

# KubiSolitaire for Windows, Android, and iOS

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interface and multiple game variations.

Choose from the following game variants:

- Draw one, two or three cards
- Scoring: none, games, standard or Vegas
- Arbitrary placement on free tableau stacks or kings only
- Limitation of the number of passes by default or individually

You can also customize the game interface to your taste:

- Game display in portrait or landscape format
- Display of the game time
- Display of accumulated points or for each game individually
- One of 4 background colors for the playing table
- One of 6 different card faces
- One of 16 card backs, 6 of them with photo frames
- Add your favorite photo to the photo frame of a card back
- Control the volume of the game sounds individually or play them silently
- Control the animation speed or suppress the animations altogether

Use app commands and settings to optimize their gameplay:

- Cross-device and cross-platform storage of accumulated scores
- Game wizard marks the next possible game action on demand
- Start a new game at any time
- Unlimited undo and redo
- Automatic game finishing
- Restart of the current game
- Animated forward/backward playback
- Archive and reopen games from the archive or from elsewhere

From version 2023.01 on KubiSolitaire can be used with two different licenses:

- Offline license
  - All games are free of charge.
  - The period of use is unlimited on the operating system versions for which KubiSolitaire is released.
  - You do not need to register with an e-mail address.
  - The game success and game statistics are stored only locally.
  - You can switch to the online version at any time by creating a corresponding account.
- Online license
  - All games are free of charge.
  - The period of use is limited in time. By purchasing a corresponding add-on, the period of use can be extended by 3 or 12 months.
  - You need to create an account with your email address. The license can be used on all devices regardless of the operating system if you use the same account on all devices.
  - The game success and game statistics are stored centrally in the KubiSolitaire server and are synchronized to all devices used.
  - You can also switch to the offline version later, simply by deleting your account.
- New customers automatically receive the offline license.
- If you have installed an earlier version of KubiSolitaire, you are still using an older variant of the online license.

# KubiSolitaire for Windows, Android, and iOS

This document contains a comprehensive description of the user interface and action-oriented instructions. Therefore, it can be used as general introduction and for finding how to do specific playing actions as well.

Happy playing from [KubiConsult!](#)

If you want to download this document as PDF, click [here](#).

Do not hesitate to send your comments or questions about your KubiSolitaire experiences using the [Send Feedback](#) links.

## 1.1 Update History

Table 1 shows the update history of KubiSolitaire.

Version	Windows Release	Android Release	iOS Release	Document Revision	Description
0.9	2010-11-20			2010-11-20	First release for web browser and WPF.
1.0	2011-03-22			2011-03-22	First release for Windows Phone 7.
2.0	2012-08-24			2012-08-24	First release as Windows 8 application.
2.1	2012-09-27			2012-09-27	<ul style="list-style-type: none"><li>• Allows shrinking the gaming table in landscape mode so much, that all card piles are completely visible and scrolling is not necessary.</li><li>• All piles have a 3D effect.</li><li>• Personalized card backs are no more stored in the roaming folder. This is necessary because, the system disables roaming when the storage quota of 100 KB is exceeded.</li><li>• When saving a game, all data inclusive the global settings are stored. When opening an additional game file, the global settings in that file are skipped and the global settings of the default file stay in effect.</li></ul>
2.2	2012-10-15			2012-10-15	Version 2.1 does not save and restore the adjusted width of the gaming table correctly. This is fixed in version 2.2.
2.3	2012-11-17			2012-11-17	To shrink the gaming table in landscape mode, the shrinking bar at the left edge of the table can now be moved with a finger (pan gesture) as well as with a pointing device (mouse or pen).
2.4	2013-04-04			2013-04-04	If the maximum number of passes is reached, the card placeholder at the start pile position shows a red crisscrossed circle to indicate the disabled state of the start pile.

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more treated equally. Card dragging is now only possible if the left mouse button is pressed. Also, the double tap is evaluated only if the left mouse button is used.

- The usage of the double tap has changed somewhat. As before, the double click moves a card from the waste or from a tableau pile to a finish pile if possible. However, if not possible, the card pile will only be magnified if absolutely no move is possible and the magnification is not suppressed by a local settings option. If any move is possible, the card will either be marked as source of a pending move or the card already marked as source will be moved to the double clicked card.
- To magnify a card pile deliberately, you can either click it with the right mouse button, press and hold it with your finger for about one second, or press the Alt or AltGr key on the keyboard when the card pile is focused.
- Optionally, the playing assistant selects a playing card or a button for executing the next possible action. Either you can then approve the selection by pressing the Enter key or you can perform another action by yourself.
- Optionally, a prompting message is displayed when no more useful card moves are possible. Either you can then confirm the start of a new game or you can continue the current game.
- All buttons have tooltips now.
- Besides to the game variants "draw 1 card" and "draw 3 cards", the variant "draw 2 cards" is provided additionally.
- The file names of the stored games contain now the variant (draw1, 2, 3) and the result (won, lost, open) of the game additionally to the game creation date.
- Settings and Management panes are restructured and are providing new functions.
- There are more card designs available to choose from.
- The help viewer can now go back to previously visited page.

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					<p>app is left during a long running animation.</p> <ul style="list-style-type: none"><li>• A photo clipping error is fixed. This error occurred when the origin photo is stored rotated or flipped.</li></ul>
3.0	2015-02-05			2015-02-03	<p>KubiSolitaire is now a universal application: Once purchased, you are able to install and used it under Windows as well as under Windows Phone.</p> <ul style="list-style-type: none"><li>• The optional "is game lost" check causes no more the display of a prompting message. Instead, the new game button starts blinking.</li><li>• Moving cards with two steps (using double clicks or Enter key strokes) must now be enabled explicitly by checking the local option "<a href="#">Enable 2-step card moves</a>".</li><li>• A new "easy touch mode" has been added to the local options. With this mode, you can simple double tap on a card pile to trigger a possible card move. It is not necessary to hit the source card of the move exactly. If you are using the gaming assistant, the assistant selects the appropriate card of the pile for you. If you do not use the assistant, the top card of the pile is used in any case. If this card cannot moved to a finish pile, the card is marked as wrong selection.</li></ul>
3.1	2015-02-07			2015-02-08	<ul style="list-style-type: none"><li>• An error of the gaming assistant is fixed. This error has also affected the game-is-lost check.</li><li>• The focus state of an input element (e.g. playing card) will be made visible only if a keyboard is connected.</li><li>• The focused card will be located automatically only if the playing assistant is used.</li><li>• The back button on the help pane now shifts the pane out of view again. The display of the previous page was not desirable in most cases. Instead, a refresh button for refreshing the page content is provided.</li></ul>

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3.3	2015-03-16			2015-03-17	<ul style="list-style-type: none"><li>• Two errors potentially crashing the app are fixed now: The first can occur when a pile is double tapped with some delay between the taps. The second can occur when a pile is tapped and hold for about one second for magnification.</li></ul>
3.4	2015-04-20			2015-04-13	<ul style="list-style-type: none"><li>• The card marking of the playing assistant is now preserved when the screen is rotated or left temporarily.</li></ul>
3.5	2015-11-27			2015-11-27	<ul style="list-style-type: none"><li>• The following errors are fixed:<ul style="list-style-type: none"><li>◦ If the a card pile is clicked multiple times when card pile magnification is on, the cards on this pile may not be movable anymore.</li><li>◦ The game assistant recommendations my lead to cyclic card moves between finish and tableau piles.</li><li>◦ If a card is withdrawn from a finish pile back to a tableau pile by using the game assistant, scoring points may be credited instead of debited.</li></ul></li><li>• With the new <a href="#">card viewer pane</a>, it is possible to inspect either all card face images of a special design or all card back images.</li></ul>
2016.1	2016-01-23			2016-02-19	<ul style="list-style-type: none"><li>• This version is optimized for Windows 10. It runs on all devices powered by this OS. The user interface automatically adapts itself to the device in use.</li><li>• Besides minor error corrections, this versions contains also some improvement regarding the settings.</li></ul>
2016.2	2016-03-14			2016-03-14	<ul style="list-style-type: none"><li>• The user is notified when the trial period is ending soon.</li><li>• New shortcut keys for setting the input focus to the app bar and to the title bar.</li></ul>



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					<ul style="list-style-type: none"> <li>The application language can now be selected independently from the current system setting.</li> </ul>
2016.4	2016-05-02			2016-05-02	<ul style="list-style-type: none"> <li>An error has been fixed, allowing the user to initiate the start of a new game multiple times. This can cause a card dealing disruption and a program crash afterwards.</li> </ul>
2016.5	2016-07-31			2016-07-31	<ul style="list-style-type: none"> <li>An error has been fixed, avoiding the removal of an outdated card border marking.</li> </ul>
2017.1	2017-01-12			2017-01-13	<ul style="list-style-type: none"> <li>An error has been fixed, causing a crash when the license type changes under some circumstances.</li> <li>The overlay panes for the games archive and the game images folder are redesigned. With the help of a new context menu, files can be deleted, shared, and copied or moved.</li> <li>Now, the animation speed can be varied between 1 to 10 instead of 1 to 5 only. This allows to run the animations much faster.</li> </ul>
2017.2	2017-02-09			2017-02-09	<ul style="list-style-type: none"> <li>An error has been fixed, causing a crash during startup or reactivation under certain circumstances.</li> <li>The adjustment of the game view to the screen resolution has been improved.</li> <li>The new command "Show news" is available in the <a href="#">title bar menu</a> and in the extension of the <a href="#">app bar</a>. When a new version is called for the first time, this news page is shown automatically.</li> </ul>
2017.3	2017-04-10			2017-04-08	<ul style="list-style-type: none"> <li>An error has been fixed, regarding locking and restoring OneDrive folders due to connection problems, or due to switching on or off the global option "Use OneDrive"</li> </ul>
2017.4	2017-04-13			2017-04-12	<ul style="list-style-type: none"> <li>A bug has been fixed which may cause a</li> </ul>

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					<ul style="list-style-type: none"> <li>• The following bug has been fixed: Two consecutive double clicks on a revealed card of the tableau stack can mess up the display of the tableau stack.</li> <li>• The overlay pane "<a href="#">Game files</a>" now allows to open a game file from a user selected folder.</li> <li>• The online help has been improved.</li> </ul>
2017.6	2017-11-22			2017-11-22	<ul style="list-style-type: none"> <li>• The following error has been fixed: If a saved game with Vegas evaluation is reloaded, the recovered amounts will no longer be present due to an error when saving.</li> <li>• A new design for the card faces is available.</li> <li>• The online documentation has been extended.</li> </ul>
2018.1	2018-01-22			2018-01-22	<ul style="list-style-type: none"> <li>• The following error has been fixed: The audio output does not function.</li> </ul>
2019.1	2019-10-30			2019-10-29	<ul style="list-style-type: none"> <li>• Direct access to OneDrive is no longer supported. It only made sense for Windows 10 Mobile, since OneDrive folders are not synchronized by the system under Windows 10 Mobile. Under normal Windows 10, the OneDrive folders synchronized by the system can be used to store game files and images. Direct access is not required.</li> <li>• When selecting an image section for a player portrait or for a card back, the section is now automatically corrected when it protrudes from the image.</li> </ul>
2021.02	2021-11-16	2021-11-16		2020-11-14	<ul style="list-style-type: none"> <li>• The Android version was released for the first time.</li> <li>• The same licensing procedure is used for both operating systems. For 3 months KubiSolitaire can be used free of charge. After that the usage time can be extended for one year by purchasing an add-on. Owners of the old license can choose the new online license with 18 months duration</li> </ul>

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					<p>of each type, it also shows you how successful you have been in the games. Depending on the level of success, you will also receive symbolic rewards such as flowerpot, medal and cup.</p> <ul style="list-style-type: none"> <li>• A new option allows you to place any cards on a free tableau pile.</li> </ul>
2021.03	2021-11-22	2021-11-22		2021-11-21	<ul style="list-style-type: none"> <li>• The online help has been improved and access has been switched to HTTPS.</li> </ul>
2021.04	2021-11-23	2021-11-23		2021-11-22	<ul style="list-style-type: none"> <li>• The order of the settings panes has changed: The global settings now follow after the game settings.</li> <li>• The following error has been fixed: The game assistant sometimes overlooks the possibility of clearing a tableau pile, although the free space can be used, to move cards from another tableau pile and reveal a face-down card there.</li> </ul>
2021.05	2021-12-29	2021-12-29		2021-11-28	<ul style="list-style-type: none"> <li>• The following error has been fixed: The game assistant sometimes overlooks the possibility of clearing a tableau pile, although the free space can be used, to place a card from the waste pile.</li> <li>• Direct access to OneDrive is only useful on Android. Under Windows, the corresponding global settings are only activated when the new option "Use OneDrive Windows" is selected.</li> </ul>
2022.01	2022-01-18	2022-01-18		2022-01-17	<ul style="list-style-type: none"> <li>• The following error has been fixed: A double click on a card during animation may crash the app or can make the game inconsistent.</li> </ul>
2022.02	2022-03-12	2022-03-12		2022-03-11	<ul style="list-style-type: none"> <li>• The following error has been fixed: A card back with a photo inserted can't be deleted anymore.</li> </ul>
2022.03	2022-06-03	2022-06-03		2022-06-03	<ul style="list-style-type: none"> <li>• The following error has been fixed: The</li> </ul>

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					<p>possible or not desired, the user can also an email address as the account name. If the address is subsequently successfully verified, the account is set up with it.</p> <ul style="list-style-type: none"><li>• Sending feedback and game files is now performed by using <a href="#">MailKit</a> software library and the mail server from KubiConsult.</li><li>• The privacy statement has been completed.</li></ul>
2022.04	2022-07-11	2022-07-11		2022-07-10	<ul style="list-style-type: none"><li>• The following error has been fixed: Before purchasing an add-on, account information are requested from the system unnecessarily again.</li></ul>
2023.01	2023-09-04	2023-08-21		2023-09-02	<ul style="list-style-type: none"><li>• From this version on, KubiSolitaire can be used with two different licenses, which can be switched between at any time:<ul style="list-style-type: none"><li>◦ <a href="#">Offline version</a> Switch from the online version by <a href="#">deleting the online account</a>.</li><li>◦ <a href="#">Online version</a> Switch from the offline version by <a href="#">setting up an online account</a>.</li></ul></li><li>• Access to OneDrive is no longer supported.</li><li>• The red border marking of a card created by an incorrect operation no longer remains, but is automatically deleted by the next valid card movement.</li></ul>
2023.02	2023-11-19	2023-11-20		2023-11-21	<ul style="list-style-type: none"><li>• On Android, an on-screen system bar at the bottom of the screen can be hidden to enlarge the game table in landscape orientation and shown again if required.</li><li>• The following errors occurred on Android and have been fixed in this version:<ul style="list-style-type: none"><li>◦ After double-clicking on a card, manual scrolling may no longer work.</li><li>◦ When inserting your own pictures into card backs, the snapshot with the camera no longer works on older Android versions.</li><li>◦ The app language change does not work properly.</li></ul></li></ul>

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					<p>landscape format. The slightly larger playing area is particularly noticeable on smartphones.</p> <ul style="list-style-type: none"><li>• Commands have been added to the expanded app bar of the overlay panes with which the following panes can be called up directly and all panes can be closed.</li><li>• If the playing area has been reduced with the slider bar in full-screen mode, this can be undone by double-clicking on the slider bar.</li></ul>
2024.02	2024-04-04	2024-04-04	2024-04-03	2024-04-04	<ul style="list-style-type: none"><li>• The game interface adapts better to the optional font enlargement.</li><li>• The messages issued by the hint button can be suppressed. Only the card that can be played is then highlighted.</li><li>• No more analysis data is recorded and no more data is sent to the Microsoft App Center.</li></ul>

Table 1: Update History of KubiSolitaire

## 1.2 Privacy Policy

- Personal information
  - If you use the offline version no personal data is collected.
  - If you use the online license, you must enter a personal e-mail address as the account name. The account must then still be activated with a code that is sent automatically.
  - Other personal data are only photos or images provided voluntarily to personalize your own game environment.
- Use of information
  - The email address of your account is stored in a database for unique user identification. However, the e-mail address is not visible to other users and will not be shared. Your online license is associated with this email address. The license is then valid on all platforms where you log in with the same account. It may be used by KubiConsult to notify you if there are any problems with your account. You can delete your online account with all the data stored in the database at any time and switch to the offline license.
  - The images you insert in the card backs or in user profiles are used by KubiSolitaire exclusively in the game environment and are stored either in the status folder of the application or in a folder of your choice.

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## 2.1 Play a Game

KubiSolitaire is a variant of the well-known Klondike Solitaire game. It uses a standard 52-card deck of playing cards (without Jokers).


Goal of the game is to fill the four finish piles with all cards of the deck. The four finish piles are empty when starting a new game. Each finish pile must be filled with all cards of a suit (Clubs, Spades, Hearts, Diamonds) in ascending value order (Ace to King). To achieve the goal you can do the following:


- Turn card(s) from [start](#) to [waste](#) pile  
Click the start pile. Depending on the game settings, one, two, or three card are moved from top of the start pile to the top of the waste pile. The cards moved are turned from face down to face up. If two or three cards are moved, the ordering is reversed. At any one time, only the topmost card on the waste pile can be handled further. If the start pile is empty, the next click starts a new pass of the game and pushes all cards from the waste pile back to the start pile in reverse order.
- Move top card from [waste](#) to [finish](#) pile  
Cards are put onto the finish piles face up. You can drag the top card from the waste pile and drop it on a finish pile if the value of the top card on the finish pile is one below the card dropped and if the cards have the same suit. On an empty finish pile, any Ace can be dropped. Instead of dragging the card with finger or mouse, you can also [double tap](#) the waste pile: If there is a fitting top card on a finish pile, the card is moved to that pile immediately.
- Move top card from [waste](#) to [tableau](#) pile  
The topmost card of a tableau pile and all cards dropped on a tableau pile are shown face up. You can drag the top card from the waste pile and drop it on a tableau pile if the value of the top card on the tableau pile is one over the card dropped and the cards have alternate colors (red on black or black on red). On an empty tableau pile, any King can be dropped. If you have the option "[Allow any placement on empty tableau pile](#)" turned on, you can also place any other card there. This usually makes it easier to win the game, but it costs a 20% deduction in the points won.
- Move top card from [tableau](#) to [finish](#) pile  
The topmost card of each finish pile is always shown face up. You can drag the top card from a tableau pile and drop it on to a finish pile if the value of the top card on the finish pile is one below the card dropped and if the cards have the same suit. On an empty finish pile, any Ace can be dropped. Instead of dragging the card with finger or mouse, you can also [double tap](#) the tableau pile: If there is a fitting top card on a finish pile, the card is moved to that pile immediately.
- Move card stack between [tableau](#) piles  
The topmost card of a tableau pile and all cards dropped on a tableau pile are shown face up. The cards are cascaded vertically to make their values visible. You can drag a whole stack of face up cards from a tableau pile and drop it on another tableau pile if the top card of the target pile is one over the value of the bottom stack card and the cards have alternate colors. On an empty tableau pile, any partial tableau pile starting with a King can be dropped.
- Move top card from [finish](#) to [tableau](#) pile  
This may make sense if the card move allows other movements between tableau piles afterwards.

Additional hints:

- If the [app bar](#) with the in the following described buttons is invisible, you can click on a free place of the gaming table to make it visible. You may also fix it by checking this [setting](#).

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and to stop the animation with the stop button  when appropriate.

- If there are multiple options to drag cards from tableau piles, handle the tableau pile with the most face down cards at first. Normally, this is the best strategy to turn a maximum of cards face up.
- You may use the optional playing assistant to mark that card appropriate for performing the next action. To execute the assisted selection, it is sufficient to press the Enter key, the Spacebar, or to double tap the marked card. However, you can also decide to perform another action. The playing assistant does not consider the actions already performed nor the possible actions afterwards. Therefore, his selection does not guarantee to be the best strategy for winning the game.
- If you want to move the top card from the waste pile to a tableau pile or to a finish pile, you can do this also by a double tap on the source card. This is also possible if you want to move the top card of a tableau pile to a finish pile. If you double tap a card, which cannot be moved automatically, the card gets a red-colored border and the card pile is magnified. If you do not like that accidental card pile magnification, you can suppress it with the local option "[Suppress magnification](#)".
- If you have selected the "[EasyTouchMode](#)" in the local options, you can simple double tap on a card pile to trigger a possible card move. It is not necessary to hit the source card of the move exactly. If you are using the gaming assistant, the assistant selects the appropriate card of the pile for you. If you do not use the assistant, the top card of the pile is used in any case. If this card cannot be moved, it is marked as wrong selection.
- When all cards on the tableau piles are shown face up and all cards on the start/waste piles can be moved to the finish piles directly, the finish button  is enabled. You may then click it to run the animated game finishing.
- If a tableau pile exceeds the screen, either you may scroll the game view to show the end of the pile, or you may shrink the game view as described [here](#), or you may magnify the card pile as described [here](#) to show it completely.

KubiSolitaire can be played on all devices running Windows 8.1 or higher. Because Windows supports different input devices, KubiSolitaire can also offer this support:

Action	Touch Input	Mouse Input	Keyboard Input
Drawing a card from the start pile	tap with finger	click with left mouse button	focus card and press Enter/Space
Moving card (sequence) manually	press and move with finger to the target	press and move with left mouse button to the target	only 2 steps move supported
Moving card (sequence) manually in two steps. This must be enabled by checking the local option " <a href="#">Enable 2-step moves</a> ".	1.double tap source card with finger 2.double tap target card with	1.double click source card with left mouse button 2.double click target card with right mouse	1.focus source card an press Enter/Space 2.focus target card and press

			enter/space
Magnify a card pile	press and hold for one second with finger	click with right mouse button	focus card on pile and press Alt
Restore a magnified card	tap game view anywhere with finger	click game view anywhere with left or right mouse button	focus and press Alt press Esc even without focus

Table 2: Action Execution on Different Input Devices

## 2.2 Adjust Game View

You can adjust the game view to be most comfortable for you in any game situation:

- Display orientation  
The display orientation can be changed either by turning the device if your device supports this. Or, by changing the orientation option in the display settings of the control panel.
- Direction of pile rows  
The direction of the pile rows can be toggled between right to left or left to right by changing a [local settings option](#).
- In landscape orientation, the height of a tableau pile may exceed the bottom of the screen. In this case, the height of the game view is increased accordingly and exceeds the screen size too. To show all parts of the game view or of a card pile, you can apply the following options:
  - Scrolling the game view  
If your device has a touch screen, you can scroll the gaming table with your finger up and down. If your device does not have a touch screen, a scroll bar is made visible and you can it move up and down with your mouse or with the appropriate keys on the keyboard.
  - Shrinking the game view width  
If in full-screen landscape format, you can shrink the game view horizontally with the [width slider](#) on the app bar of the gaming table. Shrinking the game view horizontally will also make the cards piles smaller and lower. You can shrink them till all piles are completely visible.
  - Magnify a card pile  
If a single card pile exceeds the screen, you can magnify that pile to show it completely as described [here](#).

## 2.3 Magnify a Card Pile

If a card pile exceeds the screen or if you want to magnify a card pile for other reasons, you have the following options:






- Touch and hold the pile with your finger for about one second.
- Click the pile with the right mouse button.
- Focus a card on the pile and press Alt on the keyboard.



- Move a card with your finger or with the mouse from the magnified pile to another pile.
- Click outside of the magnified pile on the game view.
- Press Esc on the keyboard.
- Press Alt on the keyboard if the magnified pile is focused.



## 2.4 Change the Game Settings


KubiSolitaire provides various settings spread over several setting panes. If you start with the first pane, you can go through all of them and inspect all possibilities they provide:

-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Change game settings](#).
- The [game settings pane](#) comes into view. The options on this pane are specific for the current game file. Check and edit the options, as you want. Some changes require that the game is not yet started or that a new game has to be started.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [global settings pane](#) comes into view. The options on this pane are applied to all games. In addition, the global settings are synchronized across all devices you are logging in with the same account.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [local setting pane](#) comes into view. The options on this pane are valid for the current device only. If you enable sounds, you can adjust the volume of the individual sounds on the following [game sounds pane](#) additionally.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [game appearance pane](#) comes into view. Move to the theme, card face, or card back you want and select it. The change is applied immediately to the game view. The game appearance properties belong to the local settings and therefore have to be set individually on each device.
- If the selected card back contains a photo frame and you want to replace the photo, you must click the photo and perform the exchange as described [here](#).
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [game sounds pane](#) comes into view. Here, you can adjust the volume of the speech output and the volume of each other game sound individually. However, on the current device, the sounds are output only if you selected the ["Enable sounds"](#) option of the local settings. The game sounds belong to the local settings and therefore have to be set individually on each device.

