of all ages. With WINNING DEAL you can:

- Prepare for the gambling meccas by honing your skills with a casino-style Blackjack.
- Test your memory against the computer with Concentration.
- Relax with a game of Standard Solitaire (Klondike).
- Exploit your analytic powers with Accordion or Streets and Alleys.

All games are contained in a single program which is completely loaded into computer memory when you first run it. Every game makes full use of HP Touch so that you do the thinking and let the computer do the work — all at the touch of your finger. In fact, once the program is running you can turn off your disc, detach the keyboard, and play all games entirely by touching the screen!

The following instructions explain how to operate games, and the rules to each game. Since the computer keeps track of all the rules, you need only use the rules and operating instructions as a reference when needed. Oftentimes, the HELP facility in WINNING DEAL can provide all the assistance you need.

## **What You Need for Game Play**

WINNING DEAL requires an HP Touchscreen Personal Computer system, single or dual floppy discs, and the minimum (256 Kb) memory.

Look at the discs you received in your computer package. There is a System Master disc, a System Work disc, an Applications Master disc, and an Applications Work disc.

The Work discs are copies of the Master discs, they contain the same programs. On the Systems discs you'll find the WINNING DEAL program along with the operating system and other system programs. The Applications discs contain Personal Card File, MemoMaker and The Touchscreen PC System Demo.

The only difference between WINNING DEAL and the other applications is that you will not be able to make running backup copies of the WINNING DEAL program. The other applications can be installed from the Application Master disc to make working copies. You can run WINNING DEAL only from the System Master disc or the System Work disc.

Do NOT attempt to run WINNING DEAL from your hard disc. It cannot be run from a hard disc.

# 2

## Getting Started

### How to Run Winning Deal

The WINNING DEAL Master Disc is ready to run when you receive it. You can start the program from the Personal Applications Manager (P.A.M.) or through the MS<sup>TM</sup>-DOS command interface.

### To Start From P.A.M.

1. Insert the Master Disc in a disc drive.
2. Touch the WINNING DEAL label on the P.A.M. menu.
3. Select "Start Applic" from screen or keyboard .

That's all there is to it — you're ready to deal!

### To Start From MS-DOS

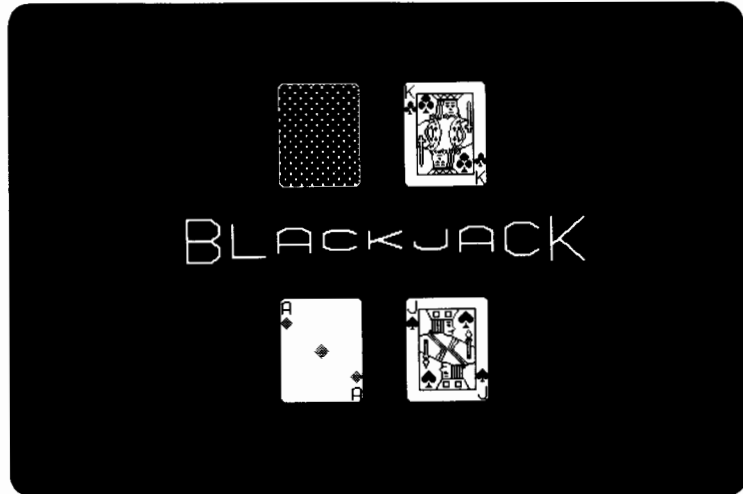
1. Insert the Master Disc in a floppy disc drive; WINNING DEAL cannot be run from a hard disc.
2. Log into the drive containing the Master Disc.
3. Type CARDGAME .





# 3

## Blackjack



BLACKJACK matches you against a dealer who must play by a fixed set of rules. You win by reaching a numerical count closer to 21 than the dealer, without going over. Numerical count is the sum of the actual value of all number cards in your hand, plus the face cards (jacks, queens, and kings), which each have a value of 10, and aces, which count as either 11 or 1 (soft ace). If your count exceeds 21 (this is called "busting"), you lose.

