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Foundation Piles

The foundation piles are used in most solitaire games. Typically they will follow these principles...

1. When all the cards have been moved to the foundations the game is won.
2. Once a card is moved to the foundation, it cannot be picked up again.
3. Cards are accepted by the foundation piles in a predetermined order. Often they will start with an ace and be built up in suit one card at a time. In this example the ace of clubs would accept the two of clubs then the 3,4,5,6,7,8,9,10,J,Q,K of clubs.
4. If the foundation pile is shaded the card shown (shaded) is the first card to be put in the pile.

Note: A shaded ace of diamonds can sometimes receive any ace. The right mouse may move aces to the wrong pile.

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Stock and Waste Pile

The stock and waste pile(s) is a group of cards. Usually the stock piles starts as a face down pile of cards. A space is shown to the right of the stock which represents the empty waste pile. When the mouse is clicked on the top face down card, a card(s) will be flipped up and onto the waste pile. The top card is usually available for play on tableau piles or for building up foundations. If the game allows, sometimes the waste pile will have two cards available for play. This represent the card in the hand and the card in the pile.

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Tableau Piles

The tableau consist of a number of piles. These are the piles in which the player has the opportunity to manipulate the order of the cards. Usually there is a specific order in which the cards can be placed on these piles. Usually by a specific rank order:

[Down in Rank](#) and/or

[Up in Rank](#)

[Up or Down in Rank](#)

And by one of these specific suit variations:

[Same Suit](#),

[Opposite Color](#)

[Not the Same Suit](#) or

[Regardless of Suit](#)

[Back](#)

Moving of Stacks

Some games will allow moving a group of cards. Usually there is a specific order in which the cards must follow in order to pick up the group. Usually by a specific rank order:

[Down in Rank](#) and/or

[Up in Rank](#)

[Up or Down in Rank](#)

And by one of these specific suit variations:

[Same Suit](#),

[Opposite Color](#)

[Not the Same Suit](#) or

[Regardless of Suit](#)

If spaces will accept cards, the program will calculate if you are allowed to pick up an out of order group. This will work in games like spider where normally if an 3 of clubs is on a 4 of hearts, you would have to move the 3 to a space to move the 4. If a space is available you may simply pick up the 4 and the 3 as a stack.

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Reserve Piles

A reserve is a spot or pile in which a card or cards may be removed from for building on other piles. In some games a reserve may accept a card if it is empty. A reserve pile does not allow building.

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Suits are clubs, diamonds, hearts and spades Regardless of Suit would imply any suit can be played on any other suit.

Suits are black or red. Club and spades are black. Diamonds and heart are red. Opposite Color implies only red card can be played on black cards or black cards can be played on red cards.

Suits are clubs, diamonds, hearts and spades. Any suit but its own would imply that a club cannot be played on a club, a diamond club cannot be played a diamond, a heart club cannot be played a heart, and a spade club cannot be played a spade.

Suits are clubs, diamonds, hearts and spades. Same suit would imply a club can only be played on a club, a diamond only on a diamond, a heart only on a heart, or a spade only on a spade.

A Card built on another must be of a higher value. The increment is by one rank. (If not specified otherwise) (a four can be played on a three but it may not be played on a two)
Ranks are A,2,3,4,5,6,7,8,9,10,J,Q,K.

A Card built on another must be of a lower value or higher value . The increment is by one rank. (If not specified otherwise) (a four can be played on a five or a three, but it may not be played on a six) Ranks are K,Q,J,10,9,8,7,6,5,4,3,2,A

A Card built on another must be of a lower value. . The increment is by one rank. (If not specified otherwise) (a four can be played on a five but it may not be played on a six) Ranks are K,Q,J,10,9,8,7,6,5,4,3,2,A

Suits are black or red. Club and spades are black. Diamonds and heart are red. Same Color implies only red card can be played on red cards or black cards can be played on black cards.

Mouse Control

The Right mouse button has several different uses. In the options menu, you may set the right button to perform different functions or to do nothing. If it is set to autoflip, it will flip card(s) in the [Stock/Waste Pile](#). If it is set to automove, it will move cards to the [Foundations](#). Automove will work differently depending if the cursor is currently over a pile or not. If it is over a pile only one card in the pile under the cursor will move to the foundations, otherwise cards in all piles will be moved until no other can be played. In some games care must be taken because sometimes the computer will play a card that you would prefer not to. This is especially true in games which use two decks and often there are two possible moves to make. In some games (Golf) the left button also is set to automove because only the one pile receives cards.

You may also (during play) press a or f on the keyboard for autoplay or flip stack.

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Keyboard

A - Automove cards. This works differently depending if the mouse pointer is currently over a pile or not. If it is over a pile only one card in the pile under the cursor will move to the foundations or another pile if it is a legal move. If it is not over a pile, cards in all piles will be moved to the foundation piles until no other can be played. In some games care must be taken because sometimes the computer will play a card that you would prefer not to. This is especially true in games which use two decks and often there are two possible moves to make. In some games (Golf) the left button also is set to automove because only the one pile receives cards.

F - Flip one down card up in the stock pile.

M - Turn menu bar off and on.

R - Redeal Game.

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Klondike Games

1 Card Deck

[Agnes](#)

[Australian Patience](#)

[Bakers Dozen](#)

[Bakers Dozen 2](#)

[Blind Alleys](#)

[Chinaman](#)

[Demon Patience](#)

[Klondike](#)

[King Albert](#)

[Fascination](#)

[Good Measure](#)

[Good Measure 2](#)

[Martha](#)

[Needle](#)

[NW Territory](#)

[Perseverance](#)

[Triangle](#)

[Thumb and Pouch](#)

[Scotch Patience](#)

[Scotch Patience](#)

[Single Rail](#)

[Seven Devils 1 deck](#)

[Son Of Fortune](#)

[Somerset](#)

[Spanish Patience](#)

[Whitehead](#)

2 Card Decks

[Busy Aces](#)

[Courtyard](#)

[Deuces](#)

[Double Klondike](#)

[Gargantua](#)

[Pink and Grey](#)

[Red and Black](#)

[Rouge et Noir](#)

[Seven Devils 2 deck](#)

[Square](#)

[Threes Company](#)

Custom

[Custom Klondike](#)

Agnes

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: One unshaded and three shaded cards at top of the screen.

First Card to Accept: One card has been dealt to the first foundation. The other three foundations will accept a card of equal rank.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace is built on a King

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it be moved.

If Empty will Accept: Only a King.

Stock/Waste Pile

Location and Count: One stock pile and 7 waste piles at bottom of the screen.

Stock Redeals: None.

Stock Flip Count: 1 card to each waste pile each time.

Rules for Building: Top card of any waste pile may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

Australian Patience

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: Tableau piles may be built regardless of sequence.

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack can be of any sequence.

If Empty will Accept: Only a King.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

Baker's Dozen

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at right of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Twelve piles in center of the screen. At the beginning of the game all buried kings will be moved to the bottom of their pile. A king is deemed buried if it has a card of the same suit in the pile above it or if the king is at the top of the pile.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: No cards.

Stock/Waste Pile

Location and Count: No stock pile or reserve pile is used.

Tips: Make special use of the kings because spaces are of no use in this game.

See Also

[Bakers Dozen 2](#)

[Good Measure](#)

[Good Measure 2](#)

[Perseverance](#)

[Klondike Games](#)

Baker's Dozen 2

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at right of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Twelve piles in center of the screen. At the beginning of the game all kings will be moved to the bottom of their pile

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: No cards.

Stock/Waste Pile

Location and Count: No stock pile or reserve pile is used.

Tips: Make special use of the kings because spaces are of no use in this game.

See Also

[Bakers Dozen](#)

[Good Measure](#)

[Good Measure 2](#)

[Perseverance](#)

[Klondike Games](#)

Blind Alleys

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Six piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Yukon Games](#)

[Klondike Games](#)

Busy Aces

Decks: 2

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the eight aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Ten piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#),

Moving of Stacks: Only the top card of a tableau pile may be moved.