# KubiSolitaire for Windows, Android, and iOS





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-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Change settings](#).
- The [game settings pane](#) comes into view.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- Die [global settings pane](#) comes into view. Here you can activate game assistance and other options. You can also choose between the languages "German", "English" and "Default".

 For newer Android versions, you can select the app language in the system settings. If you do that, the value "Default" should be set as the language.
- These global settings are synchronized across all devices on which you log in with the same account.








## 2.6 Change the Game Appearance

If you want to change the font size, the color theme or the card design, you can follow the steps below:






-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Change settings](#).
- The [game settings pane](#) comes into view.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [global settings pane](#) comes into view. The options on this pane are applied to all games. In addition, the global settings are synchronized across all devices you are logging in with the same account.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [local setting pane](#) comes into view. The options on this pane are valid for the current device only. Here you can vary the font size. Changing the font size has an immediate effect on the display.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [game appearance pane](#) comes into view. Move to the theme, card face, or card back you want and select it. The change is applied immediately to the game view. The game appearance belongs to the local settings and therefore has to be set individually on each device.

## 2.6.1 Change Card Back Photo

If you want to insert a photo of your choice in a card back, you can perform the following steps:

-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Change settings](#).
- The [game settings pane](#) comes into view.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [global settings pane](#) comes into view. The options on this pane are applied to all games. In addition, the global settings are synchronized across all devices you are logging in with the same account.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [local setting pane](#) comes into view.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [game appearance pane](#) comes into view. Scroll to the card back with the photo you want to change and click the photo.
- The [photo insertion pane](#) comes into view.
-  If a camera is connected, you can click this button to take a snapshot. The camera app allows you to do this. The picture taken is shown in the photo panel.
-  Click this button if you want to load a picture from a file. A File Open Picker allows you to go to the target folder step-by-step and select a picture file from there. Only files with the name extensions ".png", ".jpe", ".jpeg", ".jpg", and ".gif" are shown. The photo loaded is shown in the photo panel.
- The new photo shown in the [photo panel](#) can be scaled as needed. You can move the zoom slider between 0.05 and 2.0 by dragging the slider thumb. You may also click on the slider behind or in front of the thumb to set a discrete zoom value.
- Drag the clipping shape to the required area.
-  Click this button to cut and paste the selected area into the card back and to return to the previous pane.
- The card back with the new insertion is shown in the [game appearance pane](#) and all visible card backs in the [game view](#) are changed.


If you want to remove an inserted photo of a card back, you can perform the following steps:

-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Change settings](#).
- The [game settings pane](#) comes into view.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [global settings pane](#) comes into view. The options on this pane are applied to all games. In addition, the global settings are synchronized across all devices you are logging in with the same account.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [local setting pane](#) comes into view.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [game appearance pane](#) comes into view. Scroll to the card back with the photo you want to change and click the photo.
- The [photo insertion pane](#) comes into view.
-  Click this button to remove the current insertion from the card back.
- The card back with the default picture is shown in the [photo panel](#) and all visible card backs on the [game view](#) are changed.

On a PC, you may use the [menu of the title bar](#) alternatively. In contrast to the app bar menu, the title bar menu is more detailed and you can directly reach nearly all setting panes.




## 2.7 Change Sounds

If you want to change the sounds of the game, you can perform the following steps:

-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Change settings](#).
- The [game settings pane](#) comes into view.

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- The [global settings pane](#) comes into view. The options on this pane are applied to all games. In addition, the global settings are synchronized across all devices you are logging in with the same account.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [local setting pane](#) comes into view. Here you must select the setting "[Enable sound outputs](#)" to enable sound outputs on the current device.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [game appearance pane](#) comes into view.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [game sounds pane](#) comes into view. On this pane, you can adjust the volume individually for each sound.
- The game sounds belong to the local settings and therefore have to be set individually on each device.


## 2.8 Save Current Game State

KubiSolitaire saves the current state automatically when the app is suspended. When the app is terminated by the system later, the state is saved already. Thus, whenever you reactivate or restart the app you will always get the state you left the app lastly.



You may also check the global setting "[Save each new card deck](#)". If this is checked, the state of each new game is saved immediately after the shuffled card deck is provided. This is most helpful if the app crashes because of program errors. Certainly, no program errors should exist in this app. However, if nevertheless a crash happens, the saved state can be used to replay the game until the crash happens. This could make it a lot easier to find the program error.

After a game is closed, you can save the final state of the app or discard it before starting a new game.

If you want to save the current state at any point in time without leaving the app, you can do the following:




-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Manage game files](#).
- The [game files pane](#) comes into view. It shows the name, the comment, and the saved status of the current game:
  - × - the game is not saved at all yet. If you click on the icon, saving is performed.
  - ● - a previous state of the game is saved. If you click on the icon, saving is performed.
  - ✓ - The current state of the game is saved.

You can also save the current game state very quickly by using the shortcut Ctrl+S.

-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Manage game files](#).
- The [game files pane](#) comes into view. It shows the name, the comment, and the saved status of the current game
-  Press this button if you want to save the current game state to a folder of your choice.

## 2.10 Share Current Game State

If you want to share the current game state with anyone, you can do the following:


-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Manage game files](#).
- The [game files pane](#) comes into view. It shows the name, the comment, and the saved status of the current game:
  - × - the game is not saved at all yet. If you click on the icon, saving is performed.
  - ● - a previous state of the game is saved. If you click on the icon, saving is performed.
  - √ - The current state of the game is saved.
-  Press this button to perform sharing with the [send email pane](#). If the button is not visible, you can press this button  to show the list of secondary commands and select the appropriate command from there. If you have selected only a single file, it will be shared as it is. If you have selected multiple files, they will be first packed into a ZIP archive, before the ZIP file is then shared. In any case, the file to be shared is still placed in the folder of the [Log files](#) before the [send email pane](#) is displayed to send it. If the current game was not saved yet, this was done automatically before.

## 2.11 Share Games from Archive

KubiSolitaire stores the current game in the local application storage. All game files stored before, are moved to the games archive automatically when a new game is stored.




The archive folder may either be a user selected folder or the default "Archive" folder within the local app storage. If you want to access the folder from different devices, you should create such a folder on "OneDrive" and select it here.

At any time, you can reopen, share, or delete the games in the archive folder. To share archived games, you can do the following:

-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can




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- The [game files pane](#) comes into view. It shows the name, the comment, and the saved status of the current game.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [games archive pane](#) comes into view. It shows the game files in the archive folder sorted by descending file names. Click here on the files you want to share one after the other. The files are selected and the count of selected files is displayed above the list box. Click again on a selected file if you want to deselect it.
-  Press this button to perform sharing with the [send email pane](#). If the button is not visible, you can press this button  to show the list of secondary commands and select the appropriate command from there. If you have selected only a single file, it will be shared as it is. If you have selected multiple files, they will be first packed into a ZIP archive, before the ZIP file is then shared. In any case, the file to be shared is still placed in the folder of the [Log files](#) before the [send email pane](#) is displayed to send it.

## 2.12 Update Statistics from Archive

The game statistics were introduced only with KubiSolitaire version 2021.01. If you still have games archived that were created before the statistics were introduced, you can include them from the archive as follows:

-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Manage game files](#).
- The [game files pane](#) comes into view. It shows the name, the comment, and the saved status of the current game.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [games archive pane](#) comes into view. It shows the game files in the archive folder sorted by descending file names.
-  Click this button to display the list of secondary commands.
- Select the "[Update statistics](#)" command.
- The [statistics pane](#) is displayed and the update process is started. The process checks all archived files to see if they contain statistics data. If not, they will be generated, the respective game file will be updated, and the generated statistics data will be included in the current game statistics.
- After the process is completed, the updated statistics will be displayed.



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games archive automatically when a new game is stored.



The archive folder may either be a user selected folder or the default "Archive" folder within the local app storage. If you want to access the folder from different devices, you should create such a folder on "OneDrive" and select it here.

At any time, you can reopen, share, or delete the games in the archive folder. To reopen an archived game, you can do the following:

-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Manage game files](#).
- The [game files pane](#) comes into view. It shows the name, the comment, and the saved status of the current game.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [games archive pane](#) comes into view. It shows the game files in the archive folder sorted by descending file names.
- Double-click the file you want to open. Alternatively, you can press the Enter key or the space key when the entry is focused.
- The game reopened is shown in the [game view](#).
- To come to the point of your interest, you may replay the game backward or forward, step-by-step or animated. After obtaining that point, you may continue playing with new interactions.

## 2.14 Open Games from another Folder

If you want to open a game stored in another folder than your archive folder, you can do the following:

-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Manage game files](#).
- The [game files pane](#) comes into view. It shows the name, the comment, and the saved status of the current game.
-  Click this button to locate and open the desired file. If the current game is not saved completely, you are asked whether you want to save or discard it before opening.
- The game opened is shown in the [game view](#).



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




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- Double-click the file.
- The desired file will be copied to the app folder. If multiple files are chosen, all will be copied to the app folder and the file with the highest name (latest creation date) will be selected for opening.
- If KubiSolitaire is not running yet, the app will be started automatically and the desired file will be opened.
- If KubiSolitaire is running already and the current file is not saved yet, a message box will be shown asking you if the current game shall be saved before opening the desired one.

## 2.15 Share Image Files

KubiSolitaire stores the image files created by the user in a separate folder. The images folder may either be a user selected folder or the default "Images" folder within the local app storage. If you want to access the folder from different devices, you should create such a folder on "OneDrive" and select it here.

You may share or delete the images files. If you want to share image files with someone, you can do the following:







-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Manage game files](#).
- The [game files pane](#) comes into view. It shows the name, the comment, and the saved status of the current game.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [games archive pane](#) comes into view. It shows the game files in the archive folder sorted by descending file names.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [statistics files pane](#) comes into view.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [game images pane](#) comes into view. It shows the existing image files. Click here on the files you want to share one after the other. The files are selected and the count of selected files is displayed above the list box. Click again on a selected file if you want to deselect it.
-  Press this button to perform sharing with the [send email pane](#). If the button is not visible, you can press this button  to show the list of secondary commands and select the appropriate command from there. If you have selected only a single file, it will be shared as it is. If you have selected multiple files, they will be first packed into a ZIP archive, before the ZIP file is then shared. In any case, the file to be shared is still placed in

# KubiSolitaire for Windows, Android, and iOS



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## 2.16 Copy or Move Files



If you want to copy or move files from the archive, the statistics folder, the images folder, or the log files folder to another folder you can proceed as follows:

-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Manage game files](#).
- The [game files pane](#) comes into view. It shows the name, the comment, and the saved status of the current game
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [games archive pane](#) comes into view. It shows the game files in the archive folder sorted by descending file names.
-  If you want to copy or move files from a folder other than the archive, you can use this button to move to the next pane until you reach the desired folder.
- Once in the source folder, click one by one on the files you want to copy or move. The files are selected and the number of selected files is displayed above the list box. Click again on a selected file if you want to deselect it.
- Click the list box with the right mouse button or press it with your finger for a second.
- A context menu with several commands appears. Click on the command "Copy/move files".
- The selected files are registered for copying or moving. Under Windows, they are also entered in the clipboard, so that you can also copy the files to another folder with the file explorer.
- Now you still need to select the destination folder. There are two ways to do this:
  - If you have already selected alternate folders for the current folder earlier, you can use the button  next to the folder path to expand the folder list and click the destination folder.
  - Otherwise, you can use the button  next to the folder path to open a folder selection dialog and select the destination folder.
- Before the contents of the destination folder are displayed, you will be asked whether you want to copy or move the files. However, you can also cancel the operation.
- If you want to use the source folder as the current folder again instead of the destination folder, you can use the button  next to the folder path to expand the folder list and click on the source folder.



## 2.17 Share Online Help Link

- With the command "Show news" you can get the news for the current version. The command is available in the [title bar](#) as well as in the extension of the [app bar](#).
- The [online info pane](#) overlays the whole gaming table.
-  Press this button to perform sharing with the [send email pane](#). If the button is not visible, you can press this button  to show the list of secondary commands and select the appropriate command from there. The link to the current web page is already inserted in the mail.


## 2.18 Undo and Redo Last Action

-  Click this button if you want to revert the last action. Alternatively, you can press the Ctrl+Z key combination. The button is disabled if the undo stack is empty or when an animation is running.
-  Click this button if you want to redo the last action reverted. Alternatively, you can press the Ctrl+Y key combination. The button is disabled if the undo stack is empty or when an animation is running.

## 2.19 Animated Playback


-  Click this button to start an animated replay of the current game in reverse direction. The button is disabled if the undo stack is empty or when an animation is running.
-  Click this button to start an animated replay of the current game in normal direction. The button is disabled if the redo stack is empty or when an animation is running.

## 2.20 Restart Game

-  Click this button to restart the current game from begin. Alternatively, you can press the Ctrl+R key combination. The button is disabled if the undo stack is empty or when an animation is running.

You should also consider the following:

- After restart, the game is shown on the [gaming table](#) in initial state.
- All actions performed in this game are available on the undo stack. To come to the point of your interest, you may replay the game forward, step-by-step or animated. After obtaining that point, you may continue playing with new interactions.

-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Show statistics](#).
- The [statistics pane](#) becomes visible. Select the statistics type in the "title combo box".
- The desired statistics will be displayed. It shows your success record in calendar form.

## 2.22 Synchronizing User Data



KubiSolitaire synchronizes global settings, billing data, and cumulative results across multiple devices on which you log in with the same account. The program does this as follows:

- The data of a logging in user are compared with the data stored in the central KubiSolitaire server. Depending on the data type and comparison result, either the value stored at the server or the value of the logging in user is further used:
  - For a calendar date, such as the installation date, the smaller value - the oldest date - will continue to be used.
  - For a numeric value, such as the number of games or the number of game days paid, the larger value will continue to be used.
- The results of the data synchronization at login are stored both on the KubiSolitaire server and on the logged-in user's device.
- The game settings and language are also immediately saved to the server when a change is made, if it is available. If the user logs on to another device, these settings will be applied.

Basically, it is assumed that a user only uses KubiSolitaire on one device at a time. If multiple users with the same account at the same time are active, the synchronization result is incorrect.

## 2.23 Billing and License Renewal



If you want to see how long your license is still valid or if you want to buy an add-on to extend your license, you can do the following:

-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Show app info](#).
- The [app info pane](#) becomes visible.
-  Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.
- The [App billing pane](#) becomes visible. Here you can see your KubiSolitaire account and the licenses tied to it.

- The corresponding Store app will be opened and the add-on will be offered for purchase.
- If the purchase is successful, you will see the changed license data on the [App billing pane](#).



## 2.24 Setting up an online account

If you want to create an online account and switch to the [online license](#), you can follow these steps.

-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Show app info](#).
- The [app info pane](#) becomes visible.
-  Press this button on the app bar of this pane to display the list of secondary commands.
- Select the command: [Setup account](#).
- The [account setup pane](#) becomes visible. On this you can create an account in two steps:
  1. You must enter a personal e-mail address as the account name and [request verifications code](#). You will then automatically receive a reply e-mail with a verification code.
  2. After you receive the reply email with the verification code, enter it in the appropriate field and have the [code verified](#). If the verification and account setup were successful, the changed data will be displayed on the [app billing pane](#).


## 2.25 Deleting the online account

If you want to delete your online account and use the [offline license](#) instead, you can proceed as follows:

-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Show app info](#).
- The [app info pane](#) becomes visible.
-  Press this button on the app bar of this pane to display the list of secondary commands.
- Select the command: [Delete account](#).
- You will be asked again if you really want this. With the account deletion you automatically switch to the [offline license](#). However, you can switch back to the online license at any time when you [create an online account](#).


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-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Show app info](#).
- The [app info pane](#) becomes visible. Press the button "[Write a review](#)".
- You will see the KubiSolitaire page in the Microsoft Store where you can review the review.

## 2.27 Send us a Support Mail

If you experience a problem playing with the app, have a suggestion for improvement or simply want to give us your opinion, you should send an email to KubiSolitaire support. You can do this as follows:

-  Press this button on the [app bar of the game view](#) to show the list of secondary commands. On a PC, you can use the [menu of the title bar](#) alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.
- Select the command: [Show app info](#).
- The [app info pane](#) becomes visible. Press the button "[Send us a support email](#)".
- The mail application will then be called up and you can send your request directly to KubiSolitaire support. The email should already contain the current game in the attachment. However, you can also delete the attachment if your request does not relate to it. If your mail app does not copy the file to the attachment, you can copy the game file from the log files folder to another folder that the mail app can access, as described [here](#).

panes:

- [Game View](#)
  - [Gaming Table](#)
- [Overlay Panes](#)
  - [Game Settings](#)
  - [Global Settings](#)
  - [Local Settings](#)
  - [Game Appearance](#)
    - [Card Viewer](#)
    - [Card Back Photo](#)
  - [Game Sounds](#)
  - [Game Files](#)
  - [Games Archive](#)
  - [Statistics Files](#)
  - [Game Images](#)
  - [Log Files](#)
  - [Statistics](#)
  - [App Info](#)
    - [Account Setup](#)
  - [App Billing](#)
    - [Account Setup](#)
  - [Send Email](#)
  - [Online Info](#)

The game view is the foundation of the user interface. It provides the surface for most gaming actions. The gaming table is a part of that. The additional overlay panes can be selected when needed to change game properties or to get help about gaming. When selected, the pane is shifted into view overlaying the game view with a shading transparent background. The pane is shifted out of view after clicking the back button on the pane or after clicking an uncovered part of the game view.

KubiSolitaire can be played with mouse, pen, or finger as well as with the keyboard. For keyboard interaction, the following interface elements are important and described separately:

- [Playing Cards](#)
- [Shortcuts](#)

## 3.1 Game View

Figure 1 shows the main user interface of KubiSolitaire - the game view. The game view looks the same on all devices. Depending on device type and interaction mode, the following additions can be used for interaction also:

- [Title bar](#) on personal computers
- [System bar](#) on mobile devices

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

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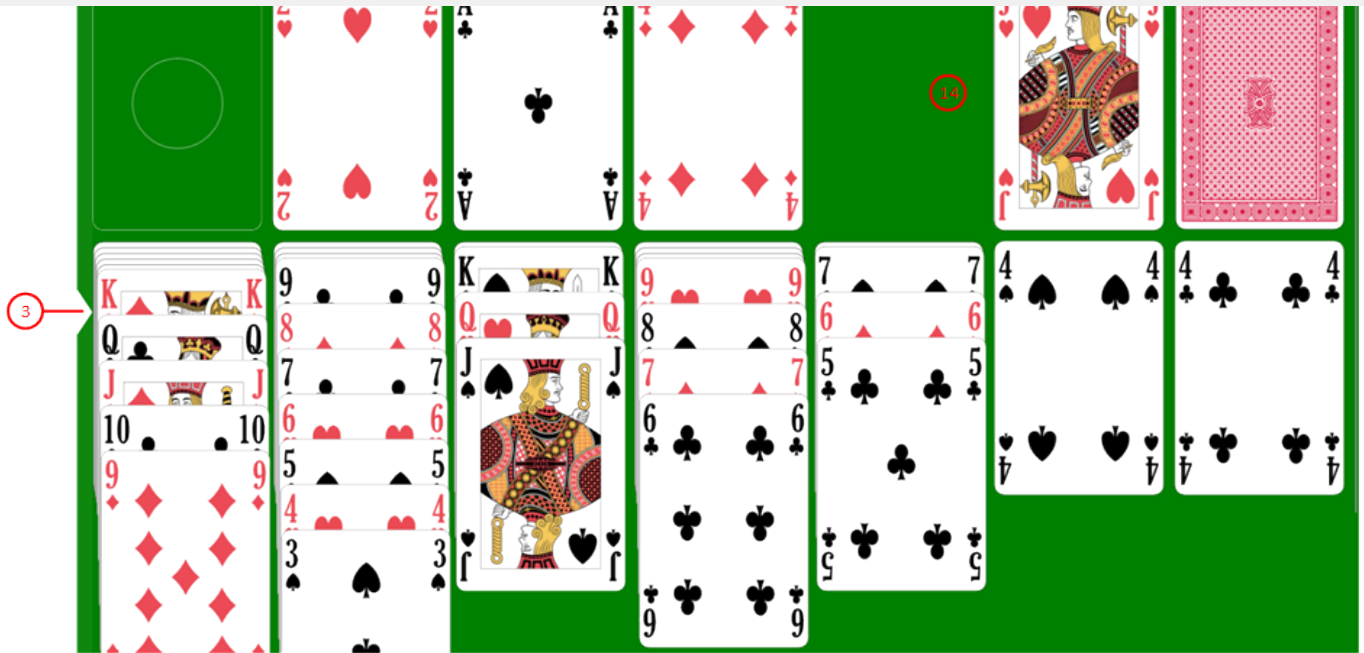


Figure 1: Game View

1. App bar


The app bar provides access to common application tasks, such as reverting an unwanted action or displaying help info. It can either occupy a fixed space above the gaming table or overlay the gaming table at the top border. In the later case, it is translucent and the overlaid part of the gaming table is still visible therefore. Additionally, it's visibility can be toggled in this case by clicking on a free space of the gaming table.

2. Game state


Here, the game state is shown if the current width of the game view allows this. But, the origin location for showing the game state is on the [gaming table](#).


3. Gaming table width slider

This slider is shown in full-screen mode and landscape orientation only. If you drag the slider knob to the right, the gaming table shrinks horizontally. This will shrink the cards too and the card piles will be smaller and lower. As a result, long tableau piles could be visible completely and scrolling could be unnecessary.

4.  This button is only visible when the game view is displayed in full screen mode. Press this button to switch off the full screen mode. The game view is then displayed in a desktop window again.

5. This button swaps its image and its function: The new game button is shown if no animation is running. The stop button is shown if any animation is running.

-  Click this button if you want to start a new game. Alternatively, you can press the Ctrl+N key combination. A prompting message appears if there are still possibilities to move cards to a finish pile or to a tableau pile.









-  Click this button if you want to stop an animation without terminating the current task. The task will run to normal end without animation. The button is blinking as long as the animation is running.



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combination. The button is disabled if the undo stack is empty or when an animation is running.

7.  Click this button if you want to redo the last action reverted. Alternatively, you can press the Ctrl+Y key combination. The button is disabled if the undo stack is empty or when an animation is running.
8. This button swaps its image and its function: As long as some cards on the tableau piles are face-down or not all cards can be moved to the finish piles automatically, the light bulb is shown. Otherwise, you have won the game practically and the finish flag is shown.
  -  Click this button if the playing assistant shall mark that playing card or control element appropriate for performing the next action once only. To confirm the selected action, it is sufficient to press the Enter key or the Spacebar. If the playing assistant shall always select the next possible action, the associated global [option](#) must be selected. In addition to the marking, the marking is also indicated by a message. However, this message can also be suppressed.
  -  Click this button if the playing assistant shall finish the game automatically.
9.  Click this button to restart the current game from begin. Alternatively, you can press the Ctrl+R key combination. The button is disabled if the undo stack is empty or when an animation is running.
10.  Click this button to start an animated replay of the current game in reverse direction. The button is disabled if the undo stack is empty or when an animation is running.
11.  Click this button to start an animated replay of the current game in normal direction. The button is disabled if the redo stack is empty or when an animation is running.
12.  Click this button to overlay the [game view](#) with the [help pane](#) showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.
13.  If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane. The following secondary commands at the end of the list are never shown as buttons:
  - Change settings  
Select this command to show the [game settings pane](#). You can change properties on this pane that are used for the current game only. You can also go further to the other settings panes from there:
    - [Local settings pane](#).  
On this pane, you can change properties used on the current device only.
    - [Game appearance pane](#).  
On this pane, you may select another color theme for the [game view](#) or choose another card face or card back. These settings are also valid on the current device only.

On this pane, you can change properties used for all games. Additionally, the global settings will be synchronized across devices you are logging in with the same account.

