



Pretty Good Solitaire 2.2

by Tom Warfield

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Quick Start

If you've ever played a Windows solitaire game, you won't have much trouble playing this one. Simply click on the name of the game you want to play (such as Klondike).

To find out the rules of a particular game, goto the help menu and click on "How to Play." Or just press F1. Before playing, I recommend reading the tips (choose "Tips" from the help menu).

To move the cards, drag them with the left mouse button and drop them where you want them. Or, you can click on the right mouse button to have the computer automatically move the card for you. Note that this right-click option works in most situations in most games, but does not necessarily work in all situations in all games. There are a few games where you will have to drag the cards.

Note that you can undo and redo moves thru the Options menu.

The autoplay option will automatically play cards to the foundation for you, if it is possible to move them. This can be a great timesaver, but if you want this option turned off, you can do so in the options menu of each game.

When you exit a game, the game is saved automatically for you and you can resume the game right where you left off. If you don't want games saved, you can turn this off as well from the options menu of the main screen.

Have fun!

General Information

Welcome to Pretty Good Solitaire! This program started because I was unsatisfied with the solitaire programs out there. There's some good ones, but usually they come only 1 or 2 games at a time, with no undo feature, and so on. And so I started to write my own. It all started with FreeCell, and the first version had 5 games. It's now grown to 100 games.

Every game has full undo and redo (except for when the deck is reshuffled). The first time you play the game, you will be asked for your name. You can add new player names (or delete them) at any time, so more than one person can use Pretty Good Solitaire. All the game settings are saved independently for each player, so if you like AutoPlay and someone else doesn't, you don't have to keep turning it on and off all the time!

In addition, Pretty Good Solitaire will keep a record of your wins and losses in each game, for each player. You can reset the statistics at any time. You can even turn off the statistics keeping (see Options menu), if you want to play a game you don't want counted.

One of the best features of Pretty Good Solitaire, in my opinion, is the game saving. When you exit, the program will automatically remember your game position. When you restart the program, you can continue right where you left off. You can turn off game saving if you like (see the Options menu).

Another great feature are the mouse shortcuts. Double-clicking on the left mouse button moves a card to the foundations. Right clicking on a card in most games will either move a card to the foundations or a tableau pile. By right clicking, you can make moves without drag and drop and also determine whether a card can be legally moved. For more information, see the Mouse Shortcuts topic.

[Mouse Shortcuts](#)

If you can't decide which of the 100 games to play, you can have the program select one at random (See the Game menu).

Pretty Good Solitaire now has tours (see the Tours menu from the main screen. Tours are sequences of games where a cumulative score is kept. If you have several games you like to play often, you can put them together in a tour and keep score!

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Mouse Shortcuts

Double-clicking (left mouse button)

In games with Foundations, double-clicking on a card with the left mouse button will move the card to the foundation, if that move is legal.

Clicking with the right mouse button

In most games, clicking on a card with the right mouse button will do the following:

- 1 Move the card to the Foundation, if there is a Foundation and if that move is legal. (same as double-clicking with the left button above).
- 2 Failing number 1, it will move the card to a tableau pile, if there is such a legal move. It will check first for legal moves to non-empty tableau piles (moving from left to right). Then it will look for moves to empty tableau piles (again, moving from left to right).

Using the right button can speed play in a game dramatically. Note however, that the right mouse button does not work in every game, and that it may not move the card where you want to move the card. But it usually will.

Clicking on a card with the right mouse button is a good way to check to see if there are any legal moves for that card. If there is a legal move, clicking on the right mouse button will probably move the card. If there isn't, it won't.

Notes about the AutoPlay feature

AutoPlay

AutoPlay is the feature that moves playable cards from the tableau to the foundations automatically. (Only those games with foundations have this feature, of course.) This feature can be a great time and effort saver, and I highly recommend its use.

However, there are a couple of things about AutoPlay that you should be aware of. First, in some games (such as FreeCell, Yukon, etc) it is not necessarily a good idea to automatically play every possible card to the foundations. In these games, the best strategy is to keep the foundations pile roughly even with each other (for example, don't play the clubs foundation pile up to 5 or 6 when the ace of hearts hasn't come out yet). Because of this, the AutoPlay feature will NOT play a card to the foundations if it determines that that card might be necessary for play on the tableau. You can, of course, override this if you wish by playing the card to the foundations yourself. But remember, if AutoPlay doesn't move a card that it could move, there's a reason.

Secondly, although in many games it is technically cheating, these games allow you to move a card from the foundations back to the tableau, if you wish. However, if AutoPlay is turned on, the AutoPlay feature will promptly play the card back to the foundation! Therefore, if you ever want to do this you will need to turn AutoPlay off.

Auto Play

By selecting Auto Play from the Options menu, any cards in the tableau or cells that can be legally moved to the foundation are automatically moved there. This speeds up play.

[Important Notes about the AutoPlay feature](#)

Windows 95 Issues

Pretty Good Solitaire was developed on and intended for Windows 3.1. However, the final stages of its development was in Windows 95, and it runs fine in Windows 95. There are a few things Win95 users should be aware of, however.

If you run Win95 with a screen resolution of 800x600 or more, you should have no difficulties. You may want to resize the game window to your liking. I recommend placing the taskbar at either the top or bottom of the screen, as most of the games like as much horizontal space as possible.