If Empty will Accept: Any Card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

[Courtyard](#)

[Deuces](#)

[Square](#)

Chinaman

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved, however, all the face-up cards in the source pile must be moved as a unit.

If Empty will Accept: Only a King.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: Unlimited.

Stock Flip Count: 3 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

SEE ALSO...

[Klondike Games](#)

Courtyard

Decks: 2

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the eight aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Twelve piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#),

Moving of Stacks: Only the top card of a tableau pile may be moved.

If Empty will Accept: Any Card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: 1

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

[Busy Aces](#)

Demon Patience

Decks: 1

Object: Place all cards onto the four Foundations

foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved, however, all the face-up cards in the source pile must be moved as a unit.

If Empty will Accept: Only a King.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: 1.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

SEE ALSO...

[Klondike Games](#)

Deuces

Decks: 2

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Eight twos at top of the screen.

First Card to Accept: A three of the same suit as the two.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace follows King.

Tableau

Location and Count: Ten piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#),

Moving of Stacks: Only the top card of a tableau pile may be moved.

If Empty will Accept: Automatically from the stock pile.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: 1

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

[Courtyard](#)

Double Klondike

Decks: 2

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the eight aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Ten piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Only a King.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

[Gargantua](#)

Fascination

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Only a King.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: Unlimited.

Stock Flip Count: 3 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

Gargantua

Decks: 2

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the eight aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Nine piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Only a King.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: 1.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

[Double Klondike](#)

Good Measure

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Two unshaded and two shaded aces at top of the screen.

First Card to Accept: One of the four aces. (Two aces are started at deal)

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Ten piles in center of the screen. At the beginning of the game all buried kings will be moved to the bottom of their pile. A king is deemed buried if it has a card of the same suit in the pile above it or if the king is at the top of the pile.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: No cards.

Stock/Waste Pile

Location and Count: No stock pile or reserve pile is used.

Tips: Make special use of the kings because spaces are of no use in this game.

See Also

[Bakers Dozen](#)

[Bakers Dozen 2](#)

[Good Measure 2](#)

[Perseverance](#)

[Klondike Games](#)

Good Measure 2

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Two unshaded and two shaded aces at top of the screen.

First Card to Accept: One of the four aces.(Two aces are started at deal)

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Twelve piles in center of the screen. At the beginning of the game all kings will be moved to the bottom of their pile

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: No cards.

Stock/Waste Pile

Location and Count: No stock pile or reserve pile is used.

Tips: Make special use of the kings because spaces are of no use in this game.

See Also

[Bakers Dozen](#)

[Bakers Dozen 2](#)

[Good Measure](#)

[Perseverance](#)

[Klondike Games](#)

King Albert

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Nine piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: Only the top card of the pile may be moved.

If Empty will Accept: Any card or stack of cards.

The Reserve

Location and Count: One pile of seven cards on the left side of the screen.

Rules for Building: Any card may be played from the reserve to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

Klondike

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Only a King.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

Other typical versions of klondike...

[Chinaman](#)

[Demon Patience](#)

[Fascination](#)

[Triangle](#)

Martha

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at right of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Twelve piles in center of the screen alternating face up and face down.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved. The whole stack in sequence or top card only.

If Empty will Accept: Only one card at a time.

Stock/Waste Pile

Location and Count: No stock pile or reserve pile is used.

Tips: Make special use of the kings because they can only be moved to a space when a queen is not on top of them.

See Also

[Bakers Dozen 2](#)

[Bakers Dozen](#)

[Klondike Games](#)

Needle

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Nine piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: Only the top card of the pile may be moved.

If Empty will Accept: Any card.

The Reserve

Location and Count: One pile of eight cards on the left side of the screen.

Rules for Building: Any card may be played from the tableau to the reserve but it will only hold a maximum of eighteen cards. Cards may be played from the top of reserve to tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

Northwest Territory

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eight piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Only a King.

The Reserve

Location and Count: One column of face-up cards on the left side of the screen.

Rules for Building: Any card may be played from the reserve to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

Perseverance

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four aces at top of the screen.

First Card to Accept: One of the four aces.(Two aces are started at deal)

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Twelve piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#),

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: No cards.

Stock/Waste Pile

Location and Count: No stock pile or reserve pile is used. 2 redeals are allowed.

Tips: Make special use of the kings because spaces are of no use in this game.

See Also

[Bakers Dozen](#)

[Bakers Dozen 2](#)

[Good Measure](#)

[Good Measure 2](#)

[Klondike Games](#)

Pink and Grey

Decks: 2

Object:

Place all cards onto the eight foundations Note foundations are built up
IN OPPOSITE COLOR!

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the eight aces.

Rules for Building: [Up in Rank](#) and [Opposite Color](#),

Tableau

Location and Count: Eight piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Automatically from the stock pile.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

[Red and Black](#)

Red and Black

Decks: 2

Object:

Place all cards onto the eight foundations Note foundations are built up
IN OPPOSITE COLOR!

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the eight aces.

Rules for Building: [Up in Rank](#) and [Opposite Color](#),

Tableau

Location and Count: Eight piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: Only the top card of a tableau pile may be moved.

If Empty will Accept: Automatically from the stock pile.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: One.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

[Pink and Grey](#)

Rouge et Noir

Decks: 2

Object: Place all cards onto the eight foundations

Foundations

Location and Count: Four blank aces at top left of the screen.

First Card to Accept: One of the four aces of the same color shown.

Rules for Building: [Up in Rank](#) and [Same Color](#),

Location and Count: Four blank kings at top right of the screen.

First Card to Accept: Will accept 13 cards in order ([Down in Rank](#) and [Opposite Color](#)) King down to Ace.

Rules for Building: No building

Tableau

Location and Count: Ten piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Automatically from the stock pile.

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

Tips: Build up the ace foundations with purpose.

See Also

[Klondike Games](#)

Scotch Patience

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at right of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Opposite Color](#).,

Tableau

Location and Count: Eighteen piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#).,

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: No cards.

Stock/Waste Pile

Location and Count: No stock pile or reserve pile is used.

Tips: Make special use of the kings because spaces are of no use in this game. Look for combinations of cards in the tableau which produce blocks.

See Also

[Klondike Games](#)

Seven Devils 1D

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved, however, all the face-up cards in the source pile must be moved as a unit.

If Empty will Accept: Only a King.

The Reserve

Location and Count: One column of 7 face-up cards on the right side of the screen.

Rules for Building: Any card may be played from the reserve to the foundation piles, but not the tableau.

If Empty will Accept: No Cards.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

[Seven Devils 2 deck](#)

Seven Devils 2D

Decks: 2

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the eight aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: Only the top card of a tableau pile may be moved.

If Empty will Accept: Any Card.

The Reserve

Location and Count: One column of 7 face-up cards on the right side of the screen.

Rules for Building: Only the top card may be played from the reserve to a foundation pile, but it cannot be played to the tableau.

If Empty will Accept: No Cards.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

[Seven Devils 1 deck](#)

Single Rail

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Four piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Yukon Games](#)

[Klondike Games](#)

Somerset

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Ten piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: Only the top card of a stack may be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: Not used.

See Also

[Klondike Games](#)

Son of Fortune

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at right of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Twelve piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#),

Moving of Stacks: Only the top card of the pile may be moved.

If Empty will Accept: Automatically from the stock pile.

Stock/Waste Pile

Location and Count: One piles in the lower left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

Spanish Patience

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at right of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Twelve piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: No stock pile or reserve pile is used.

Tips: Make special use of the kings because spaces are of no use in this game.

See Also

[Bakers Dozen 2](#)

[Bakers Dozen](#)

[Klondike Games](#)

Square

Decks: 2

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Eight shaded twos at top of the screen.

First Card to Accept: One of the eight twos.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace follows King.

Tableau

Location and Count: Twelve piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#),

Moving of Stacks: Only the top card of a tableau pile may be moved.