- Manage game files  
Select this command to show the [game files pane](#). You can comment on the current game on this pane, save it, share it with others, save it to a folder of your choice or load a game file stored in any folder. Besides, you can also reach other file management panes from this pane:
  - [Games archive pane](#)  
You can select an archive folder of your choice on this pane and reopen an archived game. You can also filter, copy, delete or share the archived files.
  - [Statistics files pane](#)  
You can select a folder of your choice on this pane, where the statistics files of KubiSolitaire will be stored. You can also open, copy, delete or share statistics files with others.
  - [Image files pane](#)  
You can select a folder of your choice on this pane, where the card backs you have created are stored. You can also copy, delete or share the files.
  - [Log files pane](#)  
You can select a folder of your choice on this pane, where the log files of KubiSolitaire will be saved. In addition, files that are attached to an email you have created are also stored there. You can view, copy, delete or share the files with others.
- Show statistics  
Select this command to show the [statistics pane](#). You can read the calendar-related development of your success on this pane.
- Show app info  
Select this command to show the [app info pane](#). You can find information about the application on this pane and you can switch to the store to write a review about the application there. If you have a problem with KubiSolitaire, you can also send an email directly to KubiSolitaire support. You can also go further to the next app related pane from there:
  - [App billing pane](#)  
This pane is only displayed if you are using the online license. You can view the billing for your usage licenses on this pane. Also you can purchase an add-on in the store of the respective platform to renew your playing license.
  - [Account setup pane](#)  
On this pane you can set up a new online account or switch to another account that you have already set up.
- Show news  
Select this command to show news about KubiSolitaire on the [online info pane](#).

## 14. Gaming table

The [gaming table](#) is the main part of the game view. All playing actions are taking place here.

The game view can also be shown in different [orientations and sizes](#).

## 3.1.1 Title Bar

[Figure 2](#) shows the title bar. It is used on personal computers only.

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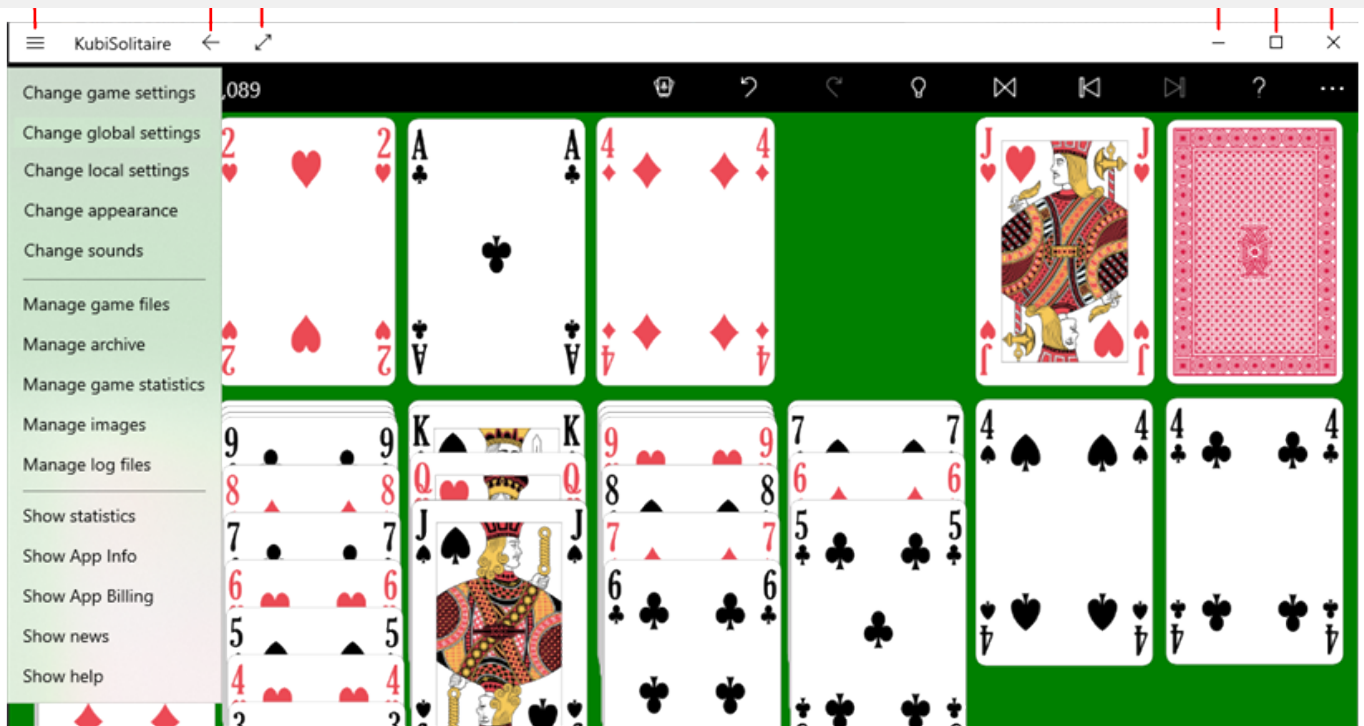





Figure 2: Title Bar






1.  Click this button to open the list of secondary commands as shown in figure 2. In contrast to the list show by the [more button](#) on the app bar, this list is more detailed and does not contain displaced primary commands:
  - Change game settings  
Click this command to show the [game settings pane](#). You can change properties on this pane that are used for the current game only.
  - Change global settings  
Click this command to show the [global settings pane](#). On this pane, you can change properties used for all games. Additionally, the global settings will be synchronized across all devices you are logging in with the same account.
  - Change local settings  
Click this command to show the [local settings pane](#). On this pane, you can change properties used on the current device only.
  - Change appearance  
Click this command to show the [game appearance pane](#). On this pane, you may select another color theme for the [game view](#) or choose another card face or card back. These setting are also valid on the current device only.
  - Change game sounds  
Click this command to show the [game sounds pane](#). On this pane, you may change the volume of of each game sound individually. These setting are also valid on the current device only.

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- **Manage archive**  
Click this command to show the [games archive pane](#). You can select an archive folder of your choice on this pane and reopen an archived game. You can also filter, copy, delete or share the archived files.
  - **Manage game statistics**  
Click this command to show the [game statistics pane](#). You can select a folder of your choice on this pane, where the statistics files of KubiSolitaire will be stored. You can also open, copy, delete or share statistics files with others.
  - **Manage images**  
Click this command to show the [game images pane](#). You can select a folder of your choice on this pane, where the card backs you have created are stored. You can also copy, delete or share the files.
  - **Manage log files**  
Click this command to show the [log files pane](#). You can select a folder of your choice on this pane, where the log files of KubiSolitaire will be saved. In addition, files that are attached to an email you have created are also stored there. You can view, copy, delete or share the files with others.
  - **Show statistics**  
Select this command to show the [statistics pane](#). You can read the calendar-related development of your success on this pane.
  - **Show app info**  
Select this command to show the [app info pane](#). You can find information about the application on this pane and you can switch to the store to write a review about the application there. If you have a problem with KubiSolitaire, you can also send an email directly to KubiSolitaire support.
  - **Show app billing**  
Select this command to show the [app billing pane](#). This pane is only displayed if you are using the online license. You can view the billing for your usage licenses on this pane. Also you can purchase an add-on in the store of the respective platform to renew your playing license.
  - **Show news**  
Select this command to show news about KubiSolitaire on the [online info pane](#).
  - **Show help**  
Click this command to show context-sensitive help on the [online info pane](#). Alternatively, you can press the F1 key on the keyboard.
2.  The function of the back button depends on the current state of the game view:
- If an animation is running, you can press it to stop the animation.
  - If the help pane is visible, you can press it to move the pane out of view.
  - If an overlay pane is visible, you can press it to move the pane out of view.
  - if a card is marked for a two-step movement, you can use it to remove the pending command and the marking from the card.
3. This button swaps its image and its function: The expand image is shown if the game view is not in full-screen mode, and the reduce image is shown if the game view is in full-screen mode:
-  Press this button to show the game view in full-screen mode. In this mode, the game view uses the

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-  Press this button to return to the normal size of the game view. The game view is then shown in a desktop window again. In full-screen mode, this button is also displayed on the [app bar](#).
- 4.  Press this button to minimize the game view. To restore the game view back in a desktop window, you can click the app symbol on the task bar.
- 5. This button swaps its image and its function: The maximize button is shown, if the game view is not maximized, and the restore button is shown, if the game view is maximized:
  -  Press this button, to maximize the game view. Just like the full-screen mode, the maximized game view occupies the whole screen. But, the title bar is not hidden in this case.
  -  Press this button to restore the game view to it's normal size.
- 6.  Press this button to exit the application. The game state is saved before termination automatically.

### 3.1.2 System Bar

Figure 3 shows a off-screen system bar as used on Android devices. On some iPhones there is also an off-screen bar. However, this only shows a larger System/Home button. When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

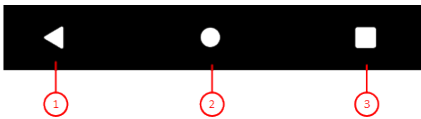


Figure 3: System Bar

1. Back button  
The function of the back button depends on the current state of the game view:
  - If an animation is running, you can press it to stop the animation.
  - If the help pane is visible, you can press it to move the pane out of view.
  - If an overlay pane is visible, you can press it to move the pane out of view.
  - If a card is marked for a two-step movement, you can use it to remove the pending command and the marking from the card.
  - If none of the above cases is true, the app will be suspended. The game state is saved in before suspension automatically.
2. System/Home button  
Press this button if you want to exit KubiSolitaire temporarily. The game status is automatically saved. You can open another application from the start screen and return to KubiSolitaire later.
3. Started apps button  
Press this button if you want to see the started apps under Android. You can reactivate one of them by clicking on it.

Figure 34 and figure 35 show an on-screen system bar as used on some Android devices. In landscape format, you can switch this off and enlarge the game view.

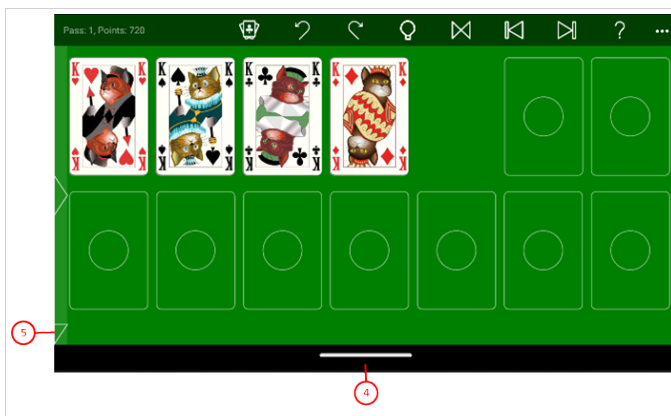


Figure 34: On-screen system bar switched on

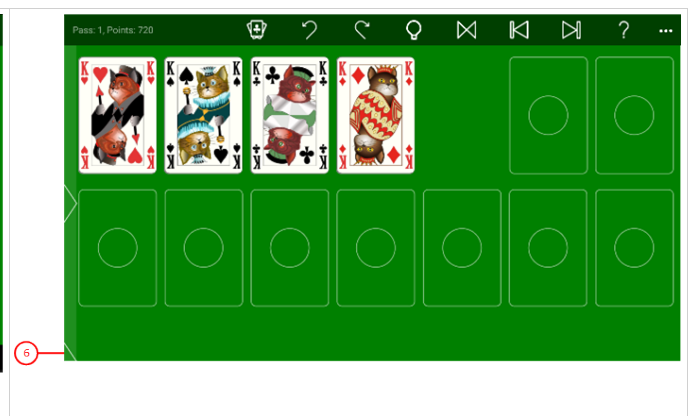


Figure 35: On-screen system bar switched off

4. On-screen system bar switched on
5. Expand pike  
Click on this pike if you want to switch off the on-screen system bar and expand the game view.
6. Restore pike  
Click on this pike if you want to restore the original size of the game view and switch the on-screen system bar back on.

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card piles can be shown from right to left or from left to right.

In desktop mode, the size of the application window can be changed as appropriate. In tablet mode and on mobile devices, the game view uses the whole screen normally. In tablet mode, the screen can also be subdivided between two apps in landscape orientation. Starting at a minimum width, the width of the game view can be continuously varied until the maximum screen width.

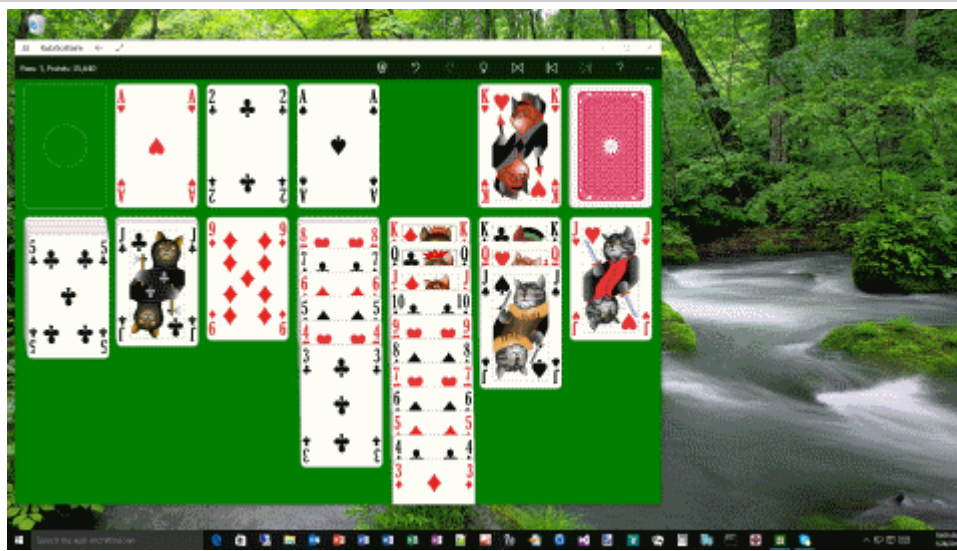


Figure 4: Game View on the Desktop, Right to Left Arrangement



Figure 5: Game View in Full-Screen, Landscape, Left to Right Arrangement

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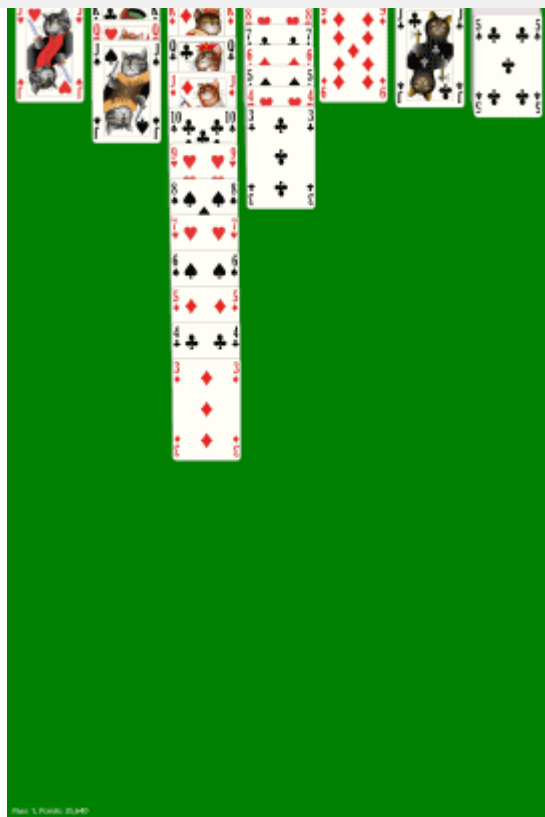


Figure 6: Game View in Full-Screen, Portrait, Right to Left Arrangement

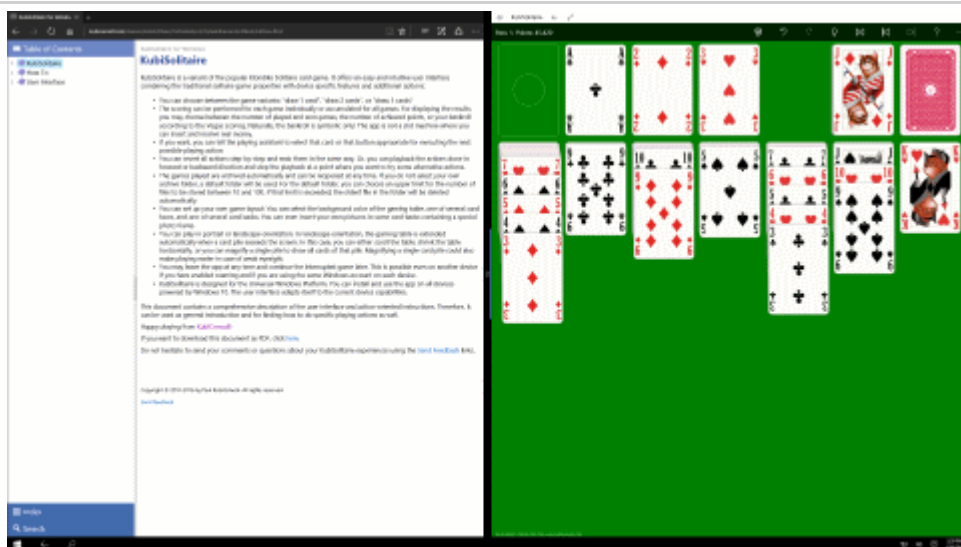


Figure 7: Game View in Half-Screen, Landscape Format with Two Apps

Table 3: View Sizes and Orientations

You can adjust the game view to be most comfortable for you in any game situation:

- Display orientation  
The display orientation can be changed either by turning the device if your device supports this. Or, by

option.

- In landscape orientation, the height of a tableau pile may exceed the bottom of the screen. In this case, the height of the game view is increased accordingly and exceeds the screen size too. To show all parts of the game view or of a card pile, you can apply the following options:
  - Scrolling the game view  
If your device has a touch screen, you can scroll the gaming table with your finger up and down. If your device does not have a touch screen, a scroll bar is made visible and you can it move up and down with your mouse or with the appropriate keys on the keyboard.
  - Shrinking the game view width  
If in full-screen landscape format, you can shrink the game view horizontally with the [width slider](#) on the app bar of the gaming table. Shrinking the game view horizontally will also make the cards piles smaller and lower. You can shrink them till all piles are completely visible.
  - Magnify a card pile  
If a single card pile exceeds the screen, you can magnify that pile to show it completely as described [here](#).

### 3.1.4 Gaming Table

Figure 8 shows the main part of the game view - the gaming table. All playing actions are taking place here.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

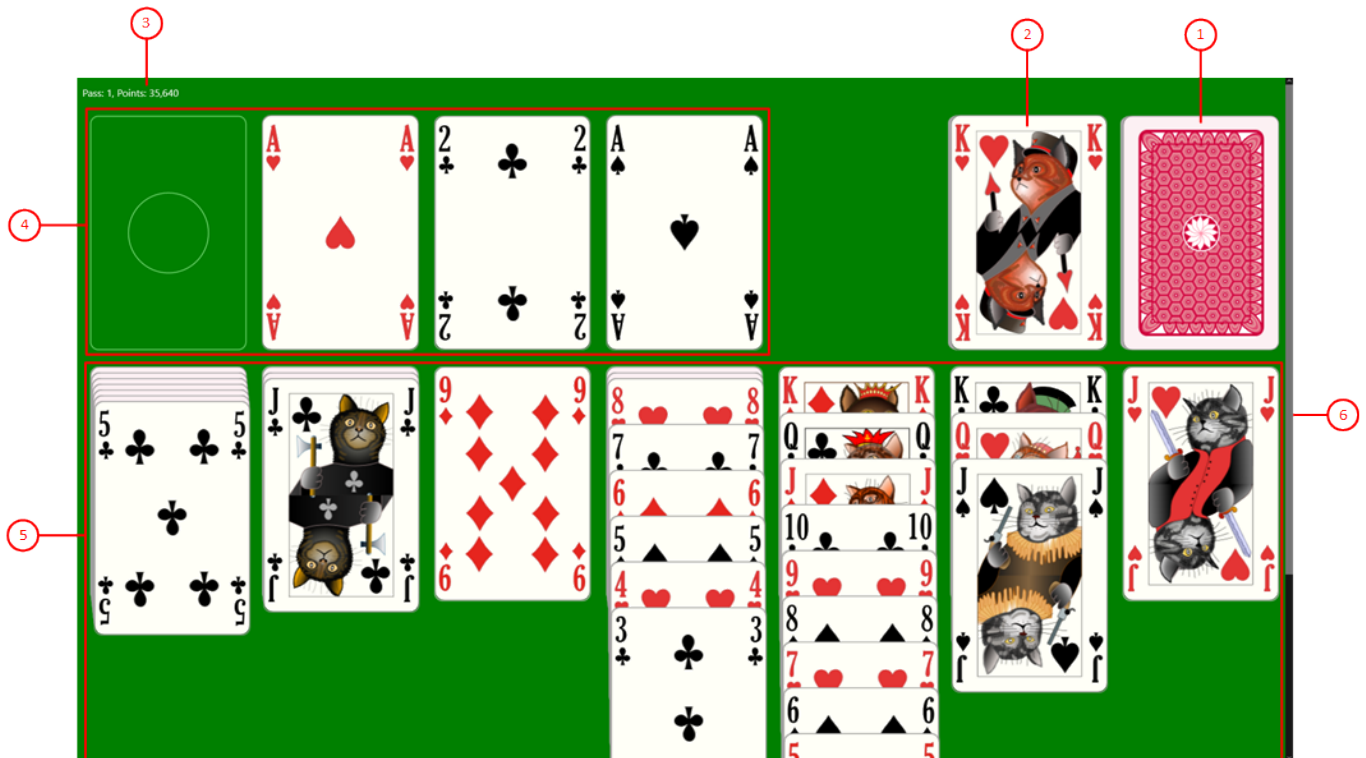


Figure 8: Gaming Table

1. Start pile  
Tap this pile to turn the next card or cards to the waste pile. Depending on the settings, one, two, or three



be dragged to a finish pile or to a tableau pile if fitting onto that pile. You may also double tap this pile to push the top card onto a fitting finish pile. If there is no fitting finish pile, the double tap magnifies the waste pile for better reading.

### 3. Current game state

Shows the number of passes done and the score depending on the selected [score settings](#). Also, the elapsed time in seconds till game start is shown if the associated [option](#) is selected. In case of a small game view, the current game state is shown at the bottom of the game view, because of the app bar buttons would cover the game state otherwise.

### 4. Finish piles

These piles are initially empty. You must start with placing an Ace on an empty finish pile. Then you have to build up a stack of cards on it in ascending value order ending with King, all of the same suit. When all finish piles are filled completely, you have won the game.

### 5. Tableau piles

The tableau piles are built initially when starting a new game: The first 28 cards are drawn from the shuffled card deck onto the tableau piles. The first tableau pile gets one card, the next two cards and so on. The topmost card of each tableau pile is shown face up. All other cards are initially shown face down. The cards are cascaded vertically to make their values visible. You have to place cards on the tableau piles in descending value order (from King to Two) with alternate colors. In addition, card sequences can be moved between the tableau piles if the bottom card of the sequence fits on the top card of the target pile. An empty tableau pile can be filled with a King or a card sequence starting with a King.

You may also double tap this pile to push the top card onto a fitting finish pile. If there is no fitting finish pile, the double tap magnifies the tableau pile for better reading.

### 6. Vertical scrollbar

In landscape orientation, the height of a tableau pile may exceed the bottom of the screen. In this case, the height of the gaming table is increased accordingly and exceeds the screen size too. If your device has a touch screen, you can scroll the gaming table with your finger up and down to show all parts of the table. If your device does not have a touch screen, a scroll bar is made visible and you can use it with your mouse to show all parts of the table. Alternatively, you may use the Page-Up and Page-Down keys on the keyboard.

## 3.2 Overlay Panes

Overlay panes can be selected when needed to change game properties or to get help about gaming. When selected, the pane is shifted into view overlaying the game view with a shading transparent background. The pane is shifted out of view after tapping the back button or after tapping an uncovered part of the game view.