Screen Resolution Issues

The main problems with Pretty Good Solitaire and Windows 95 occur at 640x480 resolution. The problem is the taskbar, and how much valuable space it takes up. This screen just ain't big enough for the both of 'em. The taskbar will cause serious problems, particularly in La Belle Lucie and Shamrocks. In these game especially, I recommend hiding the taskbar (this can be done by clicking on the start button, selecting Settings and then Taskbar, and setting AutoHide on). In the other games, the taskbar is tolerable, but still, you can give yourself more space by getting rid of it.

Screen Resolution Issues

Pretty Good Solitaire was developed to run in 640x480 mode, except for those games in the 800x600 section. However, if you run it in higher resolutions, you can resize the game window to make it bigger. Pretty Good Solitaire will then adjust to the bigger window the first time you do a "New Game". This will spread out the piles. Pretty Good Solitaire will remember how big you made the window and always run at that size.

You can adjust the size of the game window at any time. Pretty Good Solitaire will always adjust to a new window size after a "New Game".

Note: If you switch resolutions and play a game that was previously played at another resolution, you will need to "New Game" to get Pretty Good Solitaire to adjust to the new resolution.

Benefits of Registration

The registration price for this program is only \$19 (plus \$3 shipping if you would like a disk with the latest version). This program is shareware, and if you use it for longer than a 30 day evaluation period, you should register the program. Supporting shareware development will result in better programs.

If you do register this program, this is what you will get for your money:

- A registration code and instructions on how to input this code to register your copy of Pretty Good Solitaire. This process will get rid of the registration notices. (Your registration code will be sent by e-mail if you specify an e-mail address; otherwise, it will be sent by regular mail). If you include the \$3 shipping fee, additionally you will be sent by mail the latest version on disk with your registration code.
- Free upgrades to all future versions. The latest version is always available for download at <http://www.goodsol.com>. Your registration code will continue to work in future versions.
- Technical support, via e-mail to support@goodsol.com.
- The eternal gratitude of the author.

[Registration by Mail Form](#)

[Registration on the World Wide Web, or by Phone, EMail, or Fax](#)

[Registration by CompuServe SWREG](#)

[My Registration/Customer Support Policy](#)

[Association of Shareware Professionals Ombudsman Statement](#)

[Shareware Description and License](#)

Registration by Mail Form

Pretty Good Solitaire 2.2

Ordering by check: To order by check send this order form and a check to:

Thomas Warfield
PO Box 9155
Springfield IL 62791-9155 USA

To print this form, click on Print Topic in the File pull-down menu. Payment must be in US dollars drawn on a US bank, or you can send international postal money orders in US dollars (Canadian dollars also accepted, but please calculate exchange rate).

Prices: Pretty Good Solitaire _____ copies @ \$19 each = \$ _____

shipping for 3.5 inch diskette (optional) \$3 = \$ _____

Total enclosed \$ _____

Name _____

Address _____

City _____ State/Province _____

Zip Code/Postal Code _____ Country _____

E-Mail address _____

Where did you hear about or find Pretty Good Solitaire?

Suggestions:

PGS220

Web, Phone, E-mail, or Fax Registration

Registration via Credit Card thru NorthStar Solutions

For your convenience I have contracted with NorthStar Solutions to process any orders you wish to place with your valid VISA or MasterCard.

For technical support, questions, or comments about this program, please contact me at support@goodsol.com or at Thomas Warfield, PO Box 9155, Springfield IL 62791. Please note that NorthStar Solutions is an order-taking service and cannot answer any questions about Pretty Good Solitaire.

You may contact NorthStar Solutions FOR ORDERS ONLY via any of the following methods:

World Wide Web: click on the link to the Web ordering page on the Pretty Good Solitaire Web Site at <http://www.goodsol.com>.

Phone: 1-800-699-6395 (10 am to 8 pm, Eastern Standard Time. USA only)

1-803-699-6395 (10 am to 8 pm, Eastern Standard Time)

Fax: 1-803-699-5465 (available 24 hours. International orders encouraged).

Email: On America Online: STARMAIL
On the internet: 71561.2751@compuserve.com

The above numbers and addresses are for orders only.

Regardless of how you register, please have the following information:

- The program and version number (Pretty Good Solitaire, version 2.2) you are registering.
- Your mailing address.
- Your Visa or MasterCard number and its expiration date.
- Your email address, if you have one, so NorthStar Solutions and I can confirm your registration and send you your registration code.

Important:

- 1 NorthStar Solutions processes registrations only, please contact me for any product/technical support.
- 2 Emailed and faxed registrations are encouraged, but all registrations are very much appreciated!
- 3 Your Visa or MasterCard will be charged either \$19 or \$22, depending on whether you want the latest version sent to you on disk (the \$3 shipping fee).
Either way, the charge will be in the name "NorthStar Solutions" on your bill.

CompuServe SWREG Registration

Use the CompuServe command GO SWREG and follow the menus to register.

Pretty Good Solitaire's SWREG registration ID is #8322.

Detailed instructions for WinCIM users: select Go from the Services menu, and type SWREG. Then double click on "Register Software" in the Shareware Registration box. After viewing the Registration Agreement, click on Proceed, then select your Geographic Region. Double click on ID # in the Register Shareware box and enter the ID number 8322.

Now double click on "Display Selected Titles" and then double click on the appropriate entry. Click on Description to see a description of Pretty Good Solitaire. You can now click the Register button to fill in your order information.

Your CompuServe account will be charged \$19. You will receive a confirmation by email that will include your registration code, probably within a day. Also attached to this email message will be the latest version of Pretty Good Solitaire. With the email connection that CompuServe provides, no disk will need to be sent by mail.