## Setting Your Bet

Before each hand is played, you set the amount of your bet. If you do not specify a bet, it stays unchanged from the previous hand. You can set your first bet to \$1, \$5, or \$25 from the initial menu, then add or subtract \$1 by using the appropriate function key.

Play a Hand    Raise Bet \$1    Lower Bet \$1    Other Bets    Clear Winnings    Shuffle the deck    Help for Rules    Exit

Select "Other Bets" to reach function keys that give you a wider range of betting choices.

Set Bet to \$2    Set Bet to \$5    Set Bet to \$25    Set Bet to \$100    Add \$1 to Bet    Add \$5 to Bet    Add \$25 to Bet    Done Betting

After you have set your bet, select "Done Betting" to return to the main BLACKJACK menu. A bet must be between \$2 and \$500.

## Playing the Hand

You and the dealer are each dealt 2 cards, with one of the dealer's cards face down. If you or the dealer are dealt an ace and a 10 or face card (21 total), it is blackjack and that player wins. If you get blackjack you are paid 3 to 2 for the amount you bet. If both get blackjack, there is no winner.

- ✎ Take as many cards as you wish, but if your count goes over 21, you lose and the hand is over.
- ✎ If your count is 21 or less and you stand, the dealer must keep taking cards until his count reaches 17 (or 18 with a soft ace).
- ✎ If dealer's count goes above, he "goes bust" and you win.
- ✎ If neither of you busts, the highest count wins.
- ✎ In case of a tie, no one wins.

## Choices During the Play of a Blackjack Hand

Select from following keys to play your hand:

Stand   Double   Split   Show   Hit   Shuffle   Help   Cancel  
Applic   Down   MOM   Counts   Me   the Deck   ,This Hand

**Stand** When you don't want any more cards. The dealer will then be dealt cards until his count is 17, soft 18, or he busts.

**Hit Me** When you want to take another card. If that card causes your count to go over 21, you lose and that hand is over.

**Double Down** Allows you to double your bet and take one more card face-down. This is only allowed after the first two cards. In WINNING DEAL Blackjack, you may double down with any card count.

**Split** Shows up in the third function key when your first two cards have the same numeric value. Select it if you want to divide the cards into two separate hands.

**Show Counts** Lets you see a display of information about the cards left in the deck. For counting purposes, face-down cards are treated as undealt cards (still in the deck). It is better for the player when the undealt deck is rich in aces and tens.

**Shuffle the Deck** Requests a shuffle of the cards at any time. Normally, all cards are dealt out before being reshuffled.

**Help** Displays all the above information. While in the Help menu, you can also alter the number of decks from 1 to 4 with the "Alter # of Decks" key, and see the number of decks currently in use by selecting the "Shuffle the Deck" Help key. When you alter the number of decks, the cards are automatically reshuffled when you leave the Help menu.





# 4

## Concentration

In CONCENTRATION you match memory skills with the computer. Since the computer is a memory expert, you are allowed to set the "handicap" for each game — just to keep the contest sporting. The function keys on the opening screen let you set the skill level of the computer and the size of the deck to use during the game.

Change  
Decksize

Raise  
Skill

Lower  
Skill

Rules of  
The Game

Continue

The skill level determines how often the computer remembers cards that are turned up. As a beginner, you can slow the computer's 'memory reflexes' with the "Lower Skill" key. With experience — and confidence — you can use "Raise Skill" to challenge the master at its maximum power.

The game is normally played with all 52 cards. At the start of each game you can choose to play with a smaller deck of 40 cards by touching either the displayed deck size or the "Change Decksize" key. The smaller deck does not include the 8, 9, and 10 cards.

Make your choices, then select "Continue". The deck is dealt face down on the screen, and you're ready to play!

## Playing the Game

You and the computer take turns matching pairs of cards. The object of the game is to match more cards than your opponent. When all the cards have been turned face up, the one who has matched the most cards wins.