- [Game Settings](#)
- [Global Settings](#)
- [Local Settings](#)
- [Game Appearance](#)
  - [Card Viewer](#)
  - [Card Back Photo](#)
- [Game Sounds](#)
- [Game Files](#)
- [Games Archive](#)
- [Statistics Files](#)

- [Send Email](#)
- [App Billing](#)
- [Account Setup](#)
- [Online Info](#)

## 3.2.1 Game Settings

[Figure 9](#) shows the game settings pane. The properties shown on this pane are used for the current game file only. When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

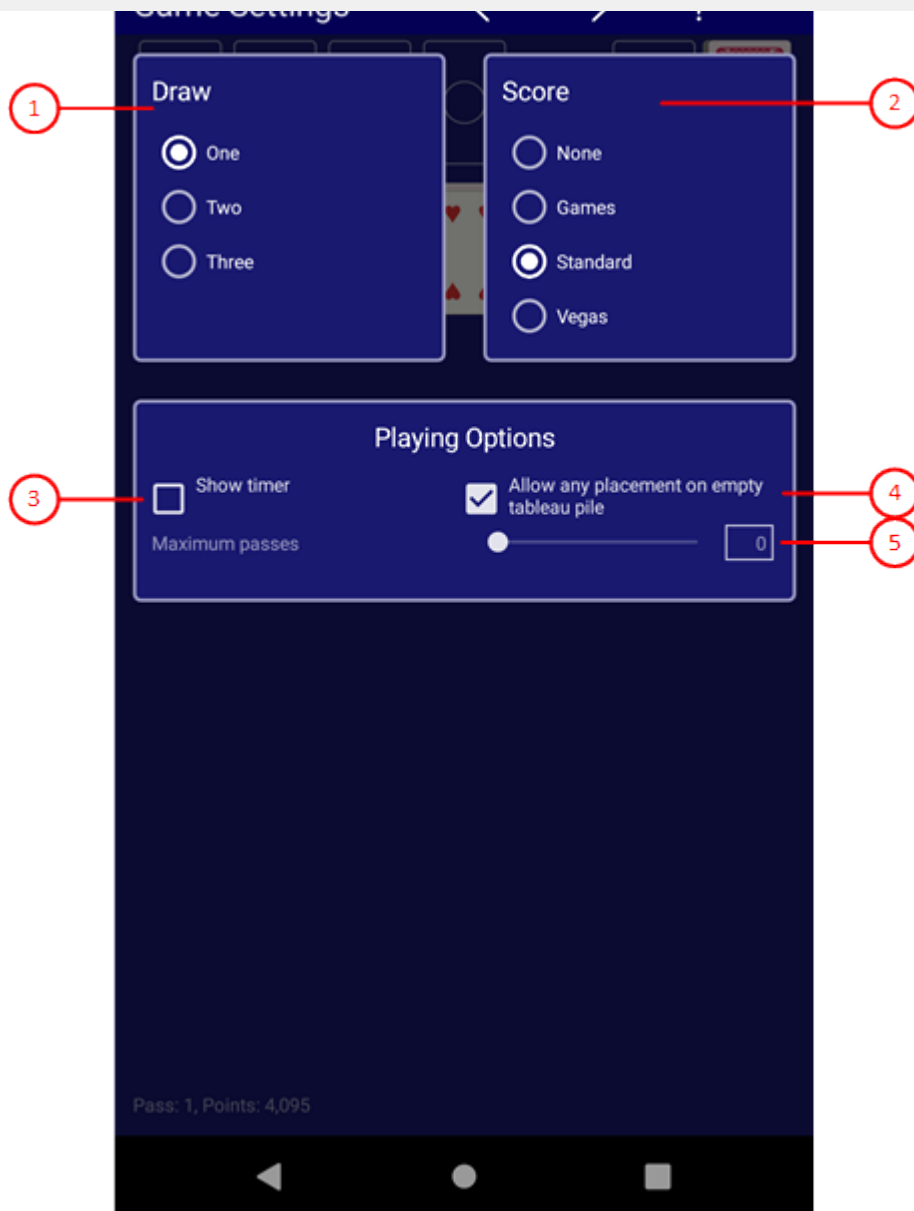


Figure 9: Game Settings Pane

## 1. Draw options

You can choose between one, two, or three cards to be turned at once. If two or three cards are turned to the waste, the order of each group of two or three is reversed on the waste pile. Changing this option requires starting of a new game if the current game is not finished. You must answer a prompt message in this case to allow this. If you deny this, the option is not changed.

## 2. Score options

One of the following options can be chosen:

### 1. None

No scoring is done and reported.

### 2. Games

The total number of games and the number of games won are counted and reported.

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- You will also get 5(4) points for every card uncovering on the tableau piles. Seven cards are uncovered from begin.
- You will get 10(8) points for moving a card to a finish pile. If you move the card from the waste directly to a finish pile, you get only 10(8) points. If you can move the card from the waste to a tableau pile first and then to a finish pile you will earn 15(12) points.
- After the maximum number of passes through the deck has been reached, you lose 100 points for each additional pass if you play with the Draw One option. If you play with the Draw Two or Three option, you lose 50 or 20 points for every additional pass, respective. Normally, the maximum number of passes is one when playing with the Draw One option, and two or three when playing with the Draw Two or Three option, respective. However, you can also change the maximum or cancel it altogether.

The theoretical maximum number of points for a game is:  
 $52 \times 5 + 52 \times 10 - 7 \times 5 = 745$ .

#### 4. Vegas

Bankroll is counted and reported. The number in parentheses applies when using the option "[Allow any placement on empty tableau pile](#)":

- When you start the game, you get a debt of \$ 52 - this is your wager. The object of the game is to earn more than you wagered.
- You win \$ 5(4) for every card that you drop on a finish pile.
- After the maximum number of passes through the deck has been reached, the game is over. Normally, this is one pass when playing with the Draw One option, and two or three passes when playing with the Draw Two or Three option, respective. However, you may change the maximum number of passes if you like to have more.

Naturally, the bankroll is symbolic only: The app is not a slot machine where you can insert and receive real money.

#### 3. Show timer


If this is checked, the relative time of a game is shown in seconds. If the scoring option "Standard" is used additionally, you must pay 2 points for each 10 seconds elapsed.


#### 4. Allow any placement on empty tableau pile


If this option is selected, you may place any card on an empty tableau pile. Otherwise, you may only place kings. If you choose the option, you can win more games. However, during the evaluation you will receive 20% less points or dollars for it. The lower amounts are shown in parentheses in the above [score options](#).


#### 5. Maximum number of passes

You can move the slider knob between the values 0 and 9. However, you can also set a discrete value if you click on the bar before or after the knob. If you change the number of cards to be drawn, the number of maximum passes will also change accordingly: 1 if you draw one card; 2 or 3 if you draw two or three cards. The value 0 means no limit on the number of passes and is the default setting.

6.  If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

7.  If you click this next button, the [global settings pane](#) will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

8.  Click this button to overlay the [game view](#) with the [help pane](#) showing online information about the

5.  If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

## 3.2.2 Global Settings

[Figure 11](#) shows the global settings pane. The properties on this pane are used for all games. The global settings are synchronized over all devices you are logging in with the same account.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

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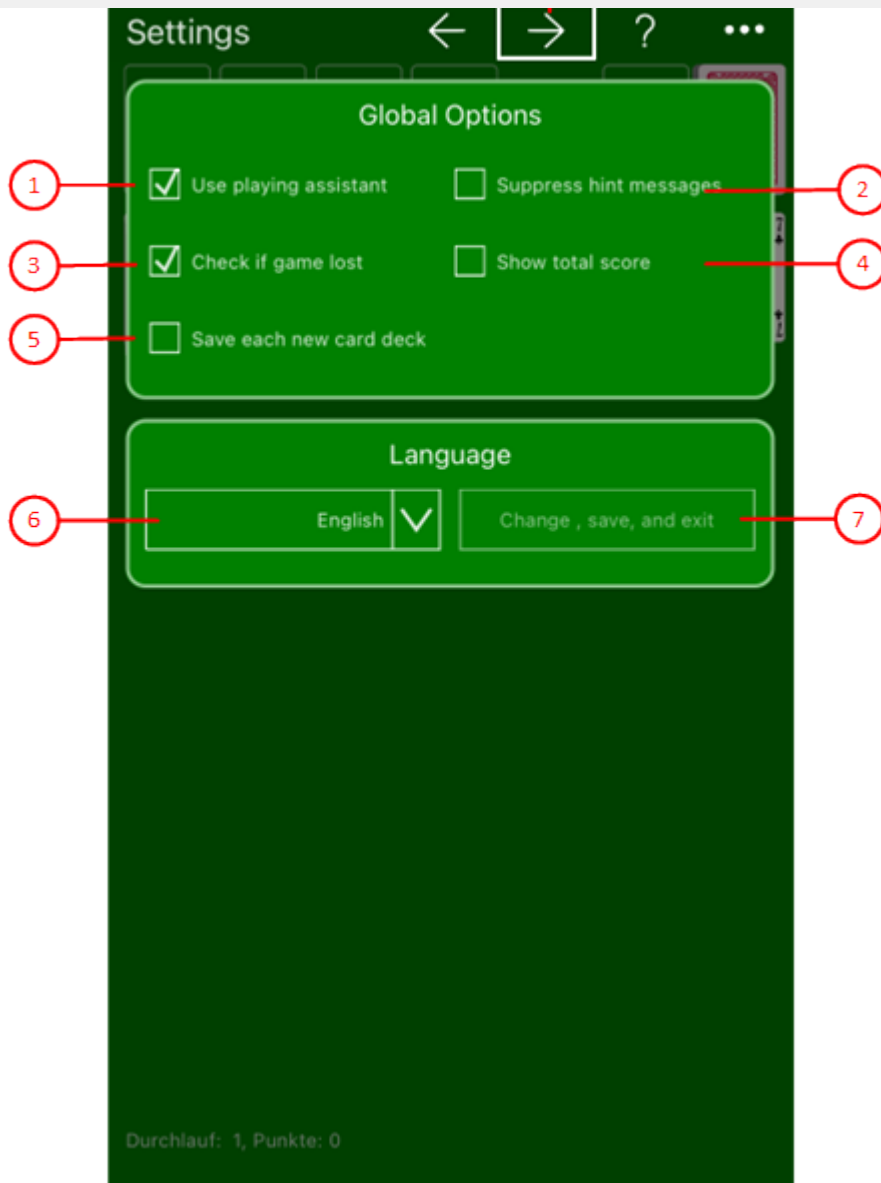


Figure 11: Global Settings Pane

1. Use playing assistant

If this is checked, the playing assistant selects that input control or that playing card appropriate for executing the next action. You may use the selected one or you may select another. To confirm the selection, it is sufficient to press the Enter key or the Spacebar.

2. Suppress hint messages

If this is checked, no message is displayed if the [hint button](#) in the app bar of the [game view](#) is pressed, only the card to be played is highlighted.

3. Check if game lost

If this is checked, the new game button starts blinking when no more useful card moves are possible. Either tap that button to start a new game or ignore it and continue playing with the current game.


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If this is checked, the card deck of each new game will be saved immediately. In case of a program crash, the game can be replayed from begin and the reason for the crash can be found easier than without the saved card deck.


## 6. Application language


Here, you can select the application language independently from the system setting. You can choose between "Default", "English" and "German". To make the change effective, you must press the following button.


 For newer Android versions, you can select the app language in the system settings. If you do that, the value "Default" should be set as the language.


## 7. Change, save, and exit

This button is enabled only if you have selected another application language than the current one. If you press this button, the language will be changed, the game will be saved, and the app will be restarted. After restart, the application uses the changed language.

8.  If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

9.  If you click this next button, the [local settings pane](#) will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

10.  Click this button to overlay the [game view](#) with the [help pane](#) showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

11.  If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

## 3.2.3 Local Settings

[Figure 10](#) shows the local settings pane. The properties shown on this pane are used for the local device only.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

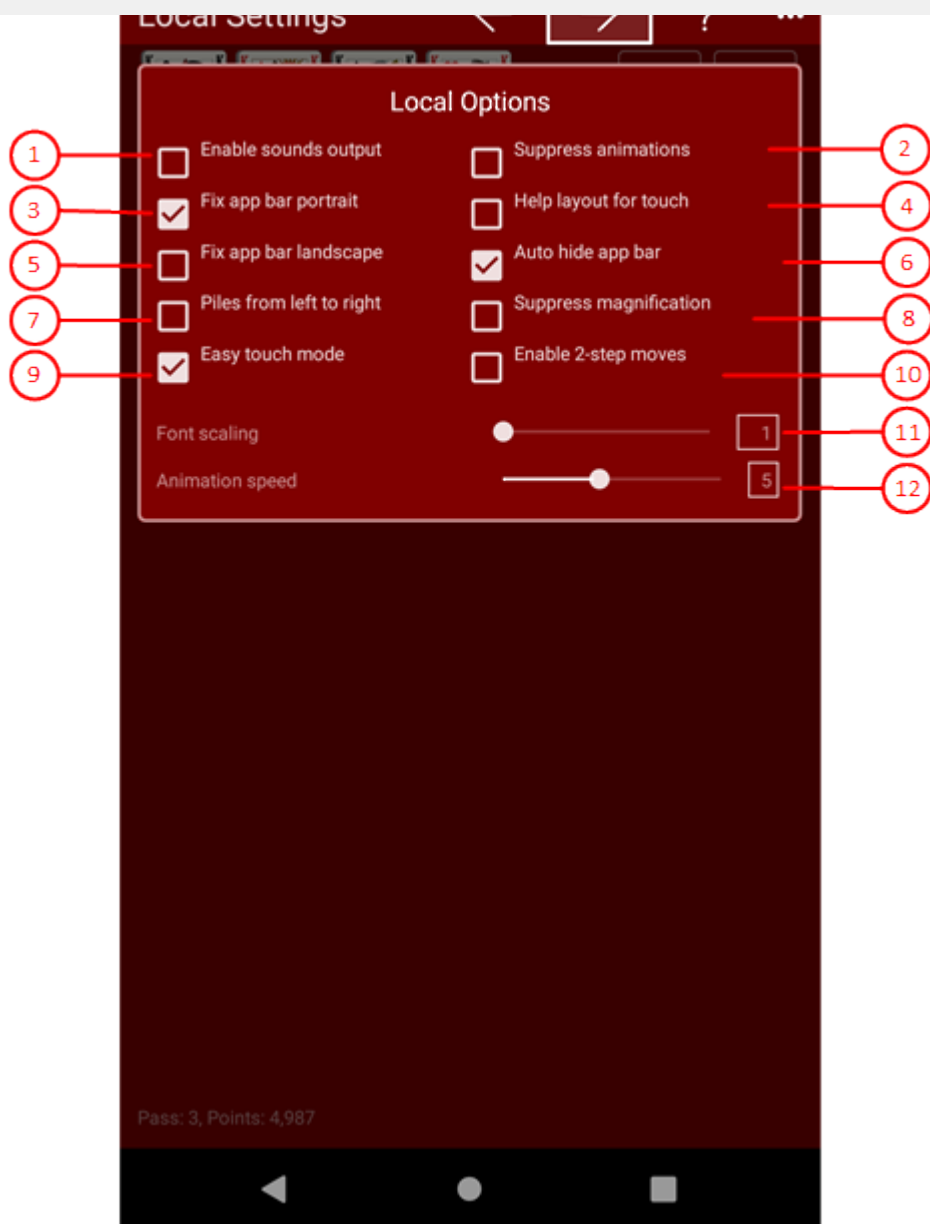


Figure 10: Local Settings Pane

1. Enable sounds  
If this is checked, sounds are output at specific game events. You may also adjust the volume of the sounds on the [game sounds pane](#) individually.
2. Suppress animations  
Normally, animation are enabled. If you want to play with maximum speed, you can increase the animation speed with the slider below. Alternatively, you can disable animations at all by checking this button. Only the fly-back animation cannot be suppressed. This animation brings cards back to the origin when a dragging operation has ended unsuccessfully.
3. Fix app bar in portrait  
If this is checked, the app bar occupies a fixed space atop the gaming table in portrait orientation. It can then



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automatically depending on the client device. If you want to force the use of the touch layout, you can check this option.

5. Fix app bar in landscape

If this is checked, the app bar occupies a fixed space atop the gaming table in landscape orientation. It can then not be hidden any more in this orientation.

6. Auto hide app bar

If this is checked and the app bar has not a fixed space, the app bar is hidden automatically after card dealing and after a game restart.

7. Card piles from left to right

If this is checked, the piles are ordered from left to right: Start pile, waste pile, finish piles, tableau pile 1-7. If this is unchecked, the card piles are ordered from right to left.

8. Suppress magnification

If this is checked, the card pile will not be magnified if you select a wrong card for moving. The wrong card will be highlighted only in this case. You can select a card for moving by a double tap or by pressing the Enter key or the Spacebar when the card is focused. If you do not like the accidental card pile magnification, select this option. If you deliberately want to magnify a card pile, you can do this anyway. Chapter "[Magnify a Card Pile](#)" tells you how to do this.

9. Easy touch mode

If this is checked, you can simple double tap on a card pile to trigger a possible card move. It is not necessary to hit the source card of the move exactly. If you are using the gaming assistant, the assistant selects the appropriate card of the pile for you. If you do not use the assistant, the top card of the pile is used in any case. If this card cannot moved to a finish pile, the card is marked as wrong selection.

10. Enable 2-step moves


If this is checked, cards can be moved in two steps by using double taps or Enter key or Spacebar strokes: In the first step, mark the source card and in the second step, mark the target card and trigger moving. However, this option is effective only if you do not use the game assistant.

11. Font scaling


You can move the slider between the values 1 and 1.5. The font in the game view and in the overlay panes is enlarged accordingly. However, you can also set a discrete value by clicking on the bar before or after the slide knob. The default value is 1.

12. Animation speed

You may draw the slider thump between 1 and 10 (1 very slow and 10 very fast). You may also click the slider behind or in front of the thumb to set a discrete value. The default value is 5.

13.  If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

14.  If you click this button, the [game appearance pane](#) will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

16.  If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

## 3.2.4 Game Appearance

[Figure 12](#) shows the game appearance pane. You may select another color theme for the game view or choose another card face or card back. The game appearance belongs to the local settings and therefore has to be set individually on each device.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

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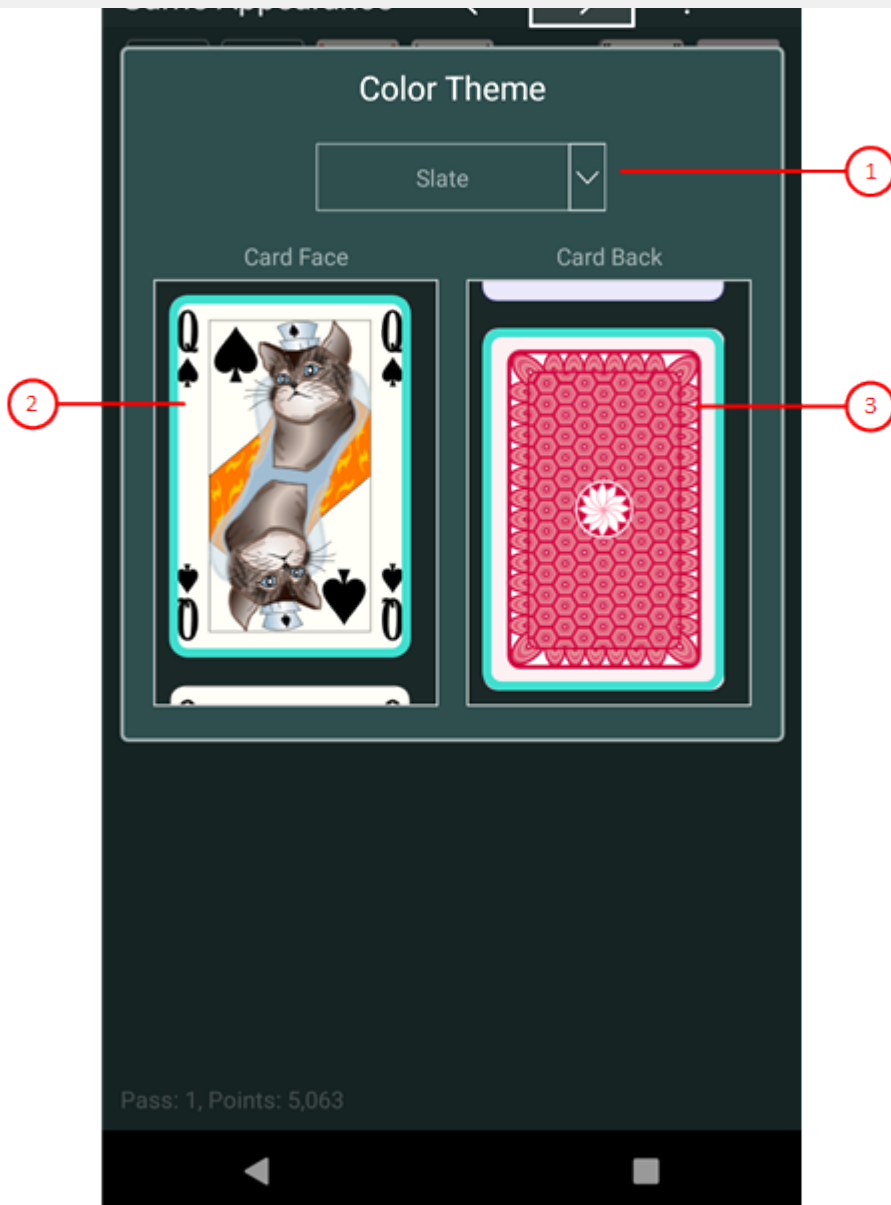






Figure 12: Game Appearance Pane

1. Color theme combo-box  
Select the color theme you want from the drop-down list. The background and other colors of the [game view](#) will change immediately.
2. Card face list box  
Scroll to the card face you want and select it. The visible card faces on the gaming table will change immediately. If you double click a card face image, the [card viewer pane](#) will be shown. With this pane, you can browse through all card face images of the current design. If you press and hold the mouse or your finger for about one second on an image, a pop-up menu appears offering a command to show the card viewer too.
3. Card back list box  
Scroll to the card back you want and select it. The visible card backs on the gaming table will change

image, a pop-up menu appears offering commands to perform the described functions too.

-  If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.
-  If you click this button, the [game sounds pane](#) will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.
-  Click this button to overlay the [game view](#) with the [help pane](#) showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.
-  If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

## 3.2.4.1 Card Viewer



[Figure 13](#) shows the card viewer pane. With this pane, you can browse through all card face images of a special design or through all card back images.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.


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Figure 13: Card Viewer Pane

1. File name  
Here, the file name and the design source of the current card image is shown.
2. Card images list-box  
Here, you can browse through all card face images of a special design or through all card back images.
3.  If you click this button, the current card image is rotated by 180 degrees and the same card image on the game view is also rotated. This button is only enabled if the current card image has two different pictures on the upper and lower side.
4.  If you click this button, the pane previously shown is made visible again. If no previous pane exists, the

current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

6.  If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

## 3.2.4.2 Card Back Photo

[Figure 14](#) shows the card back photo pane. You can insert a photo in the selected card back here. The photo can either be made with a connected camera or loaded from a file. The card back with an inserted picture will be used according to the [privacy policy](#).