Customer Support

Technical Support

Technical Support for Pretty Good Solitaire is available by email to support@goodsol.com. Should you have any problems with Pretty Good Solitaire, send me a message and I'll try to help out.

What happens when you register:

When you register Pretty Good Solitaire, I will generate a unique registration code just for you and send it to you. This code will register your copy of Pretty Good Solitaire. If you give an e-mail address on your registration code, I will send you the registration code by e-mail, usually within 24 hours of when I receive your check (unless I am out of town). If you register via CompuServe's SWREG service (GO SWREG), you will usually get your code within 24 hours of when you register (again, unless I am out of town). If you don't provide an e-mail address, then your code will be sent to you via regular mail, meaning that when you get it will depend on the post office.

Once registered, your code will work for all future versions of Pretty Good Solitaire. You can always check out <http://www.goodsol.com> for the latest versions of Pretty Good Solitaire and all my other products.

As a registered user, you will be able to legally use the program beyond the 30 day trial period, and have full access to all features. Please support the shareware concept!

My Distribution method:

My distribution method is simple: the internet. I see little point in any other way of distributing shareware. My World Wide Web site always has the latest version available. I can also always send you the latest version by email, if you request. If you have any questions about Pretty Good Solitaire, send me an email. I try to reply to all messages as quickly as I can.

However, some people do like to get a diskette with the program. For these people, I have provided an optional \$3 shipping fee. If you add this fee to the regular registration price, I will send you a diskette with the latest version.

International Users:

Pretty Good Solitaire has developed a pretty good following outside the United States. I now have several ways for international users to register. If you have a CompuServe account, you can use the SWREG service to register easily. If you have a valid VISA or MasterCard, you can register thru the link on the Pretty Good Solitaire World Wide Web page, or by phone, email, or fax.

ASP Ombudsman Statement

This program is produced by a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442-9427 USA, FAX 616-788-2765 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

Shareware Description and License

Definition of Shareware

Shareware distribution gives users a chance to try software before buying it. If you try a Shareware program and continue using it, you are expected to register.

Copyright laws apply to both Shareware and commercial software, and the copyright holder retains all rights.

Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it's commercial or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is low, prices are low also. Shareware has the ultimate money-back guarantee -- if you don't use the product, you don't register it.

Disclaimer and License Agreement

Users of Pretty Good Solitaire must accept this disclaimer of warranty:

"Pretty Good Solitaire is supplied as is. The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The author assumes no liability for damages, direct or consequential, which may result from the use of Pretty Good Solitaire."

Pretty Good Solitaire is a "shareware program" and is provided at no charge to the user for evaluation. Feel free to share it with your friends, but please do not give it away altered or as part of another system. The essence of "user-supported" software is to provide personal computer users with quality software without high prices, and yet to provide incentive for programmers to continue to develop new products. If you find this program fun and find that you are using Pretty Good Solitaire and continue to use Pretty Good Solitaire after a 30-day trial period, you must make a registration payment of \$19 to Thomas Warfield. The \$19 registration fee will license Pretty Good Solitaire for your personal use.

You are encouraged to pass an unregistered copy of Pretty Good Solitaire along to your friends for evaluation. Please encourage them to register their copy if they find that they can use it.

How to Play

To play a game, simply click on the name of the game.

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[Canfield type](#)

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Klondike type

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[Whitehead](#)

[Will o the Wisp](#)

[Yukon](#)

Klondike

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 7 Tableau piles (below foundations) - build down by alternate color. Move groups of cards if they are in sequence. Fill spaces with Kings or groups of cards with a King at the bottom.
- Stock (top left, face down) - turn over 3 cards at a time, by clicking. Unlimited redeals.
- Waste (next to Stock) - Top card always available for play.

Options

Rules - selects whether 1 card or 3 cards at a time are turned over from the Stock.

[KingOnly](#)

[AutoPlay](#)

Play

28 cards are dealt into 7 tableau piles, the number of cards increasing from 1 to 7 as you go from left to right. The top card of each pile is face up, the others face down. The rest of the cards go face down in the stock.

Move Aces to the Foundations as they become available. Build the Foundations up in suit. Build the Tableau piles down by alternate color. The top card of each Tableau pile is available for play on another Tableau pile or the Foundations. Groups of cards in the proper sequence can be moved as a unit. Spaces in the Tableau can be filled only by Kings (or a group of cards with a King at the bottom) if KingOnly is checked.

Cards are turned up from the Stock (by clicking on the Stock) and placed in the waste pile, either one at a time or three at a time, depending on the Rules setting in the Options menu. When the Stock is empty, click on the empty Stock to move the cards in the Waste pile back into the Stock. There is no limit on the number of times you can go through the deck.

History

Klondike is basic Windows solitaire (the game that comes with Windows). It probably dates back to the Klondike gold rush of the late 19th century. It is known by many names, including Chinaman, Fascination, Triangle, Patience, and Solitaire. In England it is often called Canfield. This version is actually a variation of the real Klondike, which does not allow redeals.

King Only

By selecting King Only from the Options menu, you can only fill an empty tableau pile with a King. With this not selected, any card can be placed in an empty tableau pile.

Double Klondike

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (top) - build up in suit from Ace to King.
- 9 Tableau piles (below foundations) - build down by alternate color. Move groups of cards if they are in alternate color. Fill spaces with Kings or groups of cards with a King at the bottom.
- Stock (bottom left, face down) - turn over 3 cards at a time, by clicking. Unlimited redeals.
- Waste (next to Stock) - Top card always available for play.

Options

Rules - selects whether 1 card or 3 cards at a time are turned over from the Stock.