On each turn you try to match a pair of cards by turning them over. If the cards have the same rank, regardless of suit, you have a match and your score increases by two points. The matched cards are then removed, and you may select two more.

If the cards you turn face up do not match in rank, they flip back to their face down position and your turn is over. The computer plays until it misses a match, then you can try again.

## Turning the Cards Face Up

Just touch the two cards you want to turn over. You may also play from the keyboard by moving the arrow cursor with the cursor position keys. When the arrow points at the card you want, press .

## Changing Computer Speed and Skill

Use the "Play Faster" and "Play Slower" function keys to control how fast WINNING DEAL returns the two cards you select to their original face down position.

Play Faster    Play Slower    Change Skill    Rules of the Game    Quit the Game

If you need more time to look at each card, select "Play Slower", and the computer will turn the cards face up and face down at half its normal speed. "Play Faster", on the other hand, doubles the speed.

### Change Skill

Brings back the opening menu, so that you can change the skill level of the computer at any time during the game. Just touch the desired skill level on the menu, or use the "Raise Skill"/"Lower Skill" function keys. "Continue" returns you to the game at the chosen level. The skill level determines how likely a turned-up card will later be remembered by the computer. "Awful" means never, "Perfect" means always.







# 5

## Klondike (Standard Solitaire)

This is the game that most people know as solitaire. The computer deals out the cards in seven columns across the screen. The four outlined spaces at the top are the “foundations” — one for each suit. The remaining cards in the deck are placed face down at the upper left of the screen. The number of cards in the face-down stack is shown above the deck. The screen also shows you whether you will deal the remaining cards one or three at a time. This selection must be made before you deal your first card.

### Playing the Game

The object of the game is to move all cards to the four foundations. Each foundation builds upward, in sequence, from the ace to the king. Only aces may be moved to an empty foundation and only the next higher card of the same suit can be added to the foundation.

Build on the face-up cards in each column in descending sequences of alternate color/shade. For example, only the 7 of clubs or spades may go on the 8 of hearts. You may only move a sequence of cards as a single unit onto other columns. The bottom card of a sequence is always available to play to a foundation.

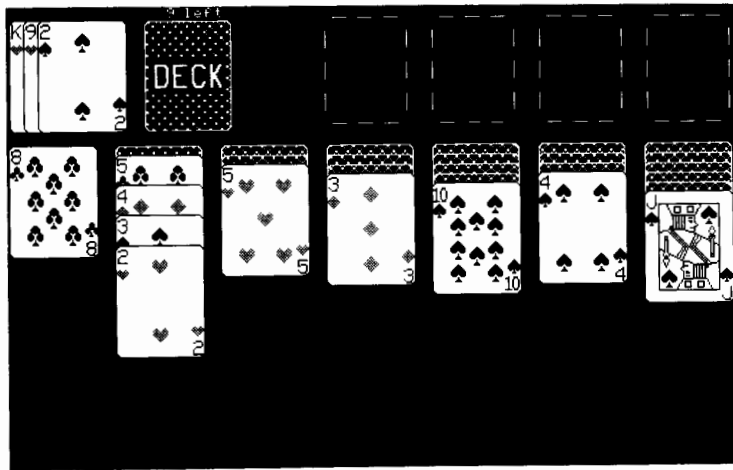
When you move a sequence of face-up cards from a column, the uncovered face-down card below it turns up, and is available for play. Only a king or a sequence headed by a king may be moved to an empty column.

## Dealing the Remaining Deck

Cards may be turned up one or three at a time by touching the deck or using the "Deal a Card" function key. The top turned-up card can always be moved to a column or foundation.

When the deck is exhausted, you may use "Repeat the Deck" to deal through it again. WINNING DEAL does not restrict the number of times you may deal through the deck.