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

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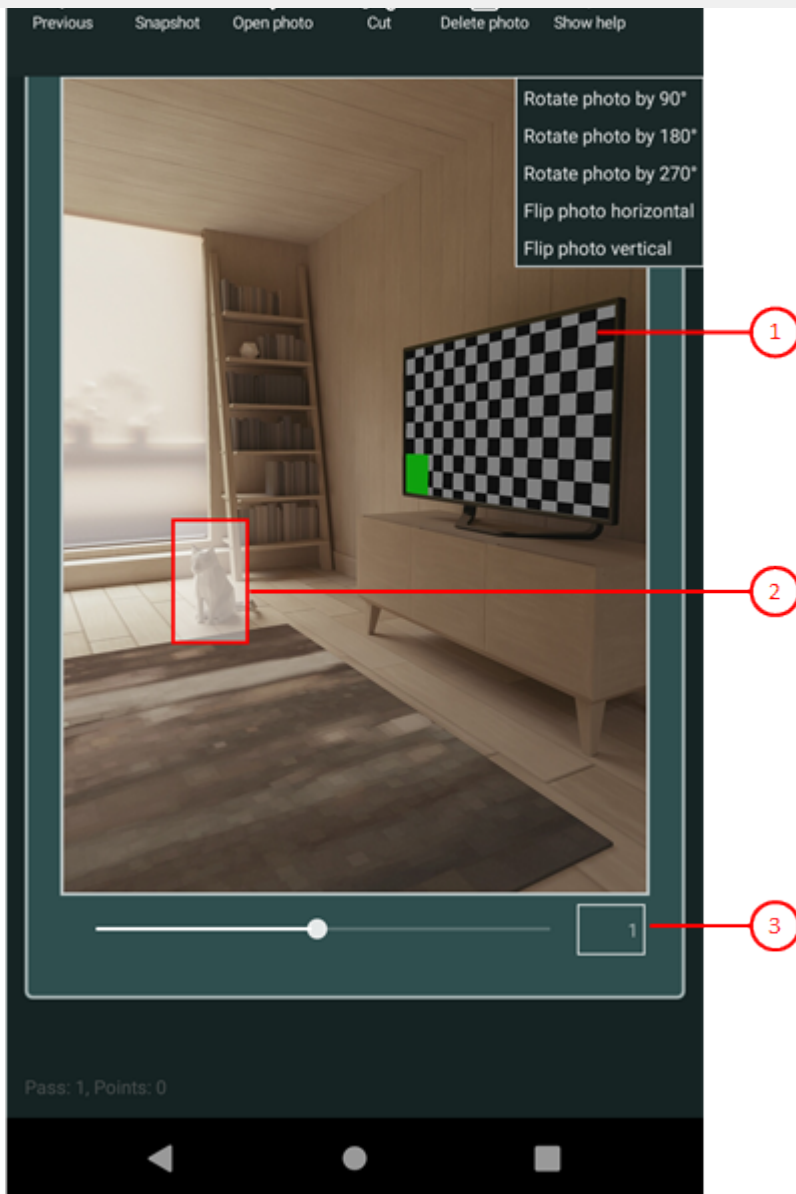








Figure 14: Card Back Photo Pane

1. Photo panel  
This panel shows either the selected card back, the snapshot taken by the connected camera, or the picture loaded from a file. Initially and after insertion, the selected card back is shown.
2. Clipping shape  
The border of this shape defines the clipping. You can drag it to the required area for clipping.
3. Zooming slider  
You can move the slider between 0.05 and 2.0 by dragging the slider thumb. You may also click on the slider behind or in front of the thumb to set a discrete value.
4.  If you click this button, the pane previously shown is made visible again. If no previous pane exists, the

this. The picture taken is shown in the photo panel.

6.  Click this button if you want to load a picture from a file. A File Open Picker allows you to go to the target folder step-by-step and select a picture file from there. Only files with the name extensions ".png", ".jpe", ".jpeg", ".jpg", and ".gif" are shown. The photo loaded is shown in the photo panel.
7.  Click this cut selection button if you want to insert the marked picture area into the selected card back. The clipping shape must be completely be inside the picture. After clipping, the card back with the new insertion is shown in the [photo panel](#) and all visible card backs in the gaming table are also be changed. This button is disabled if the [Photo panel](#) contains the selected card back instead of a new photo.
8.  Click this delete picture button if you want to remove the photo from the selected card back. After deletion, the default picture is shown again. This button is disabled if the selected card back contains the default picture already.
9.  Click this button to overlay the [game view](#) with the [help pane](#) showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.
10.  If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane. The following secondary commands at the end of the list are never shown as buttons:
  - Rotate photo by 90°  
Rotes the photo shown by 90 degrees clockwise.
  - Rotate photo by 180°  
Rotes the photo shown by 180 degrees clockwise.
  - Rotate photo by 270°  
Rotes the photo shown by 270 degrees clockwise.
  - Flip photo horizontal  
Mirrors the photo shown horizontally.
  - Flip photo vertical  
Mirrors the photo shown vertically.

## 3.2.5 Game Sounds

Figure 15 shows the game sounds pane. You may change here the volume of the speech output and the volume of



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item. To return to the picture, click the back button of the browser.

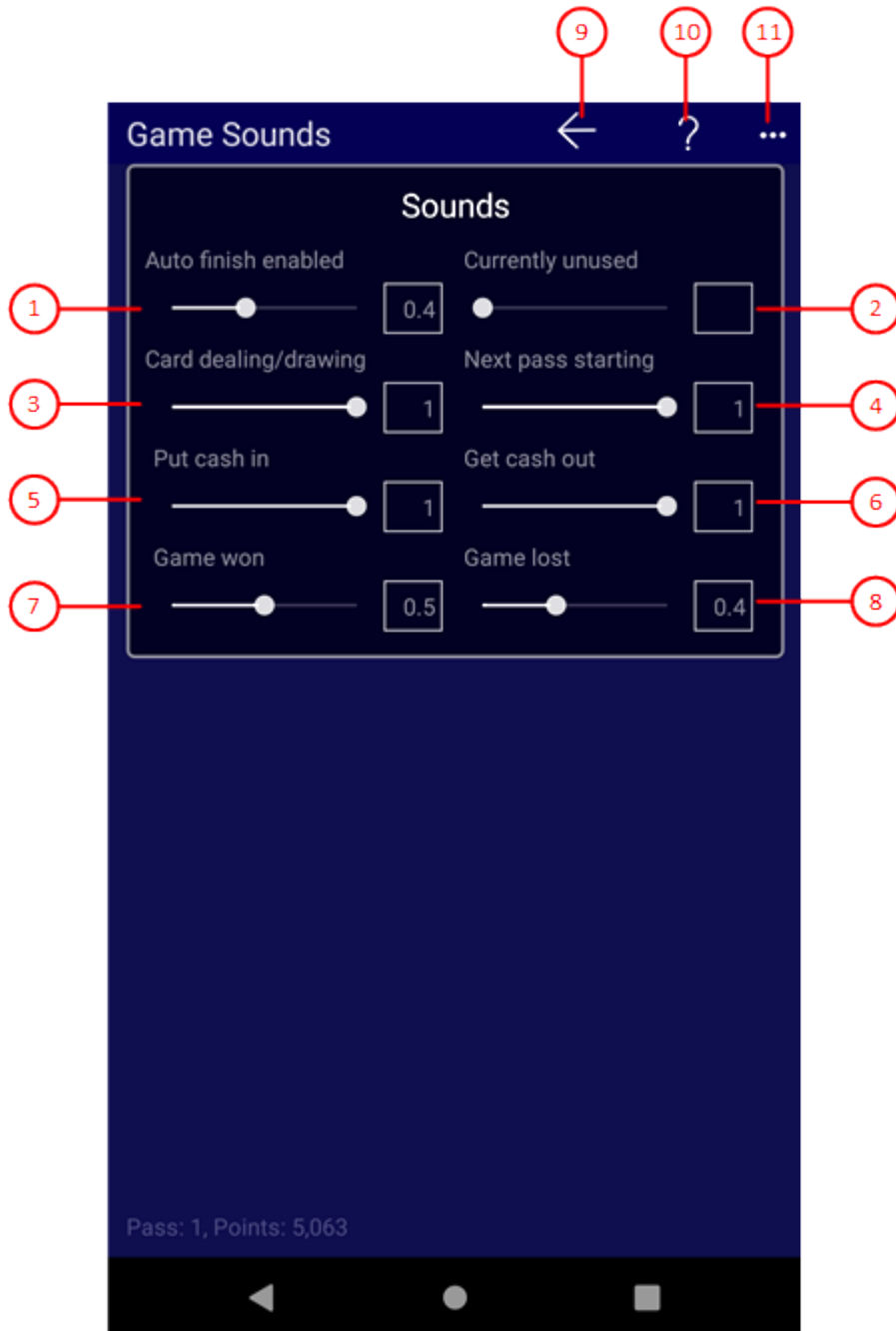





Figure 15: Game Sounds Pane

1. Auto finish enabled  
This sound is created when the automatic finishing is enabled. You may move the slider between 0.0 and 1.0. Default value is 1.0, which means maximum volume.
2. Currently unused  
This slider is not used currently.

4. Next pass starting  
This sound is created when a new pass is started. You may move the slider between 0.0 and 1.0. Default value is 1.0, which means maximum volume.
5. Put cash in  
This sound is created when cash or points are withdrawn. You may move the slider between 0.0 and 1.0. Default value is 1.0, which means maximum volume.
6. Get cash out  
This sound is created when you earn cash or points. You may move the slider between 0.0 and 1.0. Default value is 1.0, which means maximum volume.
7. Game won  
This sound is created when you have won the game. You may move the slider between 0.0 and 1.0. Default value is 1.0, which means maximum volume.
8. Game lost  
This sound is created when you have lost the game. You may move the slider between 0.0 and 1.0. Default value is 1.0, which means maximum volume.
9.  If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.
10.  Click this button to overlay the [game view](#) with the [help pane](#) showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.
11.  If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

## 3.2.6 Game Files

Figure 16 shows the game files pane.

You can comment on the current game on this pane, save it, share it with others, save it to a folder of your choice or load a game file stored in any folder.

KubiSolitaire stores the current game in the local application storage. All game files stored before, are moved to the games archive automatically when a new game is stored.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

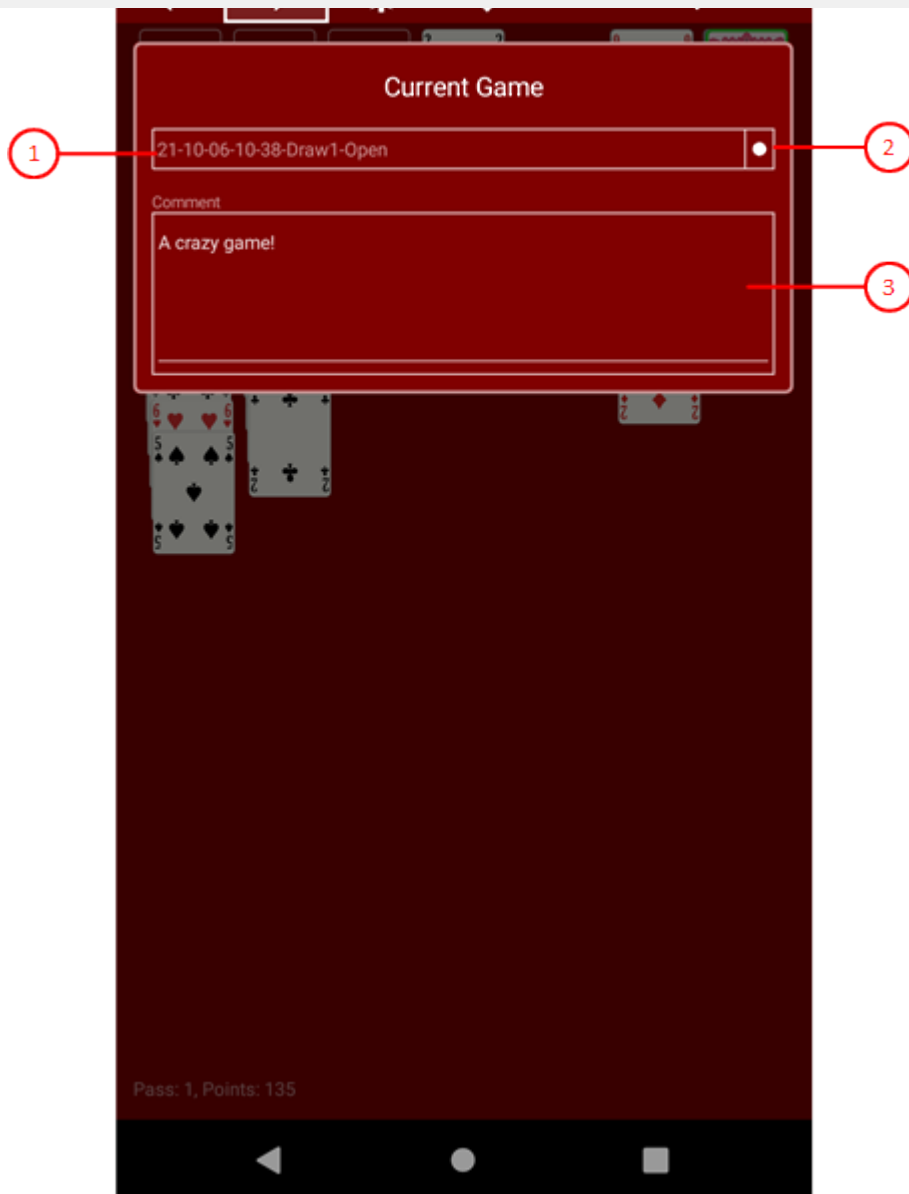


Figure 16: Game Files Pane








1. Name of current file

The name of the current game is displayed here. The name is composed of the game start date (yy=year, MM=month, dd=day, hh=hour, mm=minute), of the game name (name), and of the game status (status) using the format "yy-MM-dd-hh-mm-name-status". To the file name of a stored game, an additional status type letter (t) and the file type (ksol) is appended. The full file name format is: "yy-MM-dd-hh-mm-name-status,t.ksol".

2. Save status

One of the following symbols indicates the save status of the game:

- × - the game is not saved at all yet. If you click on the icon, saving is performed.
- ● - a previous state of the game is saved. If you click on the icon, saving is performed.
- ✓ - The current state of the game is saved.

4.  If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.
5.  If you click this button, the [games archive pane](#) will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.
6.  Press this button if you want to save the current game state to a folder of your choice.
7.  Click this button to locate and open the desired file. If the current game is not saved completely, you are asked whether you want to save or discard it before opening.
8.  Click this button if you want to share the current game state with somebody. If the current state is not saved yet, this is done automatically before the [send email pane](#) is displayed to send the file as an attachment.
9.  Click this button to overlay the [game view](#) with the [help pane](#) showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.
10.  If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

## 3.2.7 Games Archive

Figure 17 shows the games archive pane.

You can select an archive folder of your choice on this pane and reopen an archived game. You can also filter, copy, delete or share the archived files.

KubiSolitaire stores the current game in the local application storage. All game files stored before, are moved to the games archive automatically when a new game is stored.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

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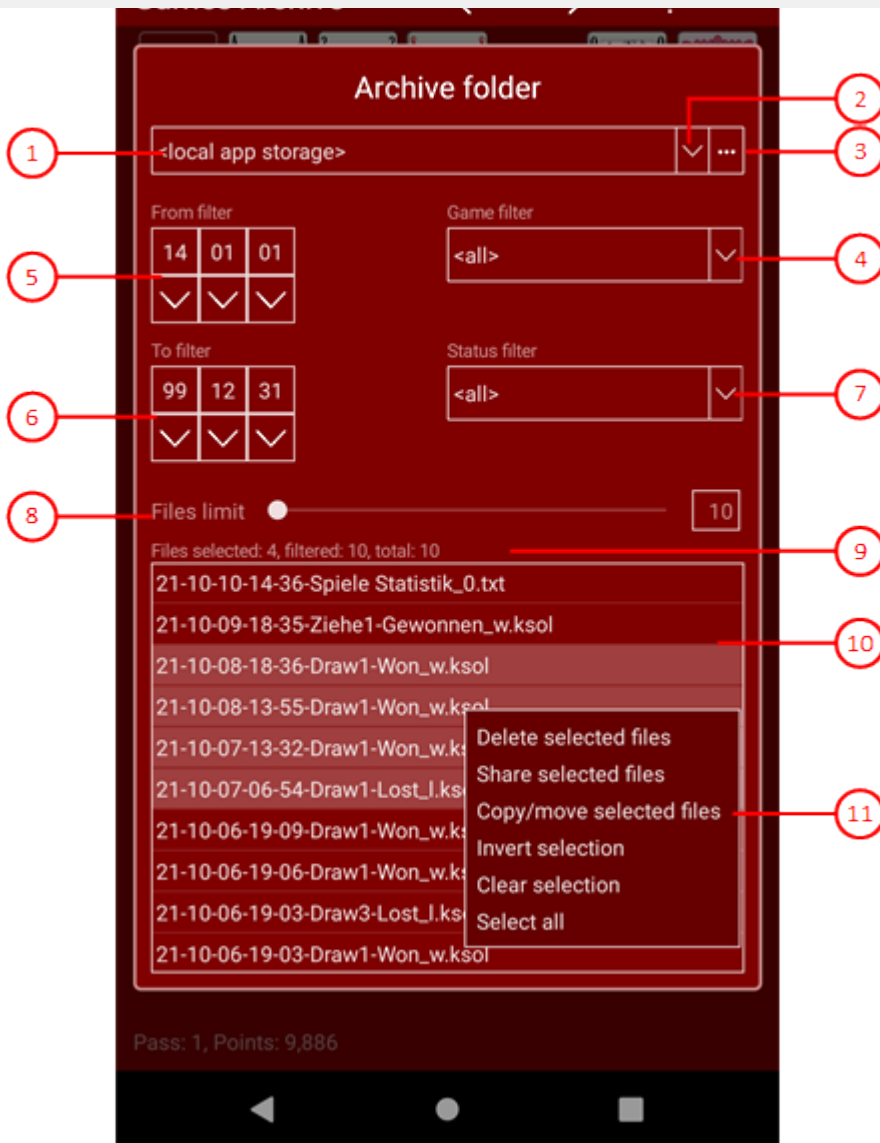


Figure 17 Games Archive Pane

1. Path to archive folder

The path to the archive folder is shown here. The archive folder may be either a user-defined folder or the default "Archive" folder within the local app storage. If you want to access the folder from different devices, you should create such a folder on "OneDrive" and select it here.

2. Drop-down button

With this button, you can fold-down or fold-up the items list and select one them. Up to seven entries are possible. One of them is the default folder in the local app storage:

- o <local app storage> and
- o up to six user-defined folders.

The entry selected lastly is always on top of the list. If already six user-defined entries exist, a new folder ousts the last user-defined folder. If you press the right mouse button on a user-defined entry or if you press and hold the finger for about one second on such an entry, a context menu appears allowing you to remove the

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with this button, you can call the folder picker dialog to find and select an appropriate folder.

If the global option "[Use OneDrive archive](#)" is checked, the [OneDrive pane](#) is called instead of the folder picker. Use it to select or set up a folder on OneDrive.

#### 4. Game filter

Here you can filter the files shown by a game name. If you fold down the combo box, you will see the three game variants "Draw1", "Draw2", and "Draw3". The extra entry "<all>" allows showing all game variants.

#### 5. From date filter

Here you can filter the files shown by a lower limit for the game creation date. The filter consists of three combo-boxes: for the year, for the month, and for the day. If you fold down one, you can select the desired value for that part of the date limit.

#### 6. To date filter

Here you can filter the files shown by an upper limit for the game creation date. The filter consists of three combo-boxes: for the year, for the month, and for the day. If you fold down one, you can select the desired value for that part of the date limit.

#### 7. Status filter

Here you can filter the files shown by game status. If you fold down the combo box, you will see the three states "Open", "Won", and "Lost". The extra entry "<all>" allows showing games with any status.

#### 8. Files limit

By using this slider, you can set the upper limit for game files in the local app storage between 10 and 100. Default value is 10. User-defined folders have no limitation. If the upper limit is reached, each new file moved to the archive causes the deletion of the oldest file in it. Please note, that the age of the file is determined by the game start date not by the file modification date. The game start date is used as prefix of each file name.

#### 9. Files count

The total number of files in the archive folder is shown here. Besides the total files count, the number of selected files and the number of filtered files are shown.

#### 10. File list

This list shows the files in the current archive folder ordered by descending names. You can open a file with a double click or you can click one or more files one after the other to select them. You can also click a selected file again to deselect it. The selected files can then be processed with the following context menu.

#### 11. Context menu

If you right-click the file list or if you press and hold your finger for about one second on it, a context menu appears. If no file is selected, the menu contains a single command only:

- Select all  
All files will be selected.

If at least one file is selected, the following commands are provided:





- Delete selected file(s)  
All selected files will be deleted.
- Share selected file(s)  
All selected files will be shared by using the mail-app.
- Copy/move files

The access paths of the marked files are stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the files to the new folder. However, the paths are saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under

- Clear selection

No file will be selected anymore.

The files will stay selected until you delete a file in this folder or you terminate the application.

-  If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.
-  If you click this button, the [game statistics pane](#) will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.
-  Click this button to overlay the [game view](#) with the [help pane](#) showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.
-  If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane. The following secondary commands at the end of the list are never shown as buttons:
  - Update statistics  
If there are older games in your archive that do not yet contain statistics data, you can use this command to generate the missing statistics data, update the respective game files, and include the generated data in the current game statistics. The current statistics always refer to the system user. If this user has controlled several players, only the games of the first player are included in the statistics.
  - Create statistics  
With this command you can create a new statistic. If the file list is filtered, only the filtered files will be evaluated. If files are selected, only these will be used. The created statistics refer to the system user. If this user has controlled several players, only the games of the first player are included in the statistics.

When you execute one of these commands, the [statistics pane](#) is opened and the processing progress is displayed there continuously. After processing is complete, you will then see the finished statistics.

## 3.2.8 Statistics Files

Figure 27 shows the statistics files pane.

You can select a folder of your choice on this pane, where the statistics files of KubiSolitaire will be stored. You can also open, copy, delete or share statistics files with others.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

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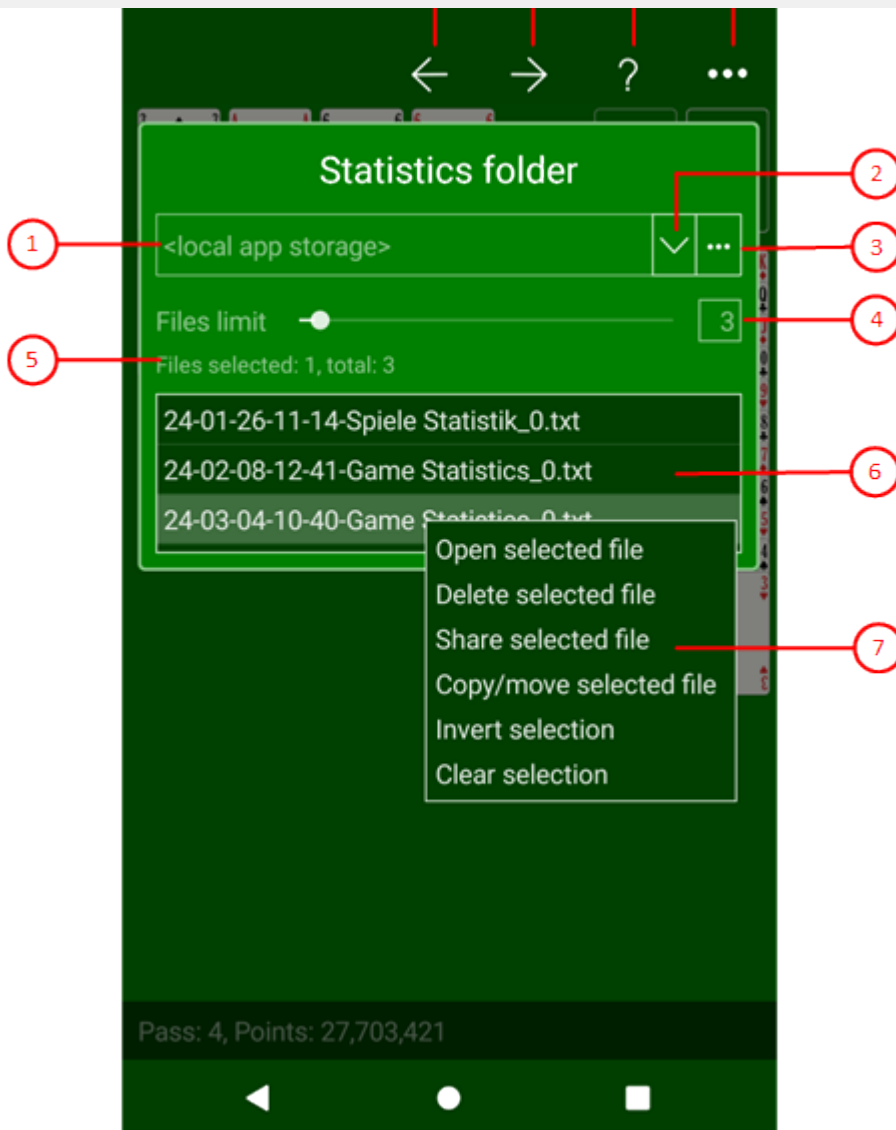


Figure 27: Game Statistics Pane

1. Path to statistics folder  
This shows the path to the folder containing the statistics files. The statistics folder may be either a user-defined folder or the default "Statistics" folder within the local app storage. If you want to access the statistics from different devices, you should create such a folder on "OneDrive" and select it here.
2. Drop-down button  
With this button, you can fold-down or fold-up the items list and select one them. Up to seven entries are possible. One of them is the default folder in the local app storage:
  - <local app storage> and
  - up to six user-defined folders.