[KingOnly](#)

[AutoPlay](#)

Play

45 cards are dealt into 9 tableau piles, the number of cards increasing from 1 to 9 as you go from left to right. The top card of each pile is face up, the others face down. The rest of the cards go face down in the stock.

Move Aces to the Foundations as they become available. Build the Foundations up in suit. Build the Tableau piles down by alternate color. The top card of each Tableau pile is available for play on another Tableau pile or the Foundations. Groups of cards in the proper sequence can be moved as a unit. Spaces in the Tableau can be filled only by Kings (or a group of cards with a King at the bottom) if KingOnly is checked.

Cards are turned up from the Stock (by clicking on the Stock) and placed in the waste pile, either one at a time or three at a time, depending on the Rules setting in the Options menu. When the Stock is empty, click on the empty Stock to move the cards in the Waste pile back into the Stock. There is no limit on the number of times you can go through the deck.

History

Double Klondike, like Gargantua, is a two-deck variation of Klondike.

Alaska

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 7 Tableau piles (below foundations) - build up or down by suit. Move groups of cards regardless of sequence. Fill spaces with Kings or groups of cards with a King at the bottom.

Options

[AutoPlay](#)

Play

28 cards are dealt into 7 piles, face down as in Klondike. Then the remaining 24 cards are dealt face up in the rightmost 6 piles, 4 in each pile.

Move Aces as they become available to the Foundations. The Foundations are built up in suit. The Tableaus are built up or down by suit. For example, a 6 of Diamonds can be dropped on a 7 of Diamonds. Any face up card in the tableau may be built upon another, no matter how deep it is in a pile. All cards covering it are moved together. When a face down card is uncovered, it is automatically turned face up and is available for play. Spaces created by moving an entire pile can be filled only with Kings.

History

Alaska is a variation of Yukon.

Australian Patience

1 Deck.

Objective

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 7 Tableau piles (below foundations) - 4 cards per pile dealt face up at the beginning of the game. Build down in suit. Groups of cards may be moved regardless of sequence. Spaces filled by Kings only.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Options

[AutoPlay](#)

Play

28 cards are dealt to 7 tableaus, 4 cards to a tableau. Above the tableaus are 4 foundation piles. Move Aces to the Foundations as they become available. The foundation piles will be built up in suit from Ace to King. The game is won if all the cards are moved to the foundations.

The remainder of the cards form the stock (upper left corner). The stock is turned over 1 card at a time to the waste pile. The top card of the waste pile is always available for play on the foundations or tableau. The tableau piles are built down in suit. Groups of cards may be moved regardless of sequence. A space in the tableau can be only by a King. There is no redeal.

History

Australian Patience is a variation of Klondike that was sent to the author by a Pretty Good Solitaire player in Australia.

Double Scorpion

2 Decks.

Object

To get all the cards into 8 13-card suit sequences in the Tableau.

Layout

- 10 Tableau piles - build down by suit. Groups of cards (regardless of sequence) can be moved. Fill spaces with Kings or groups of cards with a King at the bottom.

Play

All the cards are dealt to the tableau in 10 piles. In the first 5 piles, 4 cards are face down; in the others, all are face up. There are no Foundations.

The object of play is to manipulate the tableau into 8 piles, one for each suit, with the cards in sequence from king to ace. The tableau piles are built down by suit; for example, a 10 of hearts can be played on a Jack of hearts. Any card, regardless of where in a pile it is, can be moved, along with all cards above it (this is like Yukon). A space created by moving an entire pile can only be filled with a King. When a face-down card becomes the top card of a pile, it is turned face up.

History

Double Scorpion is a two-deck version of the game Scorpion.

EastHaven

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 7 Tableau piles (below Foundations) - build down in alternating colors. Move groups of cards in descending sequence of alternate colors. Fill spaces with Kings or groups of cards with a King at the bottom.
- Stock (top left) - Clicking deals a row of 1 card to each Tableau pile.

Options

[KingOnly](#)

[AutoPlay](#)

Play

At the beginning of the game, 3 cards are dealt face down to each Tableau pile. Then 1 card is dealt face up on each pile.

Move Aces to the Foundations as they become available. Build Foundations up in suit to Kings. Build Tableau piles down in alternate colors. The top card of each Tableau pile is available for play on another Tableau pile or the Foundations. Groups of cards in the tableau may be moved, as long as they form a descending sequence of alternating colors. When the KingOnly option in the Options menu is set, an empty space can only be filled by a King or a legal group of cards with a King at the bottom. When KingOnly is not set, an empty space can be filled by any legal group of cards.

Whenever there are no more possible plays on the Tableau, another group of 7 cards is dealt to the tableau by clicking on the Stock. One card from the Stock is then placed face up on each tableau pile (note that this may block out the previous cards). The last 3 cards of the Stock are dealt to the first 3 Tableau piles.

History

EastHaven is a variation of Klondike. It is also known as Aces Up. The difficult part of this game is that the new cards dealt can completely ruin the tableau. Not checking the KingOnly option makes the game somewhat easier to win.

Northwest Territory

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 8 Tableau piles (below foundations) - build down by alternate color. Move groups of cards if they form a descending sequence of opposite colors. If KingOnly is set, fill spaces with Kings or groups of cards with a King at the bottom, otherwise fill spaces with any card or legal group of cards.
- Reserve pile (left) - All cards available for play. Click on card to move it to the bottom of the stack, then move to either Tableau or Foundation.