If Empty will Accept: Automatically from the stock pile.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: 1

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

[Courtyard](#)

Threes Company

Decks: 2

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Eight twos at top of the screen.

First Card to Accept: A three of the same suit as the two.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace follows King.

Tableau

Location and Count: Eight piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Any Card

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: 1

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

[Courtyard](#)

Thumb and Pouch

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Any Card.

Stock/waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: Unlimited.

Stock Flip Count: 3 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

Triangle

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Only a King.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: Unlimited.

Stock Flip Count: at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also...

[Klondike Games](#)

Westcliff

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Ten piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Any card or stack of cards.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

SEE ALSO...

[Klondike Games](#)

Whitehead

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be [Down in Rank](#) and [Same Suit](#), in order for it to be moved.

If Empty will Accept: Any card or stack of cards.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

SEE ALSO...

[Klondike Games](#)

Custom Klondike

Object: Place all cards onto the four Foundations

Card Decks: choose one deck or two decks

Foundations

Rules for Building: [Up in Rank](#) and [Same Suit](#),

If start aces in foundations is checked.

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

If start aces in foundations is not checked.

Location and Count: Four aces at top of the screen.

First Card to Accept: A two of the same rank.

Tableau

Location and Count: Enter the **Number of Tableau Piles** and the number of face **UP Cards** and face **Down Cards** for each pile. If **Increment Up Piles** or **Increment Down Piles** is chosen, each pile has an extra Up or Down card added to the pile during the deal.

Rules for Building: Set the rules for building in the **Stack Build Suit** and **Stack Build Value** areas. See [Tableau](#) for more information.

Moving of Stacks: Set rules in the **Stack Move** area. If **Must move whole stack as unit** is selected then you may not move partial stacks. Example if the Up cards in a pile are Q,J,10,9,8 then you could move the stack Q to 8 but you could not move the stack 10,9,8.

If Empty will Accept: As set in the **Space Fill** area.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: As entered in the **Stock Pile Redeals** box..

Stock Flip Count: 1 at a time or 3 at a time as set with **Flip 3 stock cards**

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Klondike Games](#)

Spider Games

[Siderette](#)

[Will o the Wisp](#)

[Spider](#)

[Spider 1](#)

[Spider 2](#)

[Spider 3](#)

[Spider 4](#)

[Spider 5](#)

[Custom Spider](#)

Spider

Decks: 2

Object:

Remove all the cards from play. They are removed from play by picking up a stack King down to Ace, thirteen cards in suit and in order.

FoundationsFOUNDATIONS

Location and Count: Not used.

Tableau

Location and Count: Ten piles in the center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be continuous [Down in Rank](#) and of the [Same Suit](#) in order for it to be moved.

If Empty will Accept: Any card(s).

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

SEE ALSO...

Spiderette

Decks: 1

Object:

Remove all the cards from play. They are removed from play by picking up a stack King down to Ace, thirteen cards in suit and in order.

FoundationsFOUNDATIONS

Location and Count: Not used.

Tableau

Location and Count: Seven piles in the center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be continuous [Down in Rank](#) and of the [Same Suit](#) in order for it to be moved.

If Empty will Accept: Any card(s).

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

SEE ALSO...

Will 'o the Wisp

Decks: 1

Object: Remove all the cards from play. They are removed from play by picking up a stack King down to Ace, thirteen cards in suit and in order.

Foundations**FOUNDATIONS**

Location and Count: Not used.

Tableau

Location and Count: Seven piles in the center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be continuous [Down in Rank](#) and of the [Same Suit](#) in order for it to be moved.

If Empty will Accept: Any card(s).

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

SEE ALSO...

[Spider Games](#)

Spider 1

Decks: 2

Object:

Remove all the cards from play. They are removed from play by picking up a stack King down to Ace, thirteen cards in suit and in order.

FoundationsFOUNDATIONS

Location and Count: Not used.

Tableau

Location and Count: Ten piles in the center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be continuous [Down in Rank](#) and of the [Same Suit](#) in order for it to be moved.

If Empty will Accept: Any card(s).

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

SEE ALSO...

Spider 2

Decks: 2

Object:

Remove all the cards from play. They are removed from play by picking up a stack King down to Ace, thirteen cards in suit and in order.

FoundationsFOUNDATIONS

Location and Count: Not used.

Tableau

Location and Count: Ten piles in the center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be continuous [Down in Rank](#) and of the [Same Suit](#) in order for it to be moved.

If Empty will Accept: Any card(s).

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

SEE ALSO...

Spider 3

Decks: 2

Object:

Remove all the cards from play. They are removed from play by picking up a stack King down to Ace, thirteen cards in suit and in order.

FoundationsFOUNDATIONS

Location and Count: Not used.

Tableau

Location and Count: Nine piles in the center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be continuous [Down in Rank](#) and of the [Same Suit](#) in order for it to be moved.

If Empty will Accept: Any card(s).

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

SEE ALSO...

Spider 4

Decks: 2

Object:

Remove all the cards from play. They are removed from play by picking up a stack King down to Ace, thirteen cards in suit and in order.

FoundationsFOUNDATIONS

Location and Count: Not used.

Tableau

Location and Count: Ten piles in the center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be continuous [Down in Rank](#) and of the [Same Suit](#) in order for it to be moved.

If Empty will Accept: Any card(s).

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

SEE ALSO...

Spider 5

Decks: 2

Object:

Remove all the cards from play. They are removed from play by picking up a stack King down to Ace, thirteen cards in suit and in order.

FoundationsFOUNDATIONS

Location and Count: Not used.

Tableau

Location and Count: Ten piles in the center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be continuous [Down in Rank](#) and of the [Same Suit](#) in order for it to be moved.

If Empty will Accept: Any card(s).

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

SEE ALSO...

Custom Spider

Object: Remove all the cards from play. They are removed from play by picking up a stack King down to Ace, thirteen cards in suit and in order.

Card Decks: choose one deck or two decks

Foundations

Location and Count: Not used.

Tableau

Location and Count: Enter the **Number of Tableau Piles** and the number of face **UP Cards** and face **Down Cards** for each pile. If **Increment Up Piles** or **Increment Down Piles** is chosen, each pile has an extra Up or Down card added to the pile during the deal.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#).

Moving of Stacks: Set rules in the **Stack Move** area.

If Empty will Accept: Any card(s).

Add To Piles: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

Forty Thieves Games

[Blockade](#)

[Congress](#)

[Corona](#)

[Diplomat](#)

[Double Rail](#)

[Forty Thieves](#)

[Giant](#)

[Indian](#)

[Josephine](#)

[Limited](#)

[Maria](#)

[Midshipman](#)

[Number Ten](#)

[Rank and File](#)

Blockade

Decks: 2

Object: Place all cards onto the Eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Twelve piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be continuous [Down in Rank](#) and of the [Same Suit](#) in order for it to be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Forty Thieves](#)

[Australian Patience](#)

[Blind Alleys](#)

[Single Rail](#)

Congress

Decks: 2

Object: Place all cards onto the Eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eight piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: Only the top card of a stack may be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Forty Thieves](#)

[Australian Patience](#)

[Blind Alleys](#)

[Single Rail](#)

Corona

Decks: 2

Object: Place all cards onto the Eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Twelve piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#).,,

Moving of Stacks: Only the top card of a stack may be moved.

If Empty will Accept: From Stock/Waste pile only.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Forty Thieves](#)

[Australian Patience](#)

[Blind Alleys](#)

[Single Rail](#)

Diplomat

Decks: 2

Object: Place all cards onto the Eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eight piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: Only the top card of a stack may be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Forty Thieves](#)

[Australian Patience](#)

[Blind Alleys](#)

[Single Rail](#)

Double Rail

Decks: 2

Object: Place all cards onto the Eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Five piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be continuous [Down in Rank](#) in order for it to be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Forty Thieves](#)

[Australian Patience](#)

[Blind Alleys](#)

[Single Rail](#)

Forty Thieves

Decks: 2

Object: Place all cards onto the Eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Ten piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#).,

Moving of Stacks: Only the top card of a stack may be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Forty Thieves Type](#)

[Australian Patience](#)

[Blind Alleys](#)

[Single Rail](#)

Giant

Decks: 2

Object: Place all cards onto the Eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eight piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be continuous [Down in Rank](#) and of the [Opposite Color](#) in order for it to be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Forty Thieves](#)

[Australian Patience](#)

[Blind Alleys](#)

[Single Rail](#)

Indian

Decks: 2

Object: Place all cards onto the Eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Ten piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Not the Same Suit](#).