The entry selected lastly is always on top of the list. If already six user-defined entries exist, a new folder ousts the last user-defined folder. If you press the right mouse button on a user-defined entry or if you press and hold the finger for about one second on such an entry, a context menu appears allowing you to remove the entry. If you select the menu item, the entry will be removed. However, the folder is preserved of course. The



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If the global option ["Use OneDrive statistics"](#) is checked, the OneDrive pane is called instead of the folder picker. Use it to select or set up a folder on OneDrive.

#### 4. Upper files limit

By using this slider, you can set the upper limit for game files in the local app storage between 2 and 20. Default value is 5. If the upper limit is reached, each new statistics file created causes the deletion of the oldest file in it. Please note, that the age of the file is determined by the game start date not by the file modification date. The game start date is used as prefix of each file name.

#### 5. Files count

The total number of files in the folder is shown here. Besides the total files count, the number of selected files is also shown.

#### 6. File list

This list shows the files in the current statistics folder. You can open a file with a double click or you can click one or more files one after the other to select them. You can also click a selected file again to deselect it. The selected files can then be processed with the following context menu.

#### 7. Context menu

If you right-click the file list or if you press and hold your finger for about one second on it, a context menu appears. If no file is selected, the menu contains a single command only:

- Select all

All files will be selected.

If at least one file is selected, the following commands are provided:

- Delete selected file(s)

All selected files will be deleted.

- Share selected file(s)

All selected files will be shared by using the mail-app.

- Copy/move files

The access paths of the marked files are stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the files to the new folder. However, the paths are saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access paths are also copied to the clipboard. They can then also be processed further with the File Explorer, for example.


- Invert selection


The file not selected currently will be selected instead of the files currently selected.


- Clear selection

No file will be selected anymore.

The files will stay selected until you delete a file in this folder or you terminate the application.

8.  If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

9.  If you click this button, the [game images pane](#) will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

10.  Click this button to overlay the [game view](#) with the [help pane](#) showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

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pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

## 3.2.9 Game Images

Figure 18 shows the game images pane.

You can select a folder of your choice on this pane, where the card backs you have created are stored. You can also copy, delete or share the files.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

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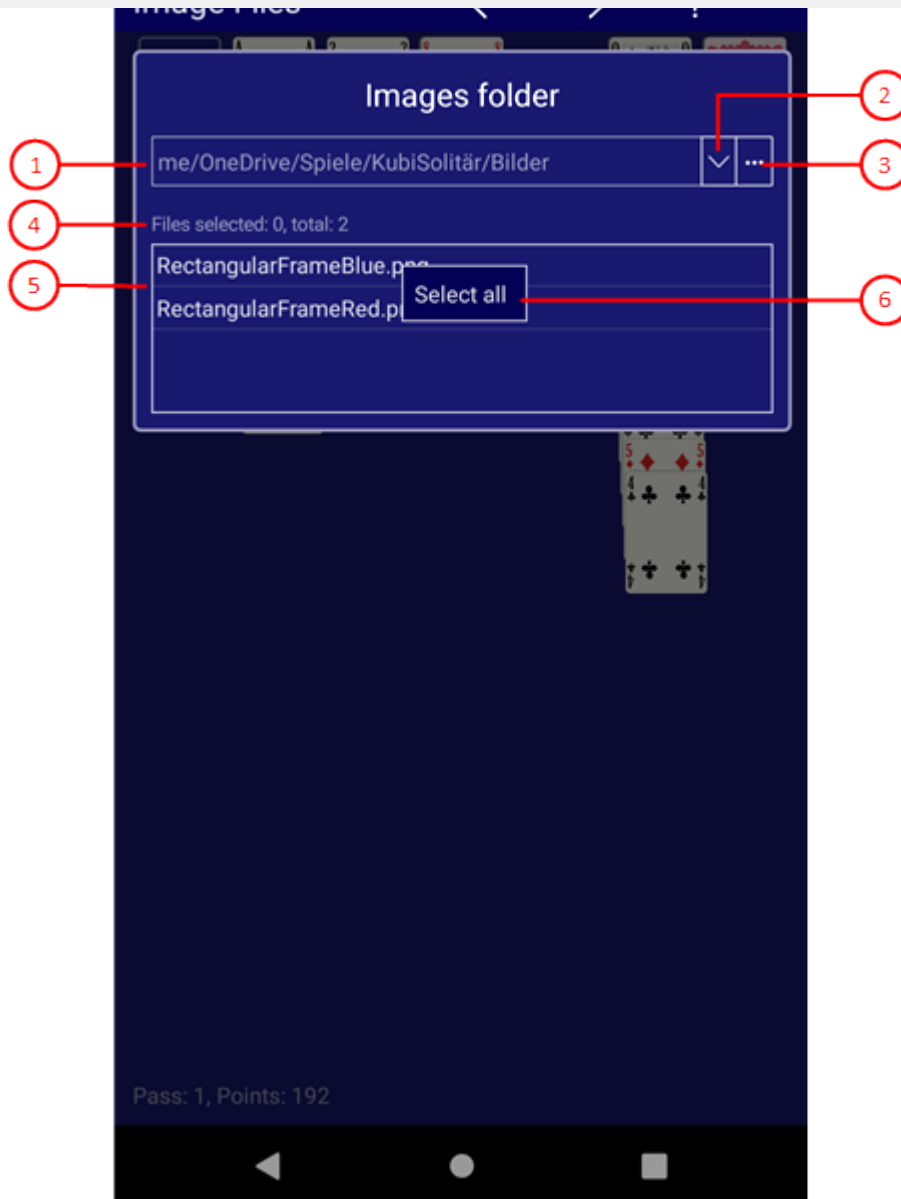


Figure 18: Game Images Pane

## 1. Path to images folder

The path to the images folder is shown here. The images folder may either be a user selected folder or the default "Images" folder within the local app storage. If you want to access the folder from different devices, you should create such a folder on "OneDrive" and select it here.

## 2. Drop-down button

With this button, you can fold-down or fold-up the items list and select one them. Up to seven entries are possible. One of them is the default folder in the local app storage:

- <local app storage> and
- up to six user-defined folders.

The entry selected lastly is always on top of the list. If already six user-defined entries exist, a new folder ousts the last user-defined folder. If you press the right mouse button on a user-defined entry or if you press and

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## 3. Browse button

With this button, you can call the folder picker dialog to find and select an appropriate folder.

If the global option "[Use OneDrive images](#)" is checked, the OneDrive pane is called instead of the folder picker. Use it to select or set up a folder on OneDrive.

## 4. Files count

The total number of files in the folder is shown here. Besides the total files count, the number of selected files is also shown.

## 5. File list

This list shows the files in the selected images folder. You can select one or more of them for deletion or for sharing. If you right-click a file item or if you press and hold your finger for about one second on a file item, a context menu appears allowing you to delete or to share that single file by selecting the appropriate menu command.

## 6. Context menu


If you right-click the file list or if you press and hold your finger for about one second on it, a context menu appears. If no file is selected, the menu contains a single command only:


- Select all  
All files will be selected.


If at least one file is selected, the following commands are provided:


- Delete selected file(s)  
All selected files will be deleted.
- Share selected file(s)  
All selected files will be shared by using the mail-app.
- Copy/move files  
The access paths of the marked files are stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the files to the new folder. However, the paths are saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access paths are also copied to the clipboard. They can then also be processed further with the File Explorer, for example.
- Invert selection  
The file not selected currently will be selected instead of the files currently selected.
- Clear selection  
No file will be selected anymore.

The files will stay selected until you delete a file in this folder or you terminate the application.

7.  If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

8.  If you click this button, the [log files pane](#) will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

9.  Click this button to overlay the [game view](#) with the [help pane](#) showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

10.  If the current width of the game view does not allow to display all primary commands of the app bar as

subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

## 3.2.10 Log Files

Figure 28 shows the log files pane.

You can select a folder of your choice on this pane, where the log files of KubiSolitaire will be saved. In addition, files that are attached to an email you have created are also stored there. You can view, copy, delete or share the files with others.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

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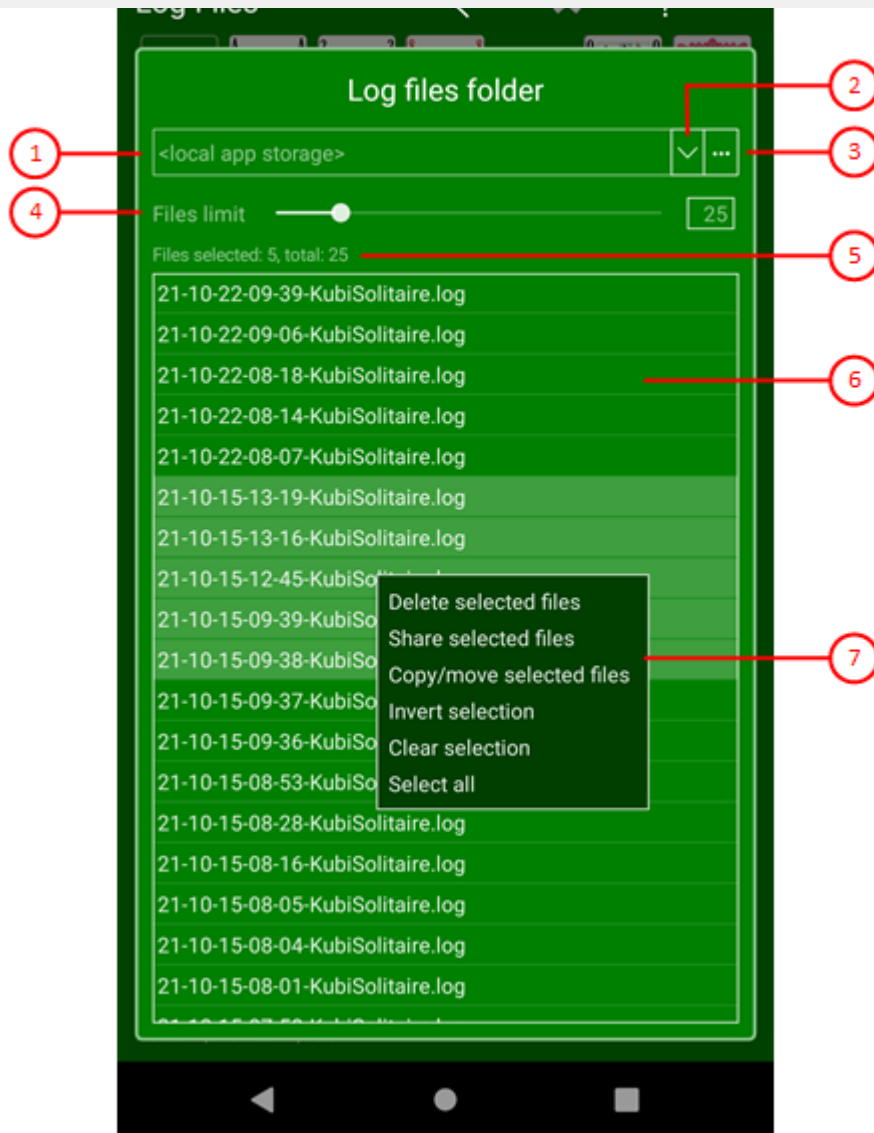


Figure 28: Log Files Pane

1. Path to images folder

The path to the images folder is shown here. The log files folder may either be a user selected folder or the default "LogFiles" folder within the local app storage.

2. Drop-down button

With this button, you can fold-down or fold-up the items list and select one them. Up to seven entries are possible. One of them is the default folder in the local app storage:

- <local app storage> and
- up to six user-defined folders.

The entry selected lastly is always on top of the list. If already six user-defined entries exist, a new folder ousts the last user-defined folder. If you press the right mouse button on a user-defined entry or if you press and hold the finger for about one second on such an entry, a context menu appears allowing you to remove the entry. If you select the menu item, the entry will be removed. However, the folder is preserved of course. The entry with the default folder cannot be removed.

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## 4. Upper files limit

By using this slider, you can set the upper limit for game files in the local app storage between 10 and 100. Default value is 25. If the upper limit is reached, each new log file created causes the deletion of the oldest file in it. Please note, that the age of the file is determined by the game start date not by the file modification date. The game start date is used as prefix of each file name.

## 5. Files count

The total number of files in the folder is shown here. Besides the total files count, the number of selected files is also shown. If instead of the file list the content of a log file is shown, the name of the file opened and a advice how to close the file is displayed.

## 6. File list

This list shows the files in the current log files folder ordered by descending names. You can open a file with a double click or you can click one or more files one after the other to select them. You can also click a selected file again to deselect it. The selected files can then be processed with the following context menu.

## 7. Context menu


If you right-click the file list or if you press and hold your finger for about one second on it, a context menu appears. If no file is selected, the menu contains a single command only:


- Select all  
All files will be selected.


If at least one file is selected, the following commands are provided:

- Delete selected file(s)  
All selected files will be deleted.
- Share selected file(s)  
All selected files will be shared by using the mail-app.
- Copy/move files  
The access paths of the marked files are stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the files to the new folder. However, the paths are saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access paths are also copied to the clipboard. They can then also be processed further with the File Explorer, for example.
- Invert selection  
The file not selected currently will be selected instead of the files currently selected.
- Clear selection  
No file will be selected anymore.

The files will stay selected until you delete a file in this folder or you terminate the application.

8.  If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

9.  This button is enabled only if the contents of a file are shown instead of the file list. Click this button if you want to close the file again.

10.  Click this button to overlay the [game view](#) with the [help pane](#) showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

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maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

## 3.2.11 Statistics

Figure 29 shows the statistics pane. It presents various game results in calendar form.

The current game statistics are loaded when the app is started and automatically saved when the app is suspended. However, from the [Archive](#), statistics can also be generated for games not yet recorded and displayed here.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

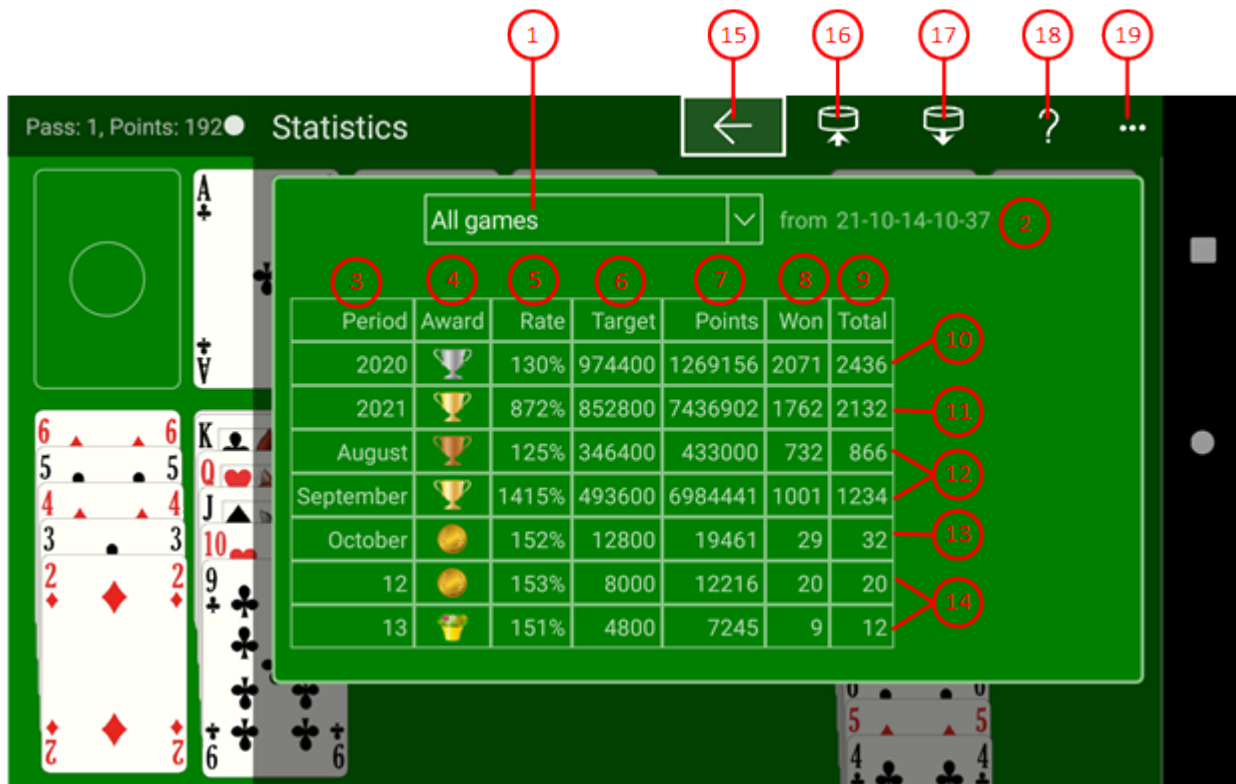


Figure 29: Statistics - All Games

The game results are summarized in periods. The smallest period is the day, the middle is the month, and the greatest period is the year. Only for the last month the results are kept per day. The results of the previous months in the last year are collected per month and the results of previous years are summarized per year.

1. Statistics  
Here you can select the type of statistics:

Statistics	Evaluation
All games	All game types: Draw 1 to 3 are summarized
Draw1	Only Draw1 games



2. Creation date of the statistics.

3. Period  
This column specifies the period to which the quiz results in this line refer.

4. Award  
This column shows the award you earned during the period. The following table shows the requirements for the awards.

Award	Target Points per Game			Minimum Points	Minimum Success Rate
	Draw1	Draw2	Draw3		
Bronze Flower Pot	400	300	200	5000	90%
Silver Flower Pot	400	300	200	5000	130%
Gold Flower Pot	400	300	200	5000	150%
Bronze Medal	400	300	200	10000	90%
Silver Medal	400	300	200	10000	130%
Gold Medal	400	300	200	10000	150%
Bronze Cup	400	300	200	20000	90%
Silver Cup	400	300	200	20000	130%
Gold Cup	400	300	200	20000	150%

Table 17: Awards and their Requirements

5. Rate  
Success rate in the period  $r = \text{target points per game} * \text{number of games} / \text{achieved points} * 100\%$ .

6. Target  
Target points per game \* number of games.






7. Points  
Points achieved in that period.

8. Won  
Number of games won.

9. Total  
Total number of games played.

10. Past year  
The results of past years are summarized in one line each.

11. Current year

13. Current month  
The results achieved in the current month are summarized here additionally.
14. Day  
The results on the days of the current month are summarized in one line each.
15.  If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.
16.  Press this button if you want to save the statistics shown to a file. You can freely select the saving location.
17.  Press this button to locate and open another statistics file to be shown.
18.  Click this button to overlay the [game view](#) with the [help pane](#) showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.
19.  If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

## 3.2.12 App Info

[Figure 20](#) shows the app info pane.

You can find information about the application on this pane and you can switch to the store to write a review about the application there. If you have a problem with KubiSolitaire, you can also send an email directly to KubiSolitaire support.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

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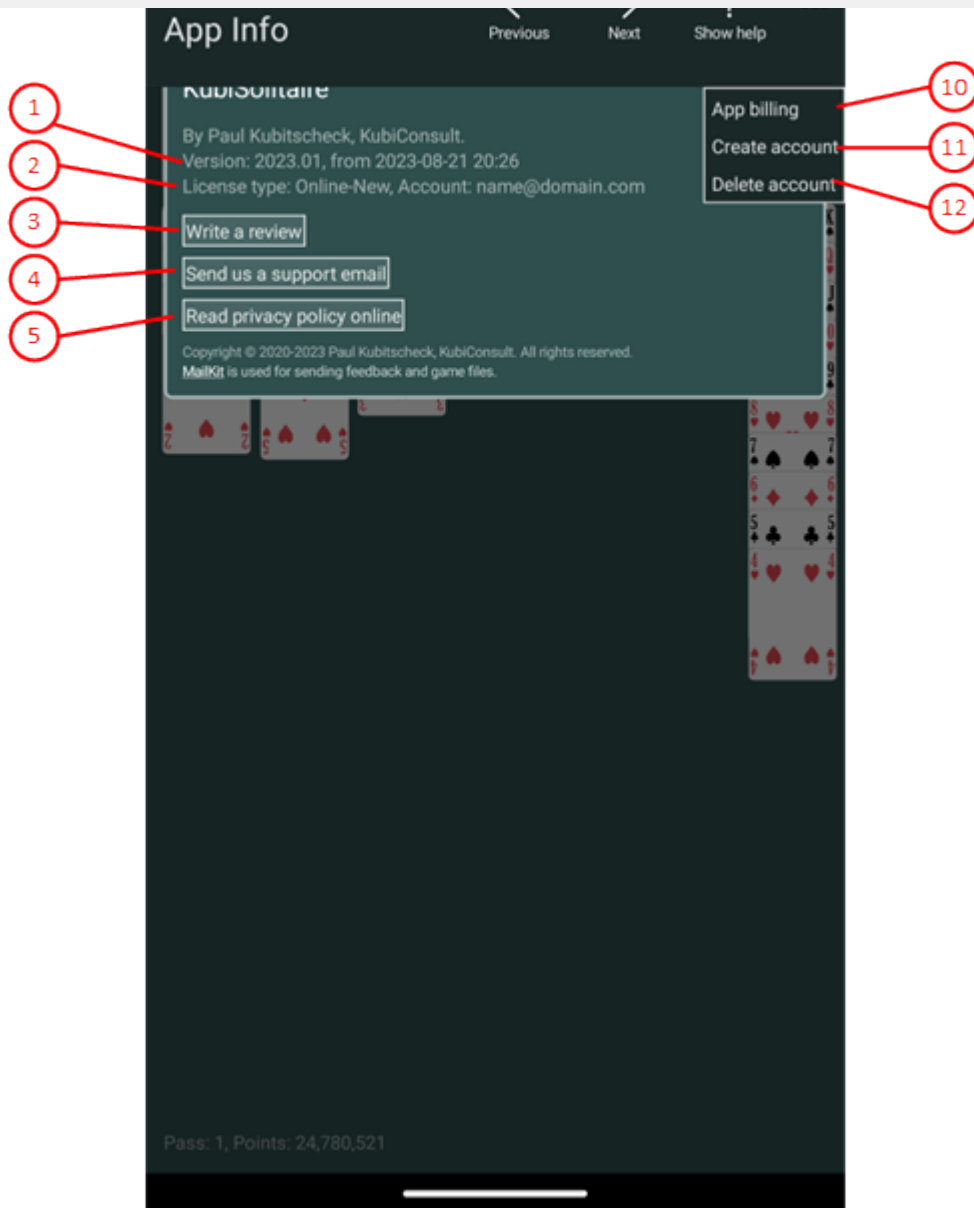






Figure 20: App Info Pane

1. Version  
Shows the version number and the build date of the app.
2. Lizenztyp und Konto  
Shows the license type and the account name. The account name is "anonymous" if you use the offline license.
3. Write a review  
Press this button if you want to go to the store and write a review about KubiSolitaire that other potential buyers can read.
4. Send us a support email  
Press this button if you have noticed a problem with KubiSolitaire or would like to make a suggestion for

5. Click this button to show the [privacy policy](#) in the online-help.
6.  If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.
7.  If you click this button, the [app billing pane](#) will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.
8.  Click this button to overlay the [game view](#) with the [help pane](#) showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.
9.  If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.
  10. With this command you can display the [app billing pane](#)
  11. With this command you can display the [account setup pane](#).
  12. With this command you can delete your online account with all data from the KubiSolitaire server. This will automatically switch you to the [offline license](#). Before you will be asked again if you really want to do this.