Options

[AutoPlay](#)

[KingOnly](#)

Play

Cards are dealt into 8 piles, face down in Klondike fashion. The remaining cards form the Reserve.

Move Aces as they become available to the Foundations. The Foundations are built up in suit. The Tableaus are built down by alternate color. For example, a red 6 can be dropped on a black 7 (no cards can be built on an Ace). When a face down card is uncovered, it is automatically turned face up and is available for play. Groups of cards may be moved if they form a descending sequence of opposite colors. If KingOnly is set, spaces created by moving an entire pile can be filled only with Kings, or a legal group of cards starting with a King. Otherwise, spaces may be filled by any card or legal group of cards.

History

Northwest Territory is a cross between Klondike and Flower Garden.

Russian Solitaire

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 7 Tableau piles (below foundations) - build down by suit. Move groups of cards regardless of sequence. Fill spaces with Kings or groups of cards with a King at the bottom.

Options

[AutoPlay](#)

Play

28 cards are dealt into 7 piles, face down as in Klondike. Then the remaining 24 cards are dealt face up in the rightmost 6 piles, 4 in each pile.

Move Aces as they become available to the Foundations. The Foundations are built up in suit. The Tableaus are built down by suit. For example, a 6 of spades can be dropped on a 7 of spades (no cards can be built on an Ace). Any face up card in the tableau may be built upon another, no matter how deep it is in a pile. All cards covering it are moved together. When a face down card is uncovered, it is automatically turned face up and is available for play. Spaces created by moving an entire pile can be filled only with Kings.

History

Russian Solitaire is a variation of Yukon. It is even more challenging than Yukon since the Tableau is built down by suit rather than by alternate color. This gives the player half the possible moves that Yukon has. This game is highly recommended for fans of Yukon.

Scorpion

1 Deck.

Object

To get all the cards into 4 13-card suit sequences in the Tableau.

Layout

- 7 Tableau piles (top) - build down by suit. Groups of cards (regardless of sequence) can be moved. Fill spaces with Kings or groups of cards with a King at the bottom.
- Reserve (top left) - Clicking deals 1 card to each of the first 3 Tableau piles.

Options

KingOnly

Play

49 cards are dealt to the tableau in 7 piles. In the first 4 piles, 3 cards are face down; in the others, all are face up. The 3 remaining cards form the Reserve, face down left of the tableau. There are no Foundations.

The object of play is to manipulate the tableau into 4 piles, one for each suit, with the cards in sequence from king to ace. The tableau piles are built down by suit; for example, a 10 of hearts can be played on a Jack of hearts. Any card, regardless of where in a pile it is, can be moved, along with all cards above it (this is like Yukon). A space created by moving an entire pile can only be filled with a King (if KingOnly is checked). When a face-down card becomes the top card of a pile, it is turned face up.

Should there ever be no more possible moves, the 3 cards in the Reserve can be dealt to the Tableau by clicking on the reserve pile. These 3 cards are dealt on top of the 3 leftmost Tableau piles. Play is then continued as before. If no more moves are then possible, the game is lost.

History

This game is related to Spider. It is imperative that the face down cards be uncovered as soon as possible. There are often several choices of builds to make and it is beneficial to work through possibilities. This is very much a game of skill, and it is difficult.

Spiderette

1 Deck.

Object

To get all the cards into four 13-card suit sequences.

Layout

- 7 Tableau piles - build down regardless of suit. Groups of cards in descending sequence in suit may be moved as a unit. Fill spaces with any card.
- Stock (above the Tableau) - Clicking deals 1 card to each Tableau pile. All empty spaces must be filled before a deal.

Options

Rules - choose between Regular Spiderette and Baby Spiderette (which allows groups of cards in descending sequence regardless of suit to be moved as a unit).

Play

28 cards are dealt to the Tableau as in Klondike. The tableaus are built down in sequence, regardless of suit. However, building down by suit is preferable. The top card of each pile is always available for play on another pile, and multiple cards at the top of a pile that are of the same suit and down in sequence may also be moved as a unit.

A space created by moving an entire pile may be filled by any card or any legal group of cards. Whenever there are no more possible plays, a row of 7 cards can be dealt to the Tableaus by clicking on the face down card above the tableaus. All empty piles must be filled before the deal.

The object of the game is to get all 13 cards of each suit in sequence in a pile. Whenever the 13 cards of suit are assembled in sequence, the program will automatically remove them from play. You win by getting all 52 cards removed.

History

Spiderette is a cross between the popular games Klondike and Spider. The game Will o the Wisp is also closely related.

Since pure Spiderette is fairly difficult to win, the program offers a rules option that is easier to win. To change the rules, select "Rules" from the Options menu.

Baby Spiderette is considerably easier than regular Spiderette. In Baby Spiderette, the tableau is the same as regular Spiderette, as are all the rules except one. In Baby Spiderette, you are allowed to move a group of cards as a block if they are in sequence regardless of suit. In Spiderette, they must all be of the same suit. This makes it easier to move cards around, and easier to win the game.

Spidike

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 7 Tableau piles (below foundations) - build down regardless of suit. Move groups of cards only if they are in descending sequence by suit. Fill spaces with Kings or groups of cards with a King at the bottom.
- Stock (top left, face down) - clicking on the stock deals 1 card to each Tableau pile.

Options

[KingOnly](#)

[AutoPlay](#)

Play

28 cards are dealt into 7 tableau piles, the number of cards increasing from 1 to 7 as you go from left to right. All of the cards are face up. The rest of the cards go face down in the stock.