Moving of Stacks: Only the top card of a stack may be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Forty Thieves Type](#)

[Australian Patience](#)

[Blind Alleys](#)

[Single Rail](#)

Josephine

Decks: 2

Object: Place all cards onto the Eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Ten piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be continuous [Down in Rank](#) and of the [Same Suit](#) in order for it to be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Forty Thieves](#)

[Australian Patience](#)

[Blind Alleys](#)

[Single Rail](#)

Limited

Decks: 2

Object: Place all cards onto the Eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Twelve piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#).,

Moving of Stacks: Only the top card of a stack may be moved.

If Empty will Accept: From Stock/Waste pile only.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Forty Thieves](#)

[Australian Patience](#)

[Blind Alleys](#)

[Single Rail](#)

Little Forty

Decks: 2

Object: Place all cards onto the Eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Ten piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be continuous [Down in Rank](#) and of the [Same Suit](#) in order for it to be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: Three.

Stock Flip Count: 3 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Forty Thieves](#)

[Australian Patience](#)

[Blind Alleys](#)

[Single Rail](#)

Maria

Decks: 2

Object: Place all cards onto the Eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Nine piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: Only the top card of a stack may be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Forty Thieves](#)

[Australian Patience](#)

[Blind Alleys](#)

[Single Rail](#)

Midshipman

Decks: 2

Object: Place all cards onto the Eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Nine piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Not the Same Suit](#).

Moving of Stacks: Only the top card of a stack may be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Forty Thieves Type](#)

[Australian Patience](#)

[Blind Alleys](#)

[Single Rail](#)

Number Ten

Decks: 2

Object: Place all cards onto the Eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Ten piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be continuous [Down in Rank](#) and of the [Opposite Color](#) in order for it to be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Forty Thieves](#)

[Australian Patience](#)

[Blind Alleys](#)

[Single Rail](#)

Rank and File

Decks: 2

Object: Place all cards onto the Eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Ten piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must be continuous [Down in Rank](#) and of the [Opposite Color](#) in order for it to be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top two cards (one in hand) may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Forty Thieves](#)

[Australian Patience](#)

[Blind Alleys](#)

[Single Rail](#)

Yukon Games

[Yukon](#)

[Alaska](#)

[Russian Solitaire](#)

[Scorpion](#)

Yukon

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at right of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack **does not** need to follow the rules for building in order for it to be moved. Any face up card in the tableau may be played to another tableau pile, however all cards on top of it will be moved along with it.

If Empty will Accept: Any Card.

Tips: Try to turn over all the face down cards. Once all the cards are exposed, the game should be easy to win. Try not to play onto the foundations until the all the cards are exposed.

See Also

[Yukon Games](#)

[Alaska](#)

[Russian Solitaire](#)

Alaska

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at right of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: [Up or Down in Rank](#) and [Same Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack **does not** need to follow the rules for building in order for it to be moved. Any face up card in the tableau may be played to another tableau pile, however all cards on top of it will be moved along with it.

If Empty will Accept: King only, or stack with king on bottom.

Tips: Try to turn over all the face down cards. Once all the cards are exposed, the game should be easy to win. Try not to play onto the foundations until the all the cards are exposed.

See Also

[Yukon Games](#)

[Russian Solitaire](#)

Russian Solitaire

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at right of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Seven piles in center of the screen.

Tips: Try to turn over all the face down cards. Once all the cards are exposed, the game should be easy to win. Try not to play onto the foundations until the all the cards are exposed.

See Also

[Yukon Games](#)

[Alaska](#)

Scorpion

Decks: 1

Object: Remove all the cards from play. They are removed from play by picking up a stack, King down to Ace, thirteen cards in suit and in order.

Foundations

Location and Count: Not used

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack **does not** need to follow the rules for building in order for it to be moved. Any face up card in the tableau may be played to another tableau pile, however all cards on top of it will be moved along with it.

If Empty will Accept: Only a King.

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the first three Tableau piles.

Tips: Try to turn over all the face down cards. Once all the cards are exposed, the game should be easier to win.

See Also

[Yukon Games](#)

[Spider Games](#)

Double Scorpion

Decks: 2

Object: Remove all the cards from play. They are removed from play by picking up a stack, King down to Ace, thirteen cards in suit and in order.

Foundations

Location and Count: Not used

Tableau

Location and Count: Ten piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack **does not** need to follow the rules for building in order for it to be moved. Any face up card in the tableau may be played to another tableau pile, however all cards on top of it will be moved along with it.

If Empty will Accept: Only a King.

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the first three Tableau piles.

Tips: Try to turn over all the face down cards. Once all the cards are exposed, the game should be easier to win.

See Also

[Yukon Games](#)

[Spider Games](#)

Easthaven Games

[Aces UP](#)

[Easthaven](#)

[Castles in Spain](#)

[Double Aces UP](#)

[Easthaven](#)

[Miss Milligan](#)

Aces Up

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Only a King.

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

See Also

[Easthaven Games](#)

[Klondike Games](#)

Easthaven

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Seven piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Any Cards.

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

See Also...

[Easthaven games](#)

[Klondike games](#)

Castles in Spain

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at the right of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Ten piles in center of the screen. Pyramid layout

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Any card or stack of cards.

Stock/Waste Pile

Location and Count: Not used.

SEE ALSO...

[Klondike Games](#)

Double Aces Up

Decks: 1

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Ten piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Only a King.

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

See Also

[Easthaven Games](#)

[Klondike Games](#)

Double Easthaven

Decks: 1

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Eight shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Nine piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Only a King.

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

See Also...

[Easthaven games](#)

[Klondike games](#)

Miss Milligan

Decks: 2

Object: Place all cards onto the Eight Foundations

FoundationsFOUNDATIONS

Location and Count: Eight shaded aces at right of the screen.

First Card to Accept: One of the eight aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eight piles on the top left of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Only a King.

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

SEE ALSO...

[Easthaven Games](#)

[Klondike Games](#)

Canfield Games

[Canfield](#)

[Cameleon](#)

[Rainbow](#)

[Storehouse](#)

[Duke](#)

[2D Canfield](#)

[2D Rainbow](#)

[2D Storehouse](#)

[2D Duke](#)

Canfield

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: One unshaded and three shaded cards at top of the screen.

First Card to Accept: One card has been dealt to the first foundation. The other three foundations will accept a card of equal rank.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace is built on a King

Tableau

Location and Count: Four piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile but not a tableau space. The stack must follow the rules for building in order for it to be moved. Only the top card or the whole stack may be moved. Tableau cards may not fill spaces in the tableau.

If Empty will Accept: automatically from the reserve. After the reserve is depleted it will accept any card from the stock but not from tableau piles.

The Reserve

Location and Count: One pile of 13 cards on the left side of the screen.

Rules for Building: Only the top card may be played from the reserve to a foundation or tableau.

If Empty will Accept: No Cards.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: Unlimited.

Stock Flip Count: 3 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Canfield Games](#)

Cameleon

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: One unshaded and three shaded cards at top of the screen.

First Card to Accept: One card has been dealt to the first foundation. The other three foundations will accept a card of equal rank.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace is built on a King

Tableau

Location and Count: Three piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile but not a tableau space. The stack must follow the rules for building in order for it to be moved. Only the top card or the whole stack may be moved. Tableau cards may not fill spaces in the tableau.