Example:



In this example, the following plays are one possibility:

1. Place the 2 of spades on the 3 of diamonds, which now becomes a sequence.
2. Place sequence of the 3 of diamonds and the 2 of spades on the 4 of spades.
3. Place the 9 of hearts on the 10 of spades.
4. Place the 8 of clubs on the 9 of hearts.
5. Place the K of hearts on the vacated 1st column.

## Playing Klondike by Touch

To move a card or sequence of selected cards in 'Touch Klondike':

1. Touch the center of the card you want to move.
2. Touch the card you wish to place it on.

A card (or sequence) is "selected" when the blinking arrow appears above it. When an item is selected, the blinking arrow is solid. When you "unselect" it by touching it again, arrow turns into a blinking "V". Only a "selected" card or group of cards will move when you point to the desired destination.

To change your card selection:

1. Touch the one you wish to unselect. This changes the solid arrow to a blinking "V".
2. Touch your new selection. The solid arrow should be blinking above the card(s) to be moved.
3. Move the selected card(s) by touching the desired destination.

## Playing Klondike from the Keyboard

In 'Keyboard Klondike' you maneuver the cards with the blinking "V" cursor and the  key, as follows:

1. Use the cursor control keys at the lower left of the numeric keypad to move the cursor to a chosen card, then press . The solid select arrow appears above the card, blinking.
2. Use the cursor keys again to position the "V" cursor where you wish to place the selected card.
3. Press the "Move to Cursor" function key, , to place the selected card at the destination.



# 6

## Accordion

ACCORDION is a solitaire game that can be played as a simple pastime — but winning requires some clever planning. When the game is over, the computer makes a character judgment based on your quality of play.

### Playing the Game

The object of the game is to have as few cards as possible left on the screen when all possible moves have been made. You may move any displayed card into the first or third card preceding it (to its left) if that card and the moved card have the same rank or same suit.

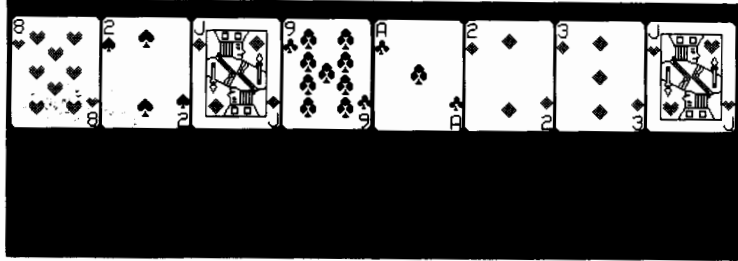
Deal a Card   Deal All of Deck   Move left 3   Move left 1   Help For Play   Rules of The Game   Quit The Game

Cards are dealt one at a time in a row from left to right when you touch “Deal a Card”. After a row on the screen is full, another row is started below it, but just think of this row as a continuation to the right of the row above it.

You may deal as many cards as you like before making moves. Use “Deal All of Deck” to deal out the remainder of the deck. You move a **selected** card by touching the card it is to cover, or by using the softkeys to “Move left 1” or “Move left 3”. When you move a card, the computer automatically fills the vacated space by shifting cards one space to the left.

Example:

In this example you can shrink the 8 cards down to 2 by the following plays:



- ♣ Move the Ace of clubs on the 9 of clubs
- ♠ Move the 2 of diamonds on the 2 of spades
- ♦ Move the 3 of diamonds on the 2 of diamonds
- ♦ Move the J of diamonds on the 3 of diamonds
- ♥ Move the J of hearts on the 8 of hearts
- ♦ Move the J of diamonds on the J of hearts

Note the importance of the order of moves.

## Selecting the Card to Move

You can tell a card is selected by the solid blinking arrow at its upper left corner. Select a card by touching it, and unselect it by touching it again. If you want to select a different card, unselect the current one by touch, then select the card you want.

## Playing from the Keyboard

Use the four cursor keys to the lower left of the numeric keypad to move the selection arrow. After moving the arrow to your chosen card, press  to make your selection. Then use "Move left 1" and "Move left 3" function keys on the keyboard to move the cards.