Move Aces to the Foundations as they become available. Build the Foundations up in suit. Build the Tableau piles down regardless of suit. The top card of each Tableau pile is available for play on another Tableau pile or the Foundations. Groups of cards in descending sequence in suit can be moved as a unit. Descending sequences of different suits cannot be moved as a group. Spaces in the Tableau can be filled only by Kings (or a group of cards with a King at the bottom) if KingOnly is checked.

Clicking on the stock deals 1 card to each Tableau pile. The game is won when all cards are moved to the Foundations.

History

Spidike is a type of cross between Spider and Klondike. The tableau building rules and the dealing of cards to the tableau is Spider (or Spiderette) like, but the Tableau starts out much like Klondike. The game is much more challenging with the KingOnly option set. Spidike was invented by the author of Pretty Good Solitaire, Tom Warfield.

Thumb and Pouch

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 7 Tableau piles (below Foundations) - build down by any suit but the same. Move groups of cards if they are in sequence. Fill spaces with any card or legal group of cards.
- Stock (top left, face down) - Clicking turns over 1 card to Waste pile. No redeal.
- Waste (next to Stock) - Top card always available for play.

Options

[AutoPlay](#)

Play

28 cards are dealt into 7 tableau piles, the number of cards increasing from 1 to 7 as you go from left to right. The top card of each pile is face up, the others face down. The rest of the cards go face down in the Stock.

Move Aces to the Foundations as they become available. Build the Foundations up in suit. Build the Tableau piles down by any suit but the same. That is, any 5 but the 5 of hearts can be played on a 6 of hearts. The top card of each Tableau pile is available for play on another Tableau pile or the Foundations. Groups of cards in the proper sequence can be moved as a unit. Spaces in the Tableau can be filled by any card or any legal group of cards.

Cards are turned up from the Stock (by clicking on the Stock) and placed in the waste pile one at a time. There is no redeal.

History

This is a variation of Klondike. It is fairly easy to win.

Westcliff

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (right) - build up in suit from Ace to King.
- 10 Tableau piles (middle) - build down by alternate color. Move groups of cards if they are in sequence. Fill spaces with any card or legal group of cards..
- Stock (top left, face down) - turn over 1 card at a time, by clicking. No redeals.
- Waste (below Stock) - Top card always available for play.

Options

[AutoPlay](#)

Play

30 cards are dealt into 10 tableau piles. The top card of each pile is face up, the others face down. The rest of the cards go face down in the stock.

Move Aces to the Foundations as they become available. Build the Foundations up in suit. The game is won when all cards have been moved to the Foundations. Build the Tableau piles down by alternate color. The top card of each Tableau pile is available for play on another Tableau pile or the Foundations. Groups of cards in the proper sequence can be moved as a unit. Spaces in the Tableau can be filled by any card or legal group of cards.

Cards are turned up from the Stock (by clicking on the Stock) and placed in the waste pile, one at a time. There are no redeals.

History

Westcliff is a variation of Klondike. It is fairly easy to win.

Whitehead

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 7 Tableau piles (below foundations) - build down by same color. Move groups of cards if they are in descending sequence by suit. Fill spaces with any card or legal groups of cards.
- Stock (top left, face down) - turn over one card at a time, by clicking. No redeals.
- Waste (next to Stock) - Top card always available for play.

Options

[AutoPlay](#)

Play

28 cards are dealt into 7 tableau piles, the number of cards increasing from 1 to 7 as you go from left to right. All the cards are dealt face up. The rest of the cards go face down in the Stock.

Move Aces to the Foundations as they become available. Build the Foundations up in suit. Build the Tableau piles down by same color, red on red, black on black. The top card of each Tableau pile is available for play on another Tableau pile or the Foundations. Groups of cards in descending sequence by suit can be moved as a unit. Spaces in the Tableau can be filled by any card, or any legal group of cards.

Cards are turned up from the Stock (by clicking on the Stock) and placed in the waste pile one at a time. There are no redeals.

History

This is a variation of Klondike. The ability to see all the cards in the Tableau makes this game interesting. It is more difficult to win than most of the Klondike variations.

Will o the Wisp

1 Deck.

Object

To get all the cards into four 13-card suit sequences.

Layout

- 7 Tableau piles - build down regardless of suit. Groups of cards in descending sequence in suit may be moved as a unit. Fill spaces with any card.
- Stock (above the Tableau) - Clicking deals 1 card to each Tableau pile. All empty spaces must be filled before a deal.

Play

21 cards are dealt to the Tableau, 2 face down to each pile, then 1 face up to each pile. The tableaus are built down in sequence, regardless of suit. However, building down by suit is preferable. The top card of each pile is always available for play on another pile, and multiple cards at the top of a pile that are of the same suit and down in sequence may also be moved as a unit.

A space created by moving an entire pile may be filled by any card or any legal group of cards. Whenever there are no more possible plays, a row of 7 cards can be dealt to the Tableaus by clicking on the face down card above the tableaus. All empty piles must be filled before the deal.

The object of the game is to get all 13 cards of each suit in sequence in a pile. Whenever the 13 cards of suit are assembled in sequence, the program will automatically remove them from play. You win by getting all 52 cards removed.

History

Will o' the Wisp is a variation of Spiderette with exactly the same rules, except that 21 cards are dealt to the tableau at the beginning of the game instead of 28. (The cards are dealt in the same fashion as EastHaven). With fewer face down cards to clear, the game becomes slightly easier.

Yukon

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 7 Tableau piles (below foundations) - build down by alternate color. Move groups of cards regardless of sequence. Fill spaces with Kings or groups of cards with a King at the bottom.