If Empty will Accept: automatically from the reserve. After the reserve is depleted it will accept any card from the stock but not from tableau piles.

The Reserve

Location and Count: One pile of 12 cards on the left side of the screen.

Rules for Building: Only the top card may be played from the reserve to a foundation or tableau.

If Empty will Accept: No Cards.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: 2.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Canfield Games](#)

Rainbow

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: One unshaded and three shaded cards at top of the screen.

First Card to Accept: One card has been dealt to the first foundation. The other three foundations will accept a card of equal rank.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace is built on a King

Tableau

Location and Count: Four piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile but not a tableau space. The stack must follow the rules for building in order for it to be moved. Only the top card or the whole stack may be moved. Tableau cards may not fill spaces in the tableau.

If Empty will Accept: automatically from the stock. After the stock is depleted it will accept any card from the stock but not from tableau piles.

The Reserve

Location and Count: One pile of 13 cards on the left side of the screen.

Rules for Building: Only the top card may be played from the reserve to a foundation or tableau.

If Empty will Accept: No Cards.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Canfield Games](#)

Storehouse

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: One unshaded and three shaded cards at top of the screen.

First Card to Accept: One card has been dealt to the first foundation. The other three foundations will accept a card of equal rank.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace is built on a King

Tableau

Location and Count: Four piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile but not a tableau space. The stack must follow the rules for building in order for it to be moved. Only the top card or the whole stack may be moved. Tableau cards may not fill spaces in the tableau.

If Empty will Accept: automatically from the reserve. After the reserve is depleted it will accept any card from the stock but not from tableau piles.

The Reserve

Location and Count: One pile of 13 cards on the left side of the screen.

Rules for Building: Only the top card may be played from the reserve to a foundation or tableau.

If Empty will Accept: No Cards.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: 2.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Canfield Games](#)

Duke

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: One unshaded and three shaded cards at top of the screen.

First Card to Accept: One card has been dealt to the first foundation. The other three foundations will accept a card of equal rank.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace is built on a King

Tableau

Location and Count: Four piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile but not a tableau space. The stack must follow the rules for building in order for it to be moved. Only the top card or the whole stack may be moved. Tableau cards may not fill spaces in the tableau.

If Empty will Accept: From the reserve. After the reserve is depleted it will accept any card from the stock but not from tableau piles.

The Reserve

Location and Count: Four piles of 3 cards on the left side of the screen.

Rules for Building: Only the top card may be played from the reserve to a foundation or tableau.

If Empty will Accept: No Cards.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: 2.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Canfield Games](#)

2D Canfield

Decks: 2

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: One unshaded and seven shaded cards at top of the screen.

First Card to Accept: One card has been dealt to the first foundation. The other seven foundations will accept a card of equal rank.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace is built on a King

Tableau

Location and Count: Five piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile but not a tableau space. The stack must follow the rules for building in order for it to be moved. Only the top card or the whole stack may be moved. Tableau cards may not fill spaces in the tableau.

If Empty will Accept: automatically from the reserve. After the reserve is depleted it will accept any card from the stock but not from tableau piles.

The Reserve

Location and Count: One pile of 13 cards on the left side of the screen.

Rules for Building: Only the top card may be played from the reserve to a foundation or tableau.

If Empty will Accept: No Cards.

Stock/Waste Pile

Location and Count: One piles in the lower left corner of the screen.

Stock Redeals: Unlimited.

Stock Flip Count: 3 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Canfield Games](#)

2D Rainbow

Decks: 2

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: One unshaded and seven shaded cards at top of the screen.

First Card to Accept: One card has been dealt to the first foundation. The other seven foundations will accept a card of equal rank.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace is built on a King

Tableau

Location and Count: Five piles in right, center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile but not a tableau space. The stack must follow the rules for building in order for it to be moved. Only the top card or the whole stack may be moved. Tableau cards may not fill spaces in the tableau.

If Empty will Accept: automatically from the stock. After the stock is depleted it will accept any card from the stock but not from tableau piles.

The Reserve

Location and Count: One pile of 13 cards on the left side of the screen.

Rules for Building: Only the top card may be played from the reserve to a foundation or tableau.

If Empty will Accept: No Cards.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Canfield Games](#)

2D Storehouse

Decks: 1

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: One unshaded and seven shaded cards at top of the screen.

First Card to Accept: One card has been dealt to the first foundation. The other seven foundations will accept a card of equal rank.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace is built on a King

Tableau

Location and Count: Five piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile but not a tableau space. The stack must follow the rules for building in order for it to be moved. Only the top card or the whole stack may be moved. Tableau cards may not fill spaces in the tableau.

If Empty will Accept: automatically from the reserve. After the reserve is depleted it will accept any card from the stock but not from tableau piles.

The Reserve

Location and Count: One pile of 13 cards on the left side of the screen.

Rules for Building: Only the top card may be played from the reserve to a foundation or tableau.

If Empty will Accept: No Cards.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: 2.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Canfield Games](#)

2D Duke

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: One unshaded and three shaded cards at top of the screen.

First Card to Accept: One card has been dealt to the first foundation. The other three foundations will accept a card of equal rank.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace is built on a King

Tableau

Location and Count: Four piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile but not a tableau space. The stack must follow the rules for building in order for it to be moved. Only the top card or the whole stack may be moved. Tableau cards may not fill spaces in the tableau.

If Empty will Accept: From the reserve. After the reserve is depleted it will accept any card from the stock but not from tableau piles.

The Reserve

Location and Count: Four piles of 3 cards on the left side of the screen.

Rules for Building: Only the top card may be played from the reserve to a foundation or tableau.

If Empty will Accept: No Cards.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: 2.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Canfield Games](#)

Beleaguered Castle Games

[Beleaguered Castle](#)

[Streets and Alleys](#)

[Citadel](#)

[Fortress](#)

[Chess Board](#)

[Diplomat](#)

Beleaguered Castle

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four aces in the middle of the screen.

First Card to Accept: A two of the same suit.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eight piles, four wings at either side of the foundations.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: No stock pile or reserve pile is used.

Tips: Take a good look before you start. You need a space real bad!

See Also

[Beleaguered Castle Games](#)

[Bakers Dozen](#)

[Bakers Dozen 2](#)

[Good Measure](#)

[Good Measure 2](#)

[Perseverance](#)

[Klondike Games](#)

Streets and Alleys

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces in the middle of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eight piles, four wings at either side of the foundations.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: No stock pile or reserve pile is used.

Tips: Take a good look before you start. You need a space real bad!

See Also

[Beleaguered Castle Games](#)

[Bakers Dozen](#)

[Bakers Dozen 2](#)

[Good Measure](#)

[Good Measure 2](#)

[Perseverance](#)

[Klondike Games](#)

Citadel

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four piles in the middle of the screen.

First Card to Accept: During the deal, any cards which go on foundations are played. The next highest card is played on a foundation pile or a ace if it is empty.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eight piles, four wings at either side of the foundations.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: No stock pile or reserve pile is used.

Tips: Take a good look before you start. You need a space real bad!

See Also

[Beleaguered Castle Games](#)

[Bakers Dozen](#)

[Bakers Dozen 2](#)

[Good Measure](#)

[Good Measure 2](#)

[Perseverance](#)

[Klondike Games](#)

Fortress

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces in the middle of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Ten piles, four wings at either side of the foundations.

Rules for Building: [Down in Rank](#) **or** [Up in Rank](#) and [Same Suit](#).

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: No stock pile or reserve pile is used.

Tips: Take a good look before you start. You need a space real bad! This is the easiest Beleaguered Castle type game

See Also

[Beleaguered Castle Games](#)

[Bakers Dozen](#)

[Bakers Dozen 2](#)

[Good Measure](#)

[Good Measure 2](#)

[Perseverance](#)

[Klondike Games](#)

Chess Board

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four piles in the middle of the screen.