## 3.2.12.1 Send Email

[Figure 33](#) shows the send email pane. This pane is shown when you want to send feedback to support or when you want to share game files with someone.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

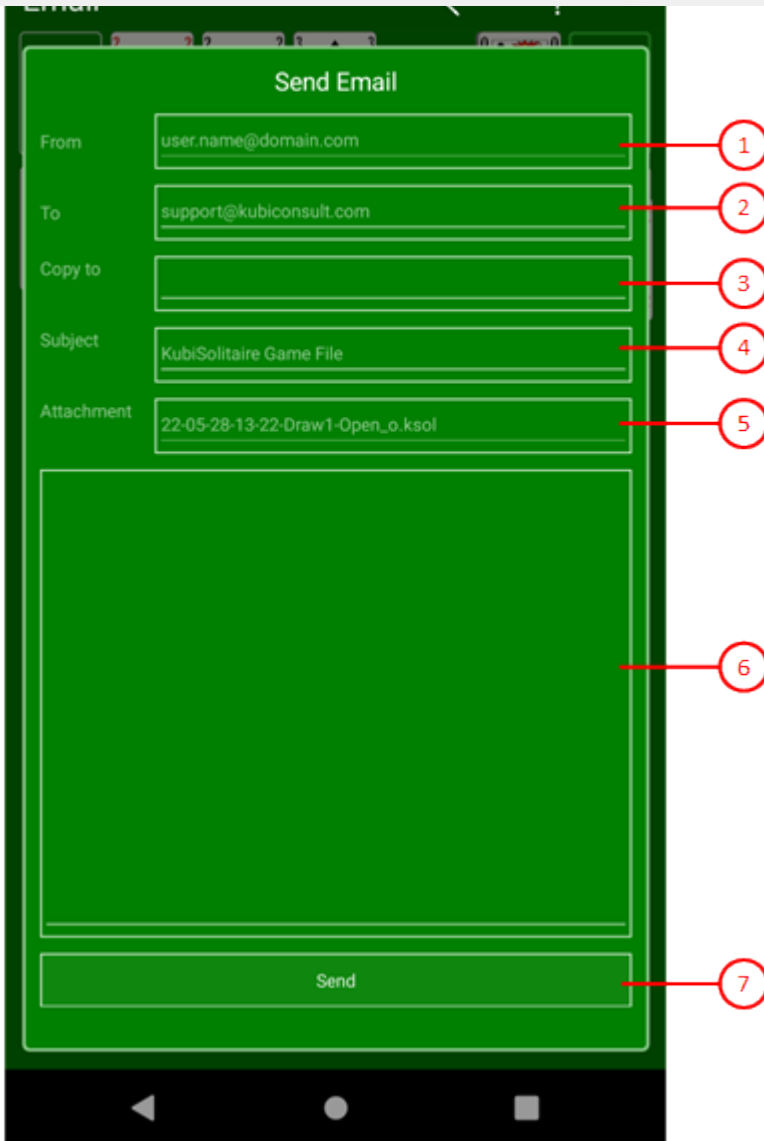





Figure 33: Send Email Pane

1. From  
Displays the email address that corresponds to your account.
2. To  
Here you can enter the email addresses to which you want to send the mail.
3. Copy to  
Here you can enter the email addresses whose recipients should receive a copy.
4. Subject  
Here you can enter what the message is about.
5. Message  
Here you can enter a detailed message.

7. **Send**  
Press this button to send the email.
8.  If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.
9.  Click this button to overlay the [game view](#) with the [help pane](#) showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.
10.  If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

## 3.2.13 App Billing

[Figure 30](#) shows the app billing pane. This pane is only displayed if you are using the online license. You can view the billing for your usage licenses on this pane. Also you can purchase an add-on in the store of the respective platform to renew your playing license.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

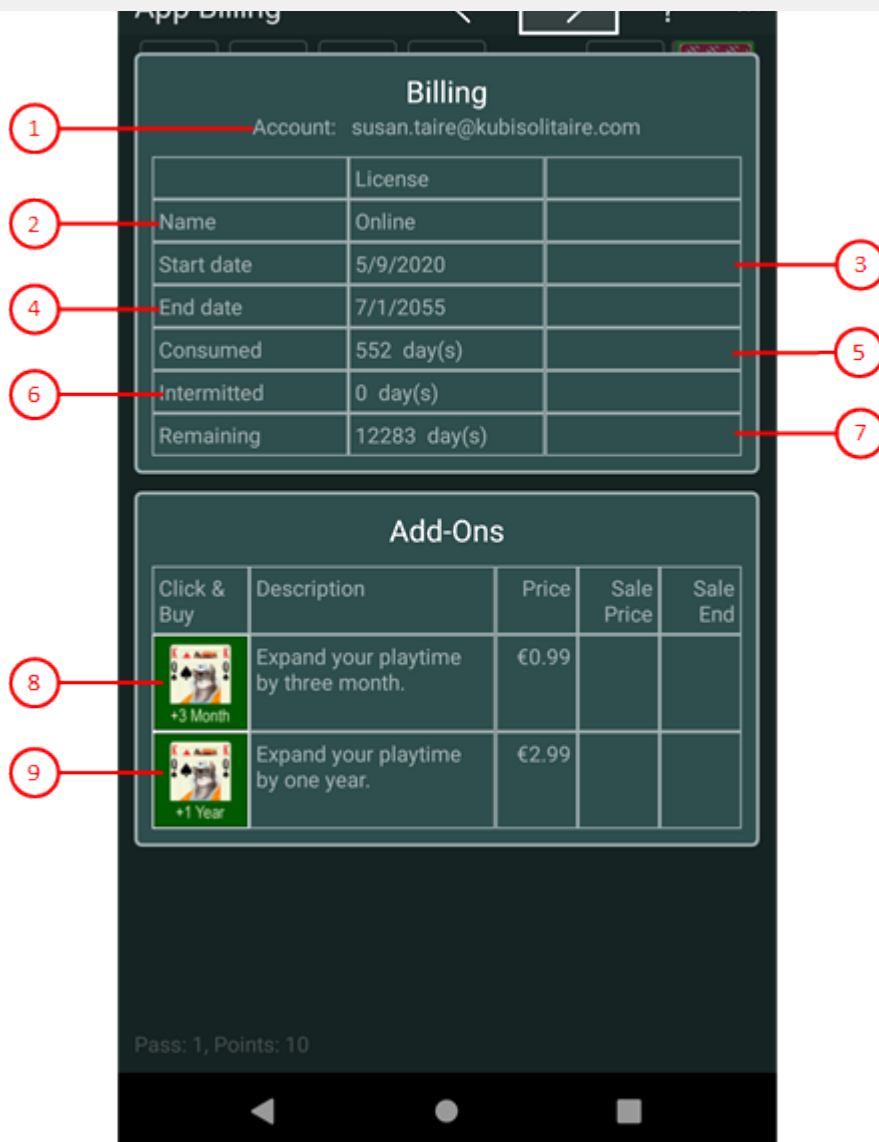


Figure 30: App billing pane

1. Account  
This shows the email address that you use as your account.
2. Name  
This line displays the names of your gaming license.
3. Start date  
This line displays the start dates for the licenses.
4. End date  
This line displays the end dates for the licenses.
5. Consumed  
This shows how many days of the respective license have already been used.

7. Remaining

This shows how many days you can still use the respective license.



8. Press this button if you want to extend your game license for 3 months. The input window of the respective store will then be displayed, with which you can carry out purchase.



9. Press this button if you want to extend your game license for one year. The input window of the respective store will then be displayed, with which you can carry out purchase.



10. If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.



11. If you click this button, the [account exchange pane](#) will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.



12. Click this button to overlay the [game view](#) with the [help pane](#) showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.



13. If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

## 3.2.14 Account Setup

Figure 32 shows the account setup pane. This pane is shown if you have not yet set up a user account. You can enter an email address on it as your account name. A mail with a verification code will then be sent to this address in the 1st step. You will then need to have this code verified in the 2nd step. If the verification is successful, your account will be created. If you cannot create an account, the app will be closed when you exit the pane.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.



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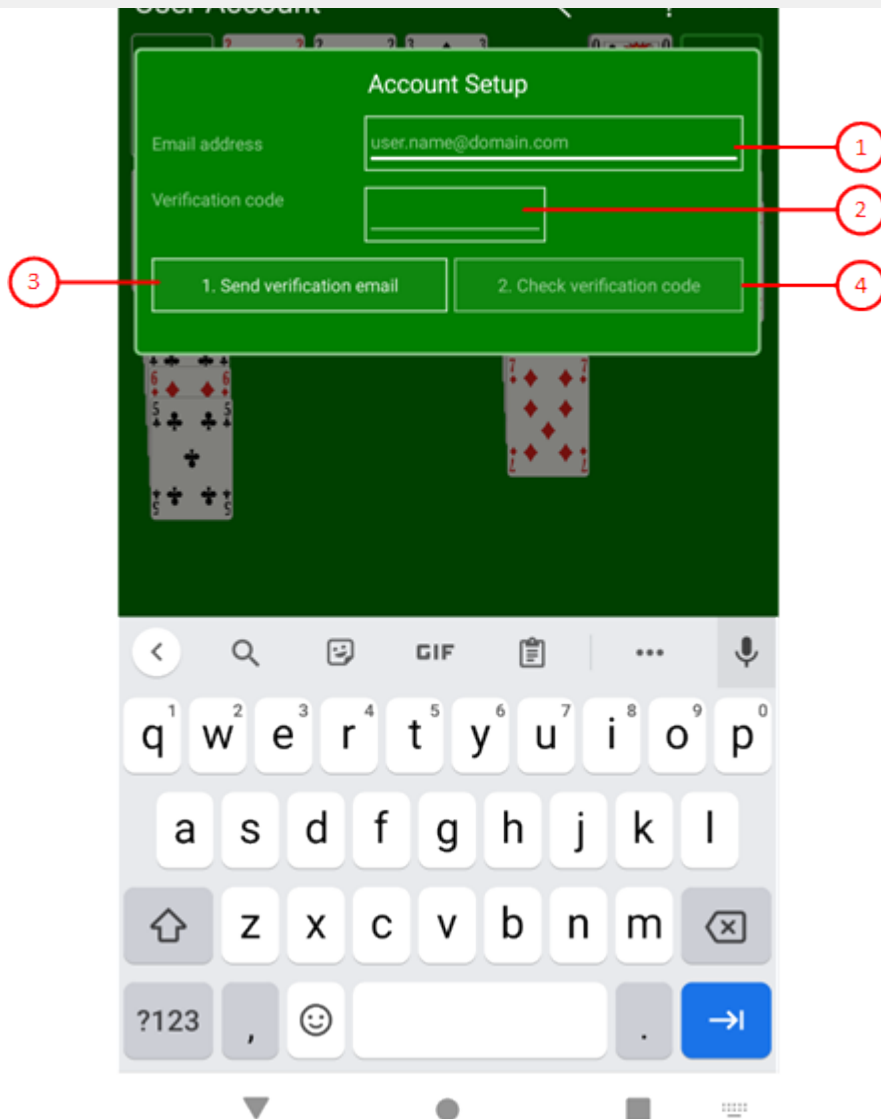




Figure 32: Account Setup Pane

1. Email address  
Here you can enter the email address to be used as the account name.
2. Verification code  
Here you need to enter the verification code that you received by email.
3. Send verification email  
Press this button to send an email to the specified address. This email contains the verification code, which you must enter in the field above after receiving it.
4. Check verification code  
Press this button after you have entered the received verification code. If the verification is successful, your account will be created and you can start playing.

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- 6.  Click this button to overlay the **game view** with the **help pane** showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.
- 7.  If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

### 3.2.15 Online Info

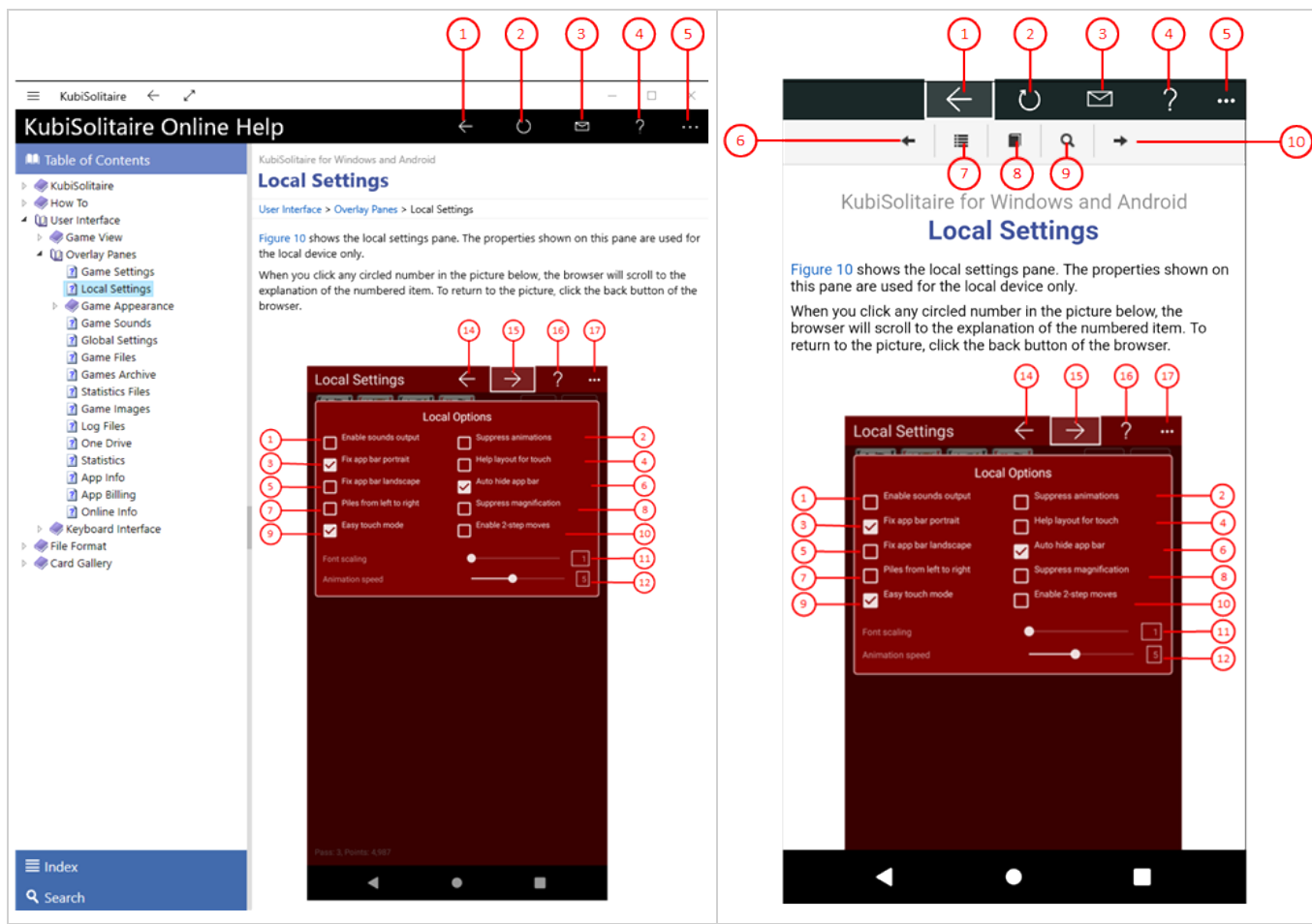
This pane displays online information about KubiSolitaire. This includes the context-sensitive help shown in the following figures. The online information can be displayed only if an internet connection is available. The pane overlays the whole **game view**.






The context-sensitive help provides two different layouts depending on the client device:

- Layout for mouse interaction (figure 21) and
- Layout for Touch Interaction (figure 22).

You may also force the use of the touch layout by selecting the "Help layout for touch" option.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.



1.  If you click this button, the previously visited help pane will be shown as long as such a page exists. If no such page exists, the help pane will be shifted out of view again. Alternatively, you can press the Alt+Left-Arrow key combination.
2.  Click this button if you want to refresh the page content.
3.  Click this button if you want to share the link to the current online help page. The share command bar shows the link and the target applications accepting this. Normally, there is the mail application shown. You may use this app to send the link to someone.
4.  Click this button to replace the current help page by the help for help page.
5.  If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

On the help pages the following navigation keys are provided additionally:

6. Click this help page button to show the previous page according to the page order of the table of contents.
7. Click this help page button to shows the index page.
8. Click this help page button to shows the table of contents.
9. Click this help page button to shows the search page.
10. Click this help page button to shows the next page according to the page order of the table of contents.

## 3.3 Keyboard Interface

All actions of the game can be selected and executed by using the keyboard too. To make this possible the user must ensure that the desired element has the input focus assigned. In case of input fields, selection lists, and buttons, the input focus is indicated by a highlighted line ([figure 23](#)). In case of playing cards, the input focus is indicated by a gold-colored or green-colored border ([table 5](#)).



Figure 23: Button (undo) with Input Focus

In figure 23, it is also recognizable that the undo button is enabled and displayed normal whereas the redo button is disabled and displayed grayed.

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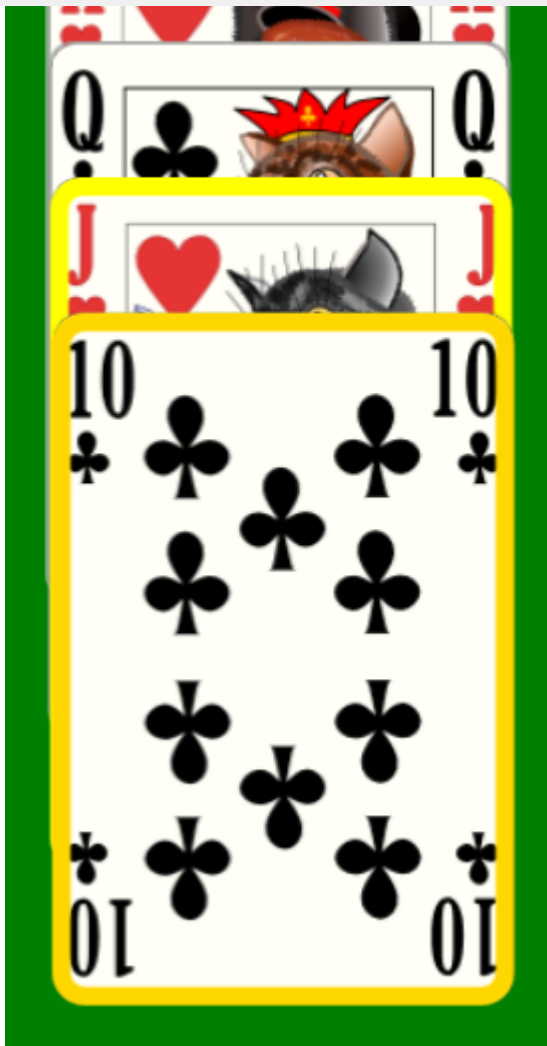


Figure 24: Playing Card (Clubs 10) with Input Focus

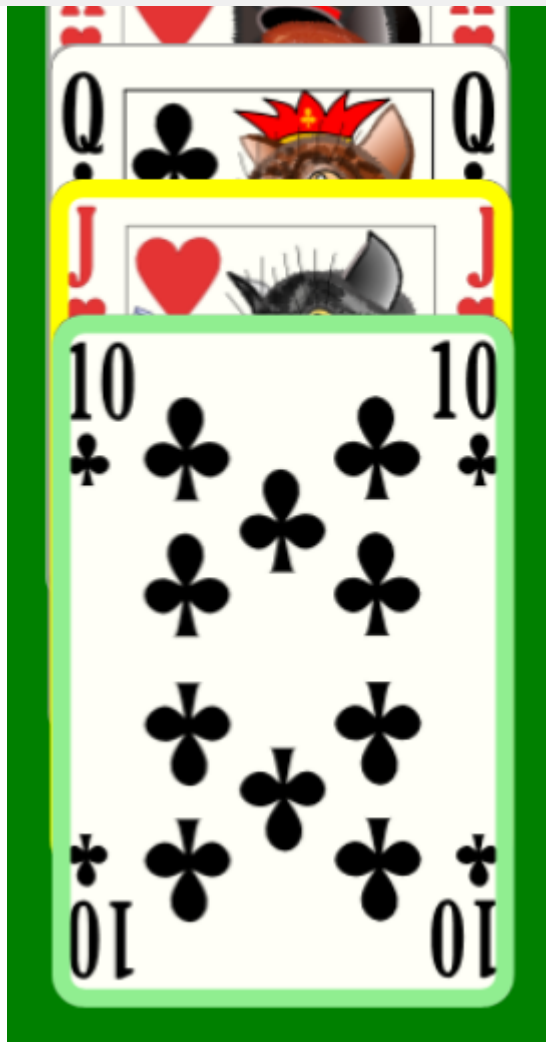


Figure 25: Playing Card (Clubs 10) with Input Focus Assigned by Playing Assistant

Table 5: Playing Card with Input Focus

If the playing assistant has selected a card, that card is focused and gets a green-colored border (figure 25) instead of the gold-colored border (figure 24) temporarily. In figure 24 and 25 it is also recognizable that the Hearts Jack has a yellow-colored border. The yellow border is indicating the mouse pointer is over the card whereas the gold border is indicating the input focus. If the mouse pointer would also be over the Clubs 10, the border color of the focused card would be a little bit darker.

The most important keys for shifting the input focus and for executing the action associated with the focused input element are summarized in table 6:

Key	Function
Tab	Shifts the input focus to the next input element.
Shift+Tab	Shifts the input focus to the previous input element.
Enter	Executes the action associated with the focused input element. Examples: The button command is

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Additional keys you can find in the following subchapters:

- [Playing Cards](#)
- [Shortcuts](#)

## 3.3.1 Keys for Playing Cards and Card Piles

Figure 26 shows the focusable card piles on the gaming table. The Diamonds Jack on the waste pile is focused just now.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.

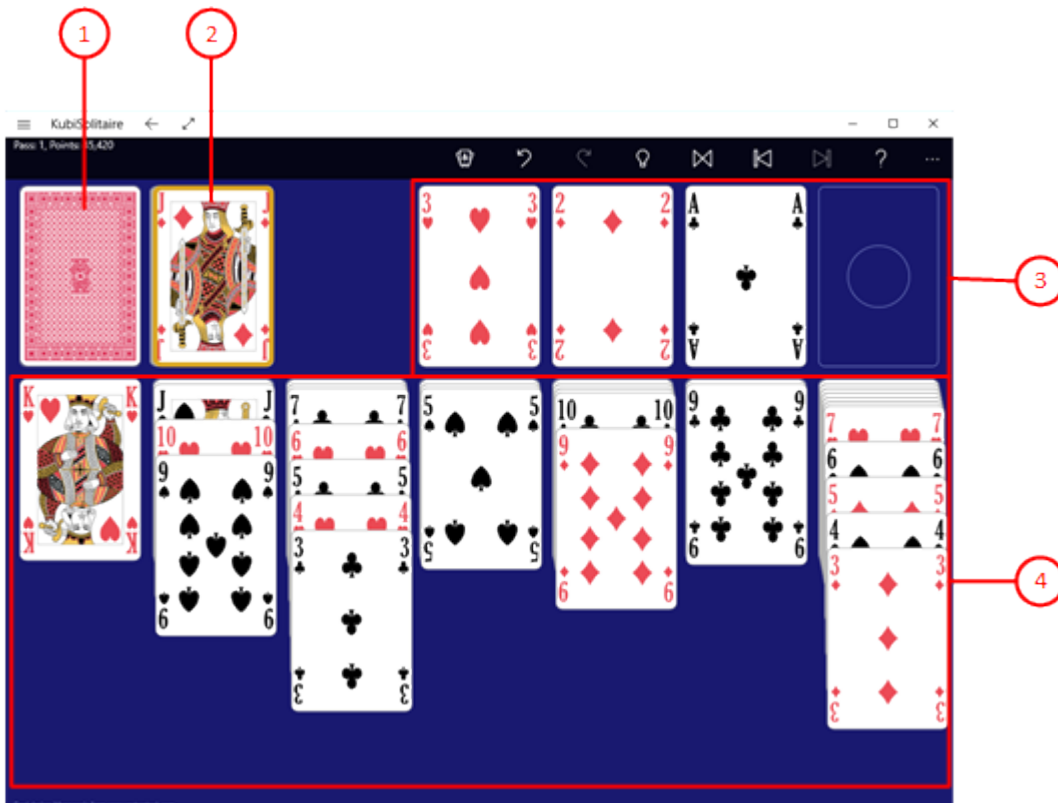



Figure 26: Focusable Card Piles

1. Start pile  
The top card is focusable as long as the pile is not empty or the last pass is not passed through yet.
2. Waste pile  
Only the top card is focusable. The Hearts 5 is focused just now.
3. Finish piles  
Only the top card is focusable.
4. Tableau piles  
All face-up cards on the tableau piles are focusable. Because of the stacked order of the cards, the top card on a tableau pile is the nearest to the bottom of the screen and the bottom card of a tableau pile is the nearest to

Key	Pile	Function
Left arrow	all	Sets the input focus to the next focusable <a href="#">top card</a> to the left. If the currently focused card is on the first pile in a row, the next card is found on the last focusable pile on the row below or above the current row.
Right arrow	all	Sets the input focus to the next focusable <a href="#">bottom card</a> to the right. If the currently focused card is on the last pile in a row, the next card is found on the first focusable pile on the row below or above the current row.
Down arrow	all	Sets the input focus to next focusable card below. If the currently focused card is the last on the pile in downward direction, the next card is found on a pile below or above the current pile.
Up arrow	all	Sets the input focus to next focusable card above. If the currently focused card is the last on the pile in upward direction, the next card is found on a pile above or below the current pile.
Tab	all	Sets the input focus to the next input element according to the defined tab order and round robin.
Shift+Tab	all	Sets the input focus to the previous input element according to the defined tab order and round robin.
Esc	all	Resets the <a href="#">source</a> marking of a pending card move. Restores a magnified pile.
Enter Space	<a href="#">Start</a>	The next couple of cards (1, 2, or 3 cards) is turned from the start to the waste pile.
Enter Space	<a href="#">Waste</a> <a href="#">Finish</a> <a href="#">Tableau</a>	If the local option " <a href="#">Enable 2-step moves</a> " is selected, the focused card is checked if a move to a target pile is possible. If this is not the case, the border of the card gets red-colored and the pile is magnified if not suppressed by a <a href="#">local setting</a> . If a move is possible and the playing assistant is used, the move is executed directly. If the playing assistant is not used, either the card is marked as <a href="#">source</a> for a pending move or the move from the source card already marked to the current card is executed.
Alt	<a href="#">Waste</a> <a href="#">Finish</a> <a href="#">Tableau</a>	Magnifies the pile or restores a magnified pile.