Options

[AutoPlay](#)

Play

28 cards are dealt into 7 piles, face down as in Klondike. Then the remaining 24 cards are dealt face up in the rightmost 6 piles, 4 in each pile.

Move Aces as they become available to the Foundations. The Foundations are built up in suit. The Tableaus are built down by alternate color. For example, a red 6 can be dropped on a black 7 (no cards can be built on an Ace). Any face up card in the tableau may be built upon another, no matter how deep it is in a pile. All cards covering it are moved together. When a face down card is uncovered, it is automatically turned face up and is available for play. Spaces created by moving an entire pile can be filled only with Kings.

History

Yukon is a variation of Klondike. Uncover the face down cards as soon as possible. Don't let one foundation get too far ahead of the others. This game is moderately difficult, and is a game of skill. It is the best and most addictive game in the Klondike group.

Canfield type

[Canfield](#)

[Chameleon](#)

[Double Canfield](#)

[Duke](#)

[Rainbow](#)

[Storehouse](#)

Canfield

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from the first card dealt, wrapping from Ace to King as necessary.
- 4 Tableau piles (below foundations) - build down by alternate color. Move groups of cards if they are in sequence. Spaces are filled from the Reserve if possible, then by any card.
- Stock (top left, face down) - turn over 1 or 3 cards at a time, by clicking. Unlimited redeals.
- Waste (next to Stock) - Top card always available for play.
- Reserve (left of Tableau) - Top card always available for play.

Options

Rules - selects whether 1 card or 3 cards at a time are turned over from the Stock.

AutoPlay

Play

13 cards are dealt to a pile called the Reserve. A 14th card is dealt above and to the right of the Reserve. This becomes the first of 4 Foundation piles. As cards of the same rank appear, they will be moved to the other 3 Foundation piles. (ie. if the first Foundation pile started with a 5, the other three 5's will be moved to the other Foundation piles as they appear). The Foundation piles will be built up in suit, wrapping around from King to Ace as necessary. Below the Foundations, 4 cards are dealt out to form 4 Tableau piles. The Tableau piles are built down by opposite colors, wrapping around from Ace to King as necessary. For example, in the Tableaus a red 8 could be played on a black 9. Entire Tableau piles can be moved onto other Tableau piles, if possible.

The remainder of the deck is placed face-down in the Stock. Stock cards are played (by clicking on the Stock) either one or three at a time to the waste pile (depending on the Rules setting in the Option menu). The top card of the wastepile is available for play on the Tableaus or Foundations. Empty spaces in the tableau are filled from the reserve, or when the reserve is empty from the wastepile.

When the Stock is empty, the wastepile can be moved back to the Stock by clicking on the empty Stock. There is no limit on the number of times the Stock can be run through.

The game is won if all the cards are moved to the foundations.

History

Canfield is named after the owner of a gambling salon in Saratoga, who sold decks of cards to customers for \$50 and paid 5 dollars for each card played to the Foundations during the game. In England this game is called "Demon".

Chameleon

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from the first card dealt, wrapping from Ace to King as necessary.
- 3 Tableau piles (below foundations) - build down regardless of suit. Move groups of cards if they are in sequence. Spaces are filled from the Reserve if possible, then by any card.
- Stock (top left, face down) - turn over one card at a time, by clicking. There is no redeal.
- Waste (next to Stock) - Top card always available for play.
- Reserve (left of Tableau) - Top card always available for play.

Options

[AutoPlay](#)

Play

12 cards are dealt to a pile called the Reserve. A 13th card is dealt above and to the right of the Reserve. This becomes the first of 4 Foundation piles. As cards of the same rank appear, they will be moved to the other 3 Foundation piles. (ie. if the first Foundation pile started with a 5, the other three 5's will be moved to the other Foundation piles as they appear). The Foundation piles will be built up in suit, wrapping around from King to Ace as necessary. Below the Foundations, 3 cards are dealt out to form 3 Tableau piles. The Tableau piles are built down regardless of suit, wrapping around from Ace to King as necessary. For example, in the Tableaus a any 8 could be played on a 9. Entire Tableau piles can be moved onto other Tableau piles, if possible.

The remainder of the deck is placed face-down in the Stock. Stock cards are played (by clicking on the Stock) one at a time to the waste pile. The top card of the wastepile is available for play on the Tableaus or Foundations. Empty spaces in the tableau are filled from the reserve, or when the reserve is empty from the wastepile.

There is no redeal.

History

Chameleon is a variation of Canfield.

Double Canfield

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (across top) - build up in suit from the first card dealt, wrapping from Ace to King as necessary.
- 5 Tableau piles (below foundations on right) - build down by alternate color. Move groups of cards if they are in sequence. Spaces are filled from the Reserve if possible, then by any card.
- Stock (left below foundations, face down) - turn over 1 or 3 cards at a time, by clicking. Unlimited redeals.
- Waste (next to Stock) - Top card always available for play.
- Reserve (left of Tableau, next to Waste) - Top card always available for play.

Options

Rules - selects whether 1 card or 3 cards at a time are turned over from the Stock.

AutoPlay

Play

13 cards are dealt to a pile called the Reserve. A 14th card is dealt above and to the left of the Reserve. This becomes the first of 8 Foundation piles. As cards of the same rank appear, they will be moved to the other 7 Foundation piles. (ie. if the first Foundation pile started with a 5, the other seven 5's will be moved to the other Foundation piles as they appear). The Foundation piles will be built up in suit, wrapping around from King to Ace as necessary. Below the Foundations, 5 cards are dealt out to form 5 Tableau piles. The Tableau piles are built down by opposite colors, wrapping around from Ace to King as necessary. For example, in the Tableaus a red 8 could be played on a black 9. Entire Tableau piles can be moved onto other Tableau piles, if possible.