First Card to Accept: After the deal, there are thirteen cards displayed, one of each rank. Choose the card you wish to use for the foundations. Aces wrap to kings.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eight piles, four wings at either side of the foundations.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: Only the top card of the pile may be moved. Kings are played on aces.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: No stock pile or reserve pile is used.

Tips: Take a good look before you start. You need a space real bad!

See Also

[Beleaguered Castle Games](#)

[Bakers Dozen](#)

[Bakers Dozen 2](#)

[Good Measure](#)

[Good Measure 2](#)

[Perseverance](#)

[Klondike Games](#)

Diplomat 2

Decks: 2

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Eight shaded aces in the middle of the screen.

First Card to Accept: One of the eight aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eight piles, four wings at either side of the foundations.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: 2.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

Tips: Take a good look before you start. You need a space real bad!

See Also

[Beleaguered Castle Games](#)

[Bakers Dozen](#)

[Bakers Dozen 2](#)

[Good Measure](#)

[Good Measure 2](#)

[Perseverance](#)

[Klondike Games](#)

Simple Games

[Golf](#)

[Golf 2](#)

[Auld Lang Syne](#)

[Tom o Shanter](#)

[Puss in the Corner](#)

[Sir Tommy](#)

[Bisley](#)

[Captive Queens](#)

[Fifteen Puzzle](#)

[Calculation](#)

[Betsy Ross](#)

[Cotradance](#)

[Sixes and Sevens](#)

Golf

Decks: 1

Object: Place all cards onto the Waste Pile

Foundations

Location and Count: Not used.

Tableau

Location and Count: Seven piles in middle of screen.

Rules for Building: All building is done on waste pile.

Moving of Stacks: Only the top card of the pile may be moved. Click on card to move with mouse.

If Empty will Accept: No card.

Stock/Waste Pile

Location and Count: 1 pile at bottom of screen.

Rules for Building: Up or Down in Rank and Regardless of Suit. Only a two may be built on an ace, kings are dead.

See Also

Golf 2

Decks: 1

Object: Place all cards onto the Waste Pile

Foundations

Location and Count: Not used.

Tableau

Location and Count: Seven piles in middle of screen.

Rules for Building: All building is done on waste pile.

Moving of Stacks: Only the top card of the pile may be moved. Click on card to move with mouse.

If Empty will Accept: No card.

Stock/Waste Pile

Location and Count: 1 pile at bottom of screen.

Rules for Building: Up or Down in Rank and Regardless of Suit. Only a two may be built on an ace, unlike golf 1 in golf 2 the kings are **not** dead.

See Also

Auld Lang Syne

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four aces on the top of the screen.

First Card to Accept: A two of the same suit.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Four piles in center of the screen.

Rules for Building: No building except on foundations

Moving of Stacks: One card at a time can be moved to the foundation.

If Empty will Accept: No cards

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

See Also

Tom 'o Shanter

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Four piles in center of the screen.

Rules for Building: No building except on foundations

Moving of Stacks: One card at a time can be moved to the foundation.

If Empty will Accept: No cards

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

See Also

Puss in the Corner

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four aces on the top of the screen.

First Card to Accept: A two of the same suit.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Four piles in center of the screen.

Rules for Building: Will accept any cards one at a time from the waste pile.

Moving of Stacks: One card at a time can be moved to the foundation.

If Empty will Accept: No cards

Stock/Waste Pile

Location and Count: 1 pile at bottom of screen.

Stock Redeals: 1

Stock Flip Count: Up cards only (no applicable)

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

Sir Tommy

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four aces on the top of the screen.

First Card to Accept: A two of the same suit.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Four piles in center of the screen.

Rules for Building: Will accept any cards one at a time from the waste pile.

Moving of Stacks: One card at a time can be moved to the foundation.

If Empty will Accept: No cards

Stock/Waste Pile

Location and Count: 1 pile at bottom of screen.

Stock Redeals: 0

Stock Flip Count: Up cards only (no applicable)

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

Bisley

Decks: 1

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Four aces and four shaded kings on the right of the screen.

First Card to Accept: The aces accept a two of the same rank, the kings accept one of the four kings.

Rules for Building: aces: [Up in Rank](#) and [Same Suit](#), kings [Down in Rank](#) and [Same Suit](#).

Tableau

Location and Count: Thirteen piles in center of the screen.

Rules for Building: [Up or Down in Rank](#) and [Same Suit](#),

Moving of Stacks: Only the top card may be moved to the foundation or tableau pile.

If Empty will Accept: No cards

Stock/Waste Pile

Location and Count: not used.

Tips: Spaces are of no use, build accordingly.

See Also

Captive Queens

Decks: 1

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Four shaded fives and four shaded sixes in the center of the screen.

First Card to Accept: The fives accept a four of the same rank, the sixes accept a seven of the same rank

Rules for Building: sixes: [Up in Rank](#) and [Same Suit](#), fives [Down in Rank](#) and [Same Suit](#)
Tableau

Location and Count: Four shaded queens in center of the screen.

Rules for Building: will accept one queen,

Moving of Stacks: The queen may be moved to a foundation pile.

If Empty will Accept: A queen

Stock/Waste Pile

Location and Count: 1 pile at top of screen.

Stock Redeals: 1

Stock Flip Count: 1 at a time

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

Fifteen Puzzle

Decks: 1

Object: Arrange into thirteen piles each holding four cards of the same rank.

Foundations

Location and Count: Not used.

Tableau

Location and Count: 15 piles in middle of screen. Two are empty

Rules for Building: Same rank: (a queen on a queen) Piles can only hold four cards.

Moving of Stacks: Only the top card of the pile may be moved.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: Not used.

See Also

Carpet

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four aces to the left and right of the tableau.

First Card to Accept: A two of the same suit.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Twenty piles in center of the screen.

Rules for Building: No building.

Moving of Stacks: One card at a time can be moved to the foundation.

If Empty will Accept: Automatically from stock pile.

Stock/Waste Pile

Location and Count: 1 pile at top of screen.

Stock Redeals: 0

Stock Flip Count: 1 at a time

Rules for Building: Top card may be played from the stock to foundation piles.

If Empty will Accept: No Cards.

See Also

Calculation

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: The ace, two, three and four of clubs at the top of the screen.

First Card to Accept: two, four, six and eight respectively

Rules for Building: Up in Rank and Regardless of Suit, The first stack is incremented by one, the second by two, the third by three and the last by four. as follows...

Left most pile: A,2,3,4,5,6,7,8,9,T,J,Q,K

Second pile from left: 2,4,6,8,T,Q,A,3,5,7,9,J,K

Third from left: 3,6,9,Q,2,5,8,J,A,4,7,T,K

Right most pile: 4,8,Q,3,7,J,2,6,T,A,5,9,K

Tableau

Location and Count: Four empty piles in center of the screen.

Rules for Building: Will accept any cards one at a time from the waste pile.

Moving of Stacks: One card at a time can be moved to the foundation.

If Empty will Accept: Any card

Stock/Waste Pile

Location and Count: 1 pile at bottom of screen.

Stock Redeals: 0

Stock Flip Count: Up cards only (no applicable)

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

Betsy Ross

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: The ace, two, three and four of clubs at the top of the screen.

First Card to Accept: two, four, six and eight respectively

Rules for Building: Up in Rank and Regardless of Suit, The first stack is incremented by one, the second by two, the third by three and the last by four. as follows...

Left most pile: A,2,3,4,5,6,7,8,9,T,J,Q,K

Second pile from left: 2,4,6,8,T,Q,A,3,5,7,9,J,K

Third from left: 3,6,9,Q,2,5,8,J,A,4,7,T,K

Right most pile: 4,8,Q,3,7,J,2,6,T,A,5,9,K

Tableau

Location and Count: Four empty piles in center of the screen.

Rules for Building: Will accept any cards one at a time from the waste pile.

Moving of Stacks: One card at a time can be moved to the foundation.

If Empty will Accept: Any card

Stock/Waste Pile

Location and Count: 1 pile at bottom of screen.

Stock Redeals: 0

Stock Flip Count: 1 at a time

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

Contradance

Decks: 1

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Four fives and four sixes at the top of the screen.