Table 7: Keys for Playing Cards and Card Piles

 If a card is marked as source, its border becomes blue-colored. The source marking stays until the target of the card move is marked or the marking is removed by pressing the Esc button or the [back button](#).

## 3.3.2 Shortcuts

Keyboard shortcuts are representing abbreviations for general functions, like undo or save. They are not bound to a specific input element. Instead, they are received by the superior game view and executed if allowed and possible. Table 8 shows all shortcuts defined:

Key	Function	Remarks
Alt+Home	Makes the app bar visible and sets the input focus to	

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Ctrl+A	Shows the <a href="#">games archive pane</a> .	
Ctrl+F	Shows the <a href="#">game files pane</a> .	
Ctrl+N	Starts a new game.	If the current game state is not saved yet, the user is asked if that should be done or if the current state shall be discarded. It is also possible to cancel the action.
Ctrl+R	Restarts the current game.	All actions done are reverted.
Ctrl+S	Save current game state.	The current game state is saved only if it has been changed in any way since loading.
Ctrl+T	The playing assistant selects that playing card or control element appropriate for performing the next action once only. To confirm the selected action, it is sufficient to press the Enter key or the Spacebar.	If the playing assistant shall always select the next possible action, the associated global <a href="#">option</a> must be checked.
Ctrl+Y	Repeats the last action reverted.	
Ctrl+Z	Reverts the last action.	
Esc	Stops a running animation or lets overlay panes disappear. If a card pile is magnified currently, it will be restored.	The key could be evaluated also by the focused input element.
F1	Shows the online help page associated to the current content of the game view.	The online is available only if an internet connection is active.

Table 8: Shortcuts for General Functions

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## 4.1 Schema Definition of the Game File

### KubiSolitaire.xsd

```
<?xml version="1.0" encoding="utf-8"?>
<!-- edited with XMLSpy v2018 (x64) (http://www.altova.com) (c) by Paul Kubitscheck
(KubiConsult) -->
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema"
elementFormDefault="qualified" attributeFormDefault="unqualified">
  <xs:element name="KubiSolitaire">
    <xs:complexType>
      <xs:sequence>
        <xs:element name="Comment" minOccurs="0" maxOccurs="1"/>
        <xs:element name="GameSettings">
          <xs:complexType>
            <xs:attribute name="Draw" type="drawType"/>
            <xs:attribute name="Scoring" type="scoringType"/>
            <xs:attribute name="PassesMaximum" type="xs:unsignedByte"/>
            <xs:attribute name="Options" type="xs:string"/>
          </xs:complexType>
        </xs:element>
        <xs:element name="GameState">
          <xs:complexType>
            <xs:attribute name="Status" type="gameStatusType"/>
            <xs:attribute name="GameTime" type="xs:unsignedInt"/>
            <xs:attribute name="PassesCount" type="xs:unsignedByte"/>
            <xs:attribute name="Points" type="xs:int"/>
            <xs:attribute name="Bankroll" type="xs:int"/>
            <xs:attribute name="IsStatRecorded" type="xs:boolean"/>
          </xs:complexType>
        </xs:element>
        <xs:element name="StartStack" type="cardStackType" minOccurs="1"
maxOccurs="1"/>
        <xs:element name="WasteStack" type="cardStackType" minOccurs="0"
maxOccurs="1"/>
        <xs:element name="FinishStack" type="cardStackType" minOccurs="0"
maxOccurs="4"/>
        <xs:element name="TableauStack" type="cardStackType" minOccurs="0"
maxOccurs="7"/>
        <xs:element name="UndoStack" minOccurs="0" maxOccurs="1">
          <xs:complexType>
            <xs:sequence>
              <xs:element name="Command" type="commandType"
minOccurs="0" maxOccurs="unbounded"/>
            </xs:sequence>
          </xs:complexType>
        </xs:element>
        <xs:element name="RedoStack" minOccurs="0" maxOccurs="1">
          <xs:complexType>
            <xs:sequence>
              <xs:element name="Command" type="commandType"
minOccurs="0" maxOccurs="unbounded"/>
            </xs:sequence>
          </xs:complexType>
        </xs:element>
      </xs:sequence>
    </xs:complexType>
  </xs:element>
</xs:schema>
```



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```
        <xs:attribute name="SourceStackIndex" type="indexType"
use="required"/>
        <xs:attribute name="TargetStackIndex" type="indexType"
use="required"/>
        <xs:attribute name="VisibleCardsCount"
type="visibleCardsCountType"/>
    </xs:extension>
</xs:complexContent>
</xs:complexType>
<xs:simpleType name="cardNameType">
    <xs:restriction base="xs:string">
        <xs:enumeration value="Empty"/>
        <xs:enumeration value="ClubsAce"/>
        <xs:enumeration value="ClubsTwo"/>
        <xs:enumeration value="ClubsFour"/>
        <xs:enumeration value="ClubsThree"/>
        <xs:enumeration value="ClubsFive"/>
        <xs:enumeration value="ClubsSix"/>
        <xs:enumeration value="ClubsSeven"/>
        <xs:enumeration value="ClubsEight"/>
        <xs:enumeration value="ClubsNine"/>
        <xs:enumeration value="ClubsTen"/>
        <xs:enumeration value="ClubsJack"/>
        <xs:enumeration value="ClubsQueen"/>
        <xs:enumeration value="ClubsKing"/>
        <xs:enumeration value="DiamondsAce"/>
        <xs:enumeration value="DiamondsTwo"/>
        <xs:enumeration value="DiamondsThree"/>
        <xs:enumeration value="DiamondsFour"/>
        <xs:enumeration value="DiamondsFive"/>
        <xs:enumeration value="DiamondsSix"/>
        <xs:enumeration value="DiamondsSeven"/>
        <xs:enumeration value="DiamondsEight"/>
        <xs:enumeration value="DiamondsNine"/>
        <xs:enumeration value="DiamondsTen"/>
        <xs:enumeration value="DiamondsJack"/>
        <xs:enumeration value="DiamondsQueen"/>
        <xs:enumeration value="DiamondsKing"/>
        <xs:enumeration value="HeartsAce"/>
        <xs:enumeration value="HeartsTwo"/>
        <xs:enumeration value="HeartsThree"/>
        <xs:enumeration value="HeartsFour"/>
        <xs:enumeration value="HeartsFive"/>
        <xs:enumeration value="HeartsSix"/>
        <xs:enumeration value="HeartsSeven"/>
        <xs:enumeration value="HeartsEight"/>
        <xs:enumeration value="HeartsNine"/>
        <xs:enumeration value="HeartsTen"/>
        <xs:enumeration value="HeartsJack"/>
        <xs:enumeration value="HeartsQueen"/>
        <xs:enumeration value="HeartsKing"/>
        <xs:enumeration value="SpadesAce"/>
        <xs:enumeration value="SpadesTwo"/>
        <xs:enumeration value="SpadesThree"/>
        <xs:enumeration value="SpadesFour"/>
        <xs:enumeration value="SpadesFive"/>
        <xs:enumeration value="SpadesSix"/>
    </xs:restriction>
</xs:simpleType>
```

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```
        <xs:enumeration value="SpadesQueen"/>
        <xs:enumeration value="SpadesKing"/>
    </xs:restriction>
</xs:simpleType>
<xs:complexType name="cardStackType">
    <xs:sequence>
        <xs:element name="Card" type="cardType" minOccurs="0" maxOccurs="52"/>
    </xs:sequence>
</xs:complexType>
<xs:complexType name="cardType">
    <xs:attribute name="Name" type="cardNameType"/>
    <xs:attribute name="FaceDown" type="xs:boolean"/>
</xs:complexType>
<xs:complexType name="commandType">
    <xs:choice>
        <xs:element name="TurnCommand" type="cardCommandType"/>
        <xs:element name="DrawCommand" type="cardCommandType"/>
        <xs:element name="DropCommand" type="cardCommandType"/>
        <xs:element name="FlipFaceCommand">
            <xs:complexType>
                <xs:attribute name="SourceStackIndex" type="indexType"
use="required"/>
            </xs:complexType>
        </xs:element>
        <xs:element name="ScoreCommand">
            <xs:complexType>
                <xs:attribute name="Time" type="xs:int"/>
                <xs:attribute name="DeltaBankroll" type="xs:int"/>
                <xs:attribute name="DeltaPoints" type="xs:int"/>
                <xs:attribute name="DeltaPass" type="xs:int"/>
                <xs:attribute name="DeltaGamesCount" type="xs:int"/>
                <xs:attribute name="DeltaWonGamesCount" type="xs:int"/>
            </xs:complexType>
        </xs:element>
    </xs:choice>
</xs:complexType>
<xs:simpleType name="drawType">
    <xs:restriction base="xs:string">
        <xs:enumeration value="One"/>
        <xs:enumeration value="Two"/>
        <xs:enumeration value="Three"/>
    </xs:restriction>
</xs:simpleType>
<xs:simpleType name="gameStatusType">
    <xs:restriction base="xs:string">
        <xs:enumeration value="Open"/>
        <xs:enumeration value="Lost"/>
        <xs:enumeration value="Won"/>
    </xs:restriction>
</xs:simpleType>
<xs:simpleType name="indexType">
    <xs:restriction base="xs:unsignedByte">
        <xs:minInclusive value="0"/>
        <xs:maxInclusive value="12"/>
    </xs:restriction>
</xs:simpleType>
<xs:simpleType name="scoringType">
```

```
        </xs:restriction>
    </xs:simpleType>
    <xs:simpleType name="visibleCardsCountType">
        <xs:restriction base="xs:unsignedByte">
            <xs:minInclusive value="1"/>
            <xs:maxInclusive value="3"/>
        </xs:restriction>
    </xs:simpleType>
</xs:schema>
```

## 4.2 Game Statistics File

The game statistics file is a simple text file that contains several fields separated by tab characters. In the following table, the meaning of the fields and the respective field format is described:

Field- No	Field Name	Format	Content
1	Record type	digit	0: year record 1: year record (summary of the last year) 2: month record 3: month record (summary of the last month) 4: day record
2	Period	yyyy.MM.dd	yyyy: 4 digits for the year MM: 2 digits for the month, 00 for year records dd: 2 digits for the day, 00 for year and month records
3	GamesPlayed	integer	the number of played Draw1 games during period
4	GamesWon	integer	the number of won Draw1 games during period
5	Points	integer	earned points in Draw1 games during period
6-8	as 3-5	as 3-5	for Draw2 games
9-11	as 3-5	as 3-5	for Draw3 games

Table 18: Record Fields of the Game Statistics File

# KubiSolitaire for Windows, Android, and iOS

## 5.1 Classic.Cats



Table 9: Card Gallery - Classic.Cats

## 5.2 Antique

# KubiSolitaire for Windows, Android, and iOS

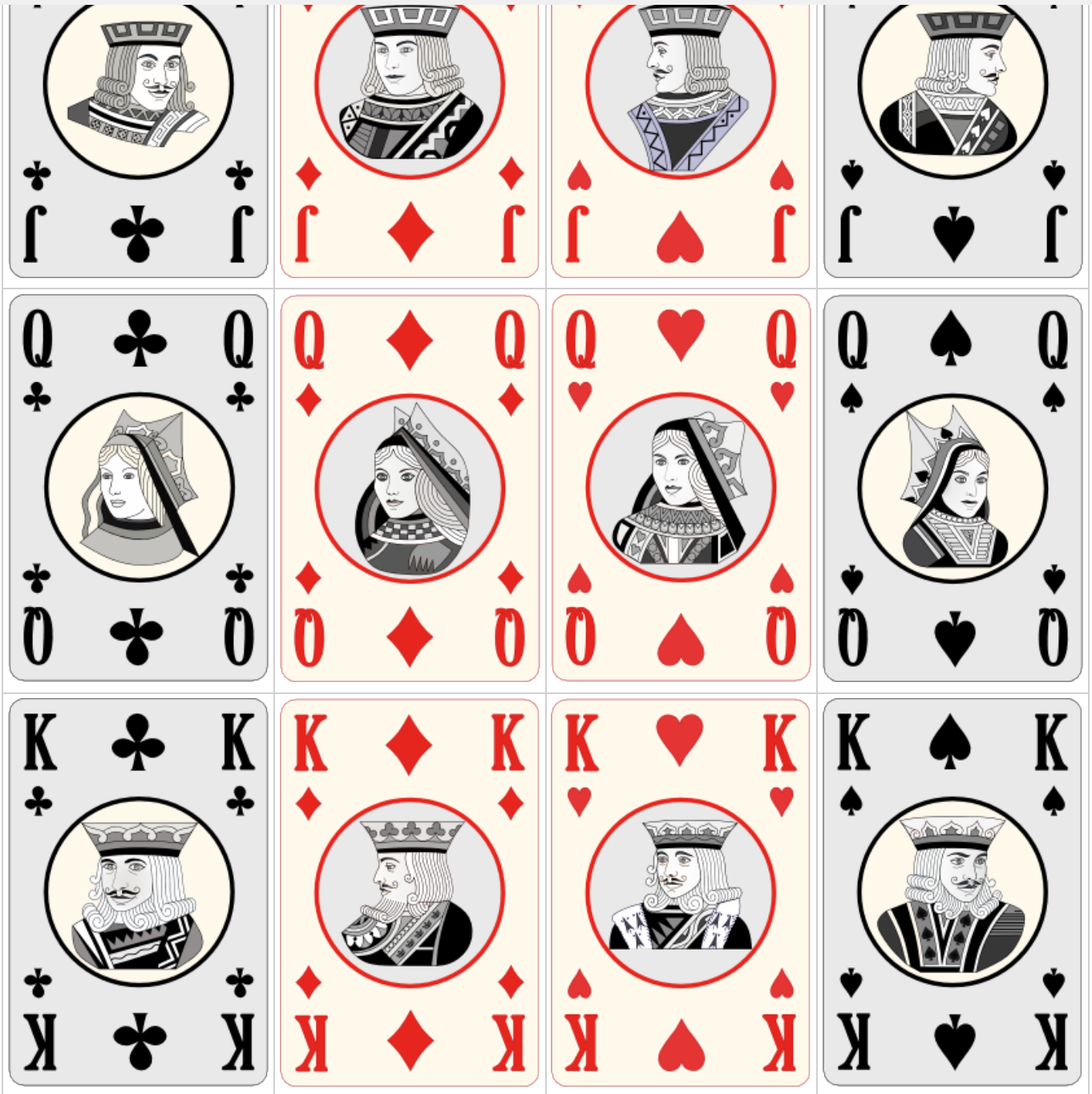


Table 10: Card Gallery - Antique

## 5.3 Mannaggia.New

# KubiSolitaire for Windows, Android, and iOS



Table 11: Card Gallery - Mannaggia.Neu

## 5.4 Mannaggia.Old

# KubiSolitaire for Windows, Android, and iOS



Table 12: Card Gallery - Mannaggia.Old

## 5.5 Vectron

# KubiSolitaire for Windows, Android, and iOS

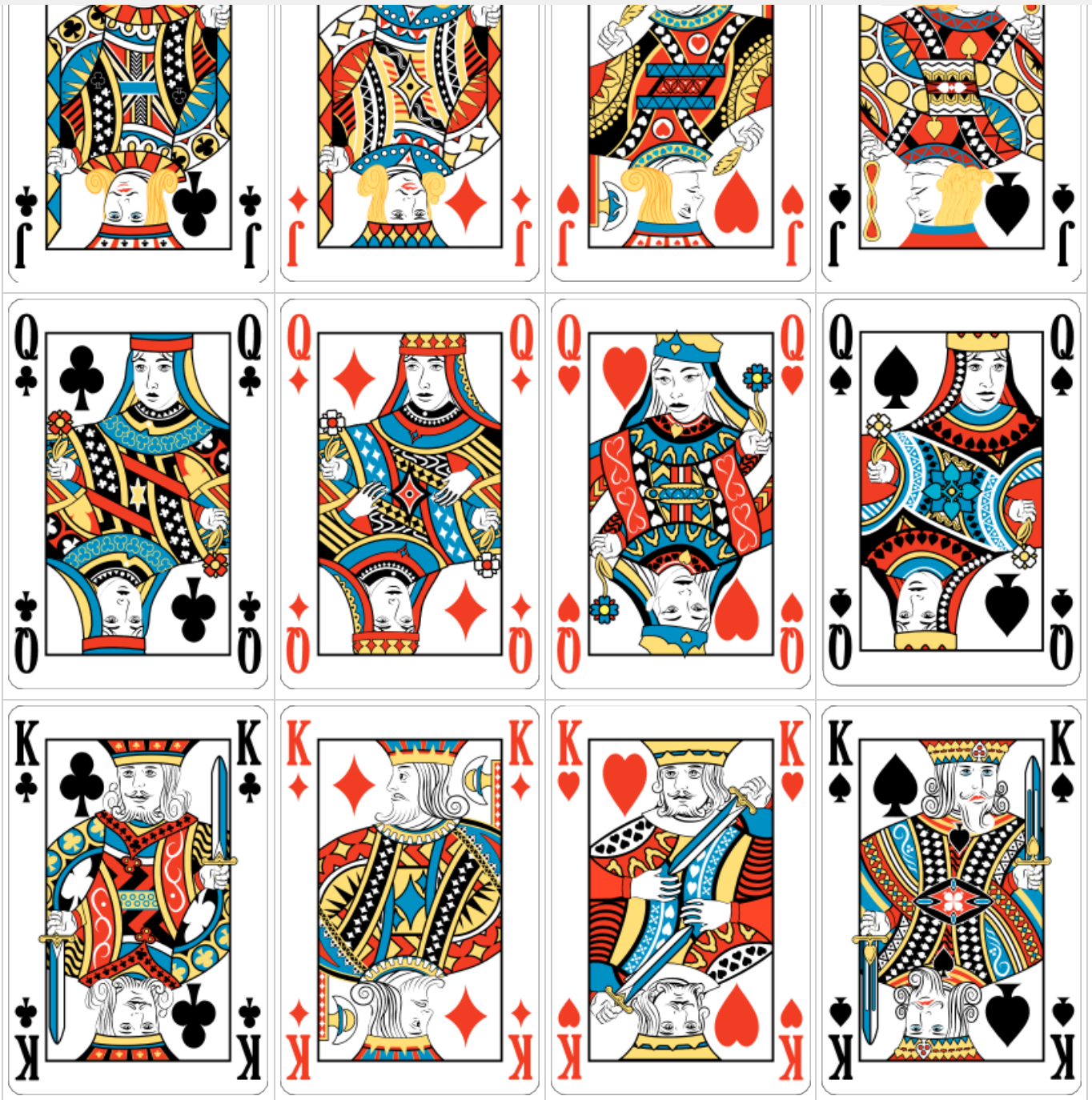


Table 13: Card Gallery - Vectron

## 5.6 Mart m



# KubiSolitaire for Windows, Android, and iOS



Table 14: Card Gallery - Mart\_m

## 5.7 Card Backs

# KubiSolitaire for Windows, Android, and iOS

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# KubiSolitaire for Windows, Android, and iOS

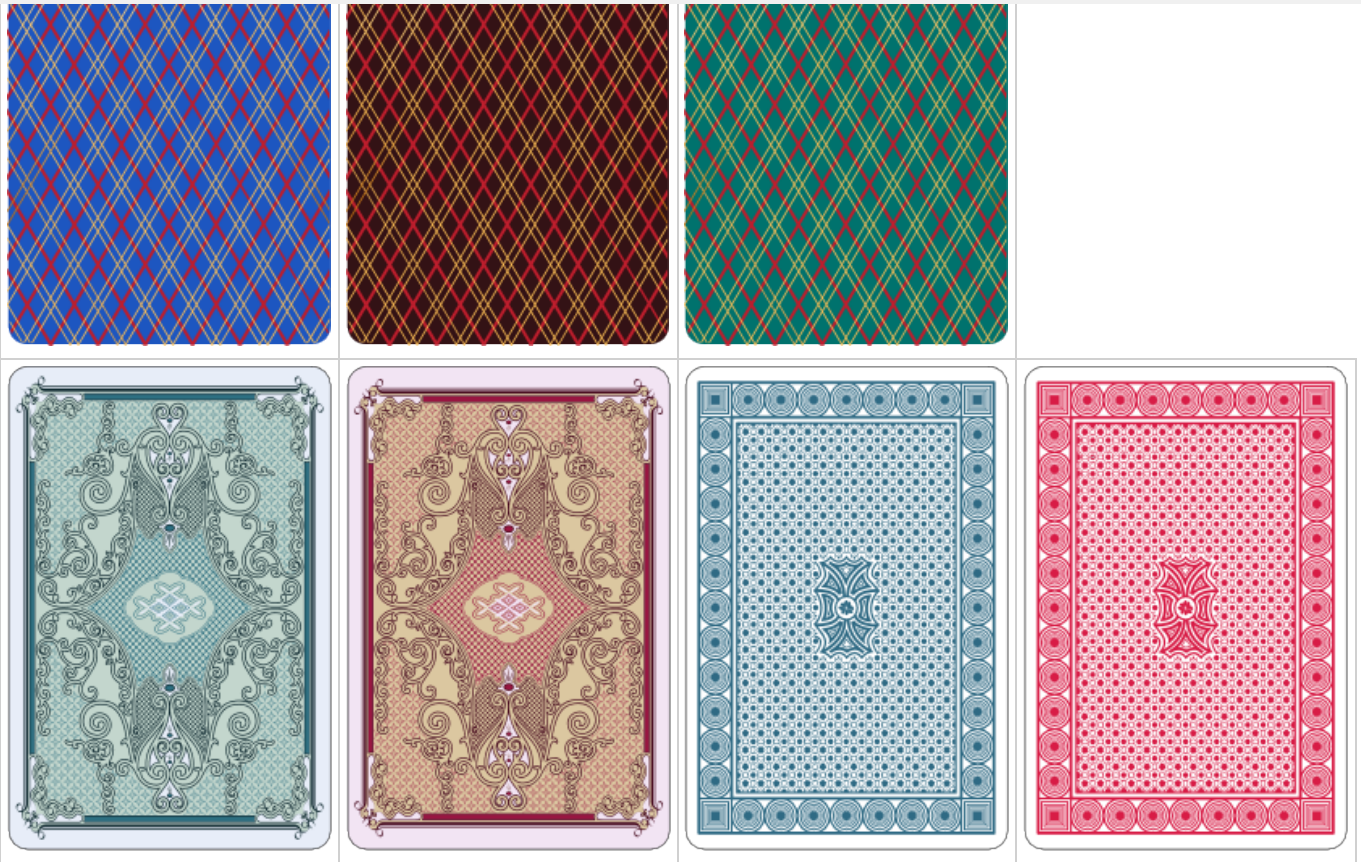


Table 14: Card Gallery - Card Backs