## Playing from the Keyboard

Use the four cursor keys to the lower left of the numeric keypad to move the selection arrow. After moving the arrow to your chosen card, press  to make your selection. Then use "Move left 1" and "Move left 3" function keys on the keyboard to move the cards.

# 7

## Streets & Alleys and Beleaguered Castle

BELEAGUERED CASTLE is an easier-to-win variation of STREETS and ALLEYS in which the aces are already placed on foundations at the beginning of play. These games can be won much more often than it would seem to the beginning player. However, occasionally it is quickly evident that a game can go nowhere, so don't hesitate to quit that deal and try again.

If you make a mistake due to mental error, or a fat finger, the computer lets you take back any number of moves using "Go Back One Step" or "Go Back to Start" function keys. The latter also lets two players compete against each other to see who can get the farthest with a given deal.

### Playing the Game

The cards are completely dealt out in eight "streets". The four positions down the center of the screen are the foundations.

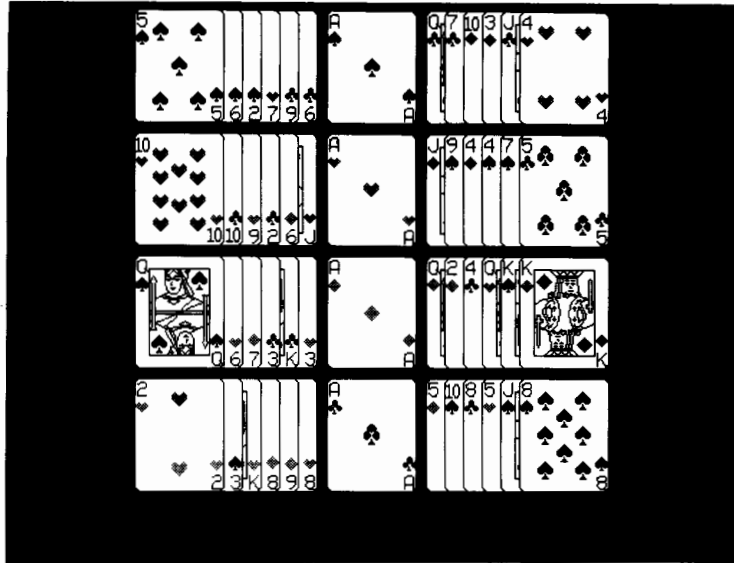
The object of the game is to move all cards to foundations which build up in sequence and by suit from the ace to the king. Only aces may be moved to an empty foundation (the aces are already moved there in BELEAGUERED CASTLE) and only the next higher card of the same suit can be added to the foundation.

Only the outermost card of each street is playable. Playable cards may be moved to foundations or on top of another street when the card to be moved is one lower in rank than the card on which it will be placed.

## Playing by Touch

To move a card, select the card you wish to move by touching it, then touch the destination card or foundation space. The computer immediately moves the selected card if the move is legal.

Example:



In this example, the entire street at the upper right can be cleared by the following card moves:

- ⌘ Move the 4 of hearts on the 5 of clubs
- ⌘ Move the J of clubs on the Q of spades
- ⌘ Move the 3 of diamonds on the 4 of hearts
- ⌘ Move the 10 of diamonds on the J of clubs
- ⌘ Move the 7 of clubs on the 8 of spades
- ⌘ Move the Q of clubs on the K of diamonds

The top card of any street can now be moved to the vacated street.

## Playing Streets & Alleys from the Keyboard

Cards are moved by selecting them, positioning the blinking "V" cursor at the destination, and pressing the "Move to Cursor" function key. A solid arrowhead points to the upper left of a selected card. If you want to unselect that card, press . If no card is selected,  will choose the card at the blinking cursor.

Use the four cursor control keys just to the lower left of the numeric keypad to move the blinking "V" cursor.