First Card to Accept: The fives accept a four of the same rank, the sixes accept seven of the same rank.

Rules for Building: sixes: [Up in Rank](#) and [Same Suit](#), fives [Down in Rank](#) and [Same Suit](#).

Tableau

Location and Count: Not used

Stock/Waste Pile

Location and Count: 1 pile at top of screen.

Stock Redeals: 1

Stock Flip Count: 1 at a time

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

Sixes and Sevens

Decks: 2

Object: Place all cards onto the sixteen Foundations

Foundations

Location and Count: Eight sixes and Eight sevens at the top of the screen.

First Card to Accept: The sixes accept a five of the same rank, the sevens accept six of the same rank.

Rules for Building: sevens: [Up in Rank](#) and [Same Suit](#), sixes: [Down in Rank](#) and [Same Suit](#).

Tableau

Location and Count: Twelve piles to the right of the screen.

Rules for Building: Will accept one card only,

Moving of Stacks: The card may be moved to a foundation pile.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: 1 pile at bottom of screen.

Stock Redeals: 1

Stock Flip Count: 1 at a time

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

Addition Games

[Fourteen Out](#)

[Doublets](#)

[Double Fourteens](#)

[Thirteen](#)

[Baroness](#)

[Nestor](#)

[Vertical](#)

Fourteen Out

Decks: 1

Object: Remove all cards from play

Foundations

Location and Count: Not used.

Tableau

Location and Count: Twelve piles in the center of the screen.

Rules for Building: Will accept one card only,

Moving of Stacks: If the card received and the top card of the pile add up to fourteen, then both the cards are removed.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: Not used.

See Also

Doublets

Decks: 1

Object: Remove all cards from play

Foundations

Location and Count: Not used.

Tableau

Location and Count: Twelve piles in the center of the screen.

Rules for Building: Will accept one card only,

Moving of Stacks: If the card received and the top card of the pile are of the same rank, then both the cards are removed.

If Empty will Accept: One of the four cards in the reserve pile.

Stock/Waste Pile

Location and Count: Not used.

See Also

Nestor

Decks: 1

Object: Remove all cards from play

Foundations

Location and Count: Not used.

Tableau

Location and Count: Eight piles in the center of the screen. During deal no stack accepts two cards of the same rank.

Rules for Building: Will accept one card only,

Moving of Stacks: If the card received and the top card of the pile are of the same rank, then both the cards are removed.

If Empty will Accept: No cards.

Stock/Waste Pile

Location and Count: 4 cards at bottom of screen.

Stock Redeals: None

Rules for Building: Top card may be played from the stock to the tableau piles.

If Empty will Accept: No Cards.

See Also

[Vertical](#)

Vertical

Decks: 1

Object: Remove all cards from play

Foundations

Location and Count: Not used.

Tableau

Location and Count: Seven piles in the center of the screen.

Rules for Building: Will accept one card only,

Moving of Stacks: If the card received and the top card of the pile are of the same rank, then both the cards are removed.

If Empty will Accept: No cards.

Stock/Waste Pile

Location and Count: Nine cards at bottom of screen.

Stock Redeals: None

Rules for Building: Top card may be played from the stock to the tableau piles.

If Empty will Accept: No Cards.

See Also

[Nestor](#)

Thirteen

Decks: 1

Object: Remove all cards from play

Foundations

Location and Count: Not used.

Tableau

Location and Count: Five piles in the center of the screen.

Rules for Building: Will accept one card only,

Moving of Stacks: If the card received and the top card of the pile add up to thirteen, then both the cards are removed. Kings removed separately

If Empty will Accept: Automatically from stock.

Stock/Waste Pile

Location and Count: Not used.

See Also

Baroness

Decks: 1

Object: Remove all cards from play

Foundations

Location and Count: Not used.

Tableau

Location and Count: Five piles in the center of the screen.

Rules for Building: Will accept one card only,

Moving of Stacks: If the card received and the top card of the pile add up to thirteen, then both the cards are removed. Kings removed separately

If Empty will Accept: No cards.

ADD TO PILES: When play comes to a standstill click on the ADD TO PILES button. A new row of cards will be added to the Tableau piles.

See Also

Double Fourteens

Decks: 2

Object: Remove all cards from play

Foundations

Location and Count: Not used.

Tableau

Location and Count: Eighteen piles in the center of the screen.

Rules for Building: Will accept one card only,

Moving of Stacks: If the card received and the top card of the pile add up to fourteen, then both the cards are removed.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: Not used.

See Also

Misc games

[Four Seasons](#)

[Doublets](#)

[Windmill](#)

[Clock](#)

[German Solitaire](#)

[Alhambra](#)

[La Belle Lucie](#)

[Trefoil](#)

[Shamrock](#)

[Bristol](#)

[Eagle Wing](#)

[Flower Garden](#)

[Free Cell](#)

[Seahaven Towers](#)

[Colorado](#)

[Stalactites](#)

[Eight Off](#)

[Heads and Tails](#)

[Fortunes Favor](#)

[Dutchess](#)

[Canister](#)

Four Seasons

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: One unshaded and three shaded cards in the four corners of the cross.

First Card to Accept: One card has been dealt to the first foundation. The other three foundations will accept a card of equal rank.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace is built on a King

Tableau

Location and Count: Five piles forming a cross in center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#), An ace is built on a king.

Moving of Stacks: Only the top card may be moved.

If Empty will Accept: Any Card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Canfield Games](#)

Simplicity

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: One unshaded and three shaded cards in the four corners of the cross.

First Card to Accept: One card has been dealt to the first foundation. The other three foundations will accept a card of equal rank.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace is built on a King

Tableau

Location and Count: Twelve piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: Only the top card may be moved.

If Empty will Accept: Any Card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[Four Seasons](#)

[Canfield Games](#)

Windmill

Decks: 2

Object: Place all cards onto the four Foundations

Foundations

Location and Count: One Ace in the center of the cross and four shaded kings in the four corners of the cross.

Rules for Building: The ace is built [Up in Rank](#) and [Regardless of Suit](#) until it holds 52 cards. The kings are built . [Down in Rank](#) and [Same Suit](#) , 13 cards each

Tableau

Location and Count: Eight piles forming a cross in center of the screen.

Rules for Building: Will only hold one card.

Moving of Stacks: Only the top card may be moved.

If Empty will Accept: Any Card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

Tips: build the ace up quickly, you have a lot of cards to play there.

See Also

[Four Seasons](#)

[Canfield Games](#)

Clock

Decks: 2

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Four aces and four kings on the right of the screen.

First Card to Accept: The aces accept a one of the four aces, the kings accept one of the four kings.

Rules for Building: aces: [Up in Rank](#) and [Same Suit](#), kings [Down in Rank](#) and [Same Suit](#).

Tableau

Location and Count: Twelve piles in center of the screen.

Rules for Building: No Building.

Moving of Stacks: Only the top card may be moved to the foundation or tableau pile.

If Empty will Accept: No cards

Arrangement Pile: This game is different in that the tableau piles are named ace to queen, when the cards are being dealt, if a card of the same value is dealt to the same tableau pile it is transferred to the stock pile during the deal. This is shown to the player. A dotted box will be drawn around these piles as a reminder. During play, the stock pile is clicked, this will move the corresponding pile from the tableau to be arranged. Continue arranging piles until the stock is depleted and there is no play, or the game is won.

Stock/Waste Pile

Location and Count: 1 pile. see above.

See Also

German Solitaire

Decks: 2

Object: Build 13 cards into each tableau pile.

Foundations

Location and Count: Not used.

Tableau

Location and Count: Eight Piles at top of screen.

Rules for Building: [Up in Rank](#) and [Regardless of Suit](#). An ace is played on a king. The stacks cannot have more than thirteen cards in each.

Moving of Stacks: The top card may be moved to other tableau pile.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: 1 pile at bottom of screen.

Stock Redeals: 0

Stock Flip Count: 1 at a time

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

Alhambra

Decks: 1

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Four aces and four kings on the top of the screen.

First Card to Accept: The aces accept one of the four aces, the kings accept one of the four kings.

Rules for Building: aces: [Up in Rank](#) and [Same Suit](#), kings [Down in Rank](#) and [Same Suit](#).

Tableau

Location and Count: Eight piles in center of the screen.

Rules for Building: No Building

Moving of Stacks: Only the top card may be moved to a foundation pile.

If Empty will Accept: No cards

Stock/Waste Pile

Location and Count: 1 pile at right of screen.

Stock Redeals: 0

Stock Flip Count: 1 at a time

Rules for Building: Top card may be played from the stock to the tableau or foundation piles. Build. [Up in Rank](#) or [Down in Rank](#) and of [Same Suit](#).

If Empty will Accept: No Cards.

See Also

Fanny

Decks: 2

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Eight aces in the middle of the screen.

First Card to Accept: A two of the same rank.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Five piles, empty at top of screen.

Rules for Building: Will hold any cards in any order.

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

The Reserve

Location and Count: One pile of 12 cards on the left side of the screen.

Rules for Building: Only the top card may be played from the reserve to a foundation but not the tableau.

If Empty will Accept: No Cards.

See Also

Frog

Decks: 2

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Eight aces in the middle of the screen.

First Card to Accept: A two of the same rank. During the deal any aces dealt to the reserve are played to the foundation.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Five piles, empty at top of screen.

Rules for Building: Will hold any cards in any order.

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

The Reserve

Location and Count: One pile of 12 cards on the left side of the screen.

Rules for Building: Only the top card may be played from the reserve to a foundation but not the tableau.

If Empty will Accept: No Cards.

See Also

La Belle Lucie

Decks: 1

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Four shaded aces on the right of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eighteen piles, center, left of screen.

Rules for Building: [:Down in Rank](#) and [Same Suit](#).

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: Any card.

Tableau Redeals: 2

Stock/Waste Pile

Location and Count: Not Used.

See Also

Trefoil

Decks: 1

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Four aces on the right of the screen.

First Card to Accept: A two of the same rank

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Sixteen piles, center, left of screen.

Rules for Building: [:Down in Rank](#) and [Same Suit](#).

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: Any card.

Tableau Redeals: 4

Stock/Waste Pile

Location and Count: Not Used.

See Also

Shamrock

Decks: 1

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Four shaded aces on the right of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eighteen piles, center, left of screen.

Rules for Building: [:Down in Rank](#) and [Same Suit](#).

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: Any card.

Tableau Redeals: None, but after the deal, all kings are moved to the bottom of their piles.

Stock/Waste Pile

Location and Count: Not Used.

See Also

Bristol

Decks: 1

Object: Place all cards onto the eight Foundations

Foundations

Location and Count: Four shaded aces on the right of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eighteen piles, center, left of screen.

Rules for Building: [:Down in Rank](#) and [Regardless of Suit](#).

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: Any card.

Tableau Redeals: None, but after the deal, all kings are moved to the bottom of their piles.

Stock/Waste Pile

Location and Count: One stock and three waste piles at bottom of screen.

Stock Redeals: None.

Stock Flip Count: 1 to each waste pile.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

Strategy

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at the top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eight piles, empty at top of screen.

Rules for Building: Will hold any cards in any order.

Moving of Stacks: Only the top card of the pile may be moved..

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

The Reserve

Location and Count: One pile of 12 cards on the left side of the screen.

Rules for Building: Only the top card may be played from the reserve to a foundation but not the tableau.

If Empty will Accept: No Cards.

See Also

Eagle Wing

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: One unshaded and three shaded cards in the four corners of the cross.

First Card to Accept: One card has been dealt to the first foundation. The other three foundations will accept a card of equal rank.

Rules for Building: [Up in Rank](#) and [Same Suit](#), Ace is built on a King

Tableau

Location and Count: Eight piles in center (right and left) of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#), A tableau pile can not hold more than three cards.

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Automatically from reserve. After the reserve is empty, it will receive any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: Two.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

The Reserve

Location and Count: One pile of 13 cards in the center of the screen.

Rules for Building: No building is done on the reserve.

If Empty will Accept: No Cards.

See Also

Flower Garden

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Six piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: Only the top card of the tableau piles are available for play on foundation or other tableau piles.

If Empty will Accept: Any Card

The Reserve

Location and Count: One column of face-up cards on the left side of the screen.

Rules for Building: Any card may be played from the reserve to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

[NW Territory](#)

[Klondike Games](#)

Free Cell

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eight piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile or tableau space. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Only a King.

Stock/Waste Pile

Location and Count: Not used.

The Reserve

Location and Count: Four empty piles on the right of the screen.

Rules for Building: Each reserve pile will hold one card.

If Empty will Accept: Any One Cards.

SEE ALSO...

[Seahaven Towers](#)

[Eight Off](#)

[Klondike Games](#)

Seahaven Towers

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Ten piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Opposite Color](#),

Moving of Stacks: Only the top card of the tableau piles are available for play on foundation or other tableau piles.

If Empty will Accept: Any card.

Stock/Waste Pile

Location and Count: Not used.

The Reserve

Location and Count: Four empty piles on the right of the screen.

Rules for Building: Each reserve pile will hold one card.

If Empty will Accept: Any One Cards.

SEE ALSO...

[Klondike Games](#)

[Eight Off](#)

[Free Cell](#)

Colorado

Decks: 1

Object: Place all cards onto the four Foundations

Location and Count: Four shaded aces at top left of the screen.

First Card to Accept: One of the four aces of the same color shown.

Rules for Building: [Up in Rank](#) and [Same Color](#),

Location and Count: Four shaded kings at top right of the screen.

First Card to Accept: One of the four kings of the same color shown.

Rules for Building: [Down in Rank](#) and [Same Color](#).

Tableau

Location and Count: Twenty piles in center of the screen.

Rules for Building: [Down in Rank](#) or [Up in Rank](#) and [Same Color](#),

Moving of Stacks: Only the top card of the tableau piles are available for play on foundation or other tableau piles.

If Empty will Accept: Automatically from stock pile. then any card.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: Two.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

SEE ALSO...

Stalactites

Decks: 1

Object:

This help file is not finished.

Eight Off

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at top of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eight piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#),

Moving of Stacks: Only the top card of the tableau piles are available for play on foundation or other tableau piles.

If Empty will Accept: Only a King..

Stock/Waste Pile

Location and Count: Not used.

The Reserve

Location and Count: Eight empty piles at the top of the screen.

Rules for Building: Each reserve pile will hold one card.

If Empty will Accept: Any One Cards.

SEE ALSO...

[Seahaven Towers](#)

[Free Cell](#)

[Klondike Games](#)

Heads and Tails

Decks: 1

Object:

This help file is not finished.

Fortune's Favour

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at right of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Twelve piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Same Suit](#),

Moving of Stacks: Only the top card may be moved.

If Empty will Accept: Automatically from stock pile.

Stock/Waste Pile

Location and Count: One piles in the top left corner of the screen.

Stock Redeals: None.

Stock Flip Count: 1 at a time.

Rules for Building: Top card may be played from the stock to the tableau or foundation piles.

If Empty will Accept: No Cards.

See Also

Dutchess

Decks: 1

Object:

This help file is not finished.

Canister

Decks: 1

Object: Place all cards onto the four Foundations

Foundations

Location and Count: Four shaded aces at right of the screen.

First Card to Accept: One of the four aces.

Rules for Building: [Up in Rank](#) and [Same Suit](#),

Tableau

Location and Count: Eight piles in center of the screen.

Rules for Building: [Down in Rank](#) and [Regardless of Suit](#),

Moving of Stacks: A stack of cards may be moved as a unit to another tableau pile. The stack must follow the rules for building in order for it to be moved.

If Empty will Accept: Any card(s).

Stock/Waste Pile

Location and Count: No stock pile or reserve pile is used.

See Also