The remainder of the deck is placed face-down in the Stock. Stock cards are played (by clicking on the Stock) either one or three at a time to the waste pile (depending on the Rules setting in the Option menu). The top card of the wastepile is available for play on the Tableaus or Foundations. Empty spaces in the tableau are filled from the reserve, or when the reserve is empty from the wastepile.

When the Stock is empty, the wastepile can be moved back to the Stock by clicking on the empty Stock. There is no limit on the number of times the Stock can be run through.

The game is won if all the cards are moved to the foundations.

History

Double Canfield is a two-deck version of the single deck game Canfield.

Duke

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Aces to Kings.
- 4 Tableau piles (below foundations) - build down by alternate color. Move groups of cards if they are in sequence. Spaces are filled from the Reserve if possible, then by any card.
- Stock (top left, face down) - turn over 1 card at a time, by clicking. Two redeals.
- Waste (next to Stock) - Top card always available for play.
- 4 Reserve piles (left of Tableau) - 3 cards in each pile, top card of each pile always available for play.

Options

[AutoPlay](#)

Play

12 cards are dealt to 4 Reserve piles (3 cards per pile). Only the top card of each Reserve pile is available. Then 4 cards are dealt to 4 Tableau piles. The Tableau piles are built down by alternate colors, as in Canfield. As Aces become available, they are moved above the Tableau piles to form the 4 foundation piles. The Foundation piles are built up in suit from Ace to King. The game is won if all the cards are moved to the Foundations.

The remainder of the cards are placed face down in the Stock. The Stock is turned over 1 card at a time to the wastepile. The top card of the wastepile is always available for play on the Foundations or Tableau. Fill spaces in the Tableau from the Reserve piles, or, when the Reserves are empty, from the wastepile. Multiple cards may be moved as a unit within the Tableau piles. There are two redeals. To redeal, click on the empty Stock.

History

Duke is a variation of Canfield.

Rainbow

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from the first card dealt, wrapping from Ace to King as necessary.
- 4 Tableau piles (below foundations) - build down regardless of suit. Move groups of cards if they are in sequence. Spaces are filled from the Waste if possible, then by any card.
- Stock (top left, face down) - turn over 1 card at a time, by clicking. No redeals.
- Waste (next to Stock) - Top card always available for play.
- Reserve (left of Tableau) - Top card always available for play.

Options

[AutoPlay](#)

Play

13 cards are dealt to a pile called the Reserve. A 14th card is dealt above and to the right of the Reserve. This becomes the first of 4 Foundation piles. As cards of the same rank appear, they will be moved to the other 3 Foundation piles. (ie. if the first Foundation pile started with a 5, the other three 5's will be moved to the other Foundation piles as they appear). The Foundation piles will be built up in suit, wrapping around from King to Ace as necessary. Below the Foundations, 4 cards are dealt out to form 4 Tableau piles. The Tableau piles are built down regardless of suit, wrapping around from Ace to King as necessary. Entire Tableau piles can be moved onto other Tableau piles, if possible.

The remainder of the deck is placed face-down in the Stock. Stock cards are played (by clicking on the Stock) one at a time to the waste pile. The top card of the wastepile is available for play on the Tableaus or Foundations. Empty spaces in the tableau are filled from the Waste, or when the Waste is empty by any card.

The game is won if all the cards are moved to the foundations.

History

Rainbow is a variation of Canfield.

Storehouse

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Twos up to Aces.
- 4 Tableau piles (below foundations) - build down by suit. Move groups of cards if they are in sequence. Spaces are filled from the Storehouse if possible, then by any card.
- Stock (top left, face down) - turn over 1 card at a time, by clicking. Two redeals.
- Waste (next to Stock) - Top card always available for play.
- Storehouse (left of Tableau) - Top card always available for play.

Options

[AutoPlay](#)

Play

The 4 twos in the deck are removed and put in a row. These are the 4 Foundation piles. 13 cards are dealt in a pile below the Foundations, called the Storehouse. A row of 4 cards are dealt below the Foundations. These are the 4 Tableau piles. The remainder of the deck is dealt face down to the Stock, with the top card of the Stock turned over for the waste pile.

The Foundation piles are built up by suit, wrapping around Ace on top of King. The Tableau piles are built down by suit. Spaces created in the Tableau are immediately filled by the top card of the Storehouse. The top cards of the Storehouse, Tableau piles, and wastepile are always available for play on the Tableau or Foundations.

Turn over cards in the stock one at a time by clicking on the Stock. Two redeals are allowed.

History

Storehouse is a variation of Canfield.

2 Deck games

[Alhambra](#)

[Busy Aces](#)

[Deuces](#)

[Threes Company](#)

[Fours Up](#)

[Sixes and Sevens](#)

[Congress](#)

[Frog](#)

[German Patience](#)

[Interregnum](#)

[Kings](#)

[Miss Milligan](#)

[Penta](#)

[Red and Black](#)

[Seven Devils](#)

[St. Helena](#)

[Twenty](#)

Alhambra

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (across top) - build up first 4 in suit from Ace to King, last 4 build down in suit from King to Ace.
- 8 Tableau piles (below Foundations) - No building. Play cards to the Foundations or Waste.
- Stock (bottom left, face down) - move 1 card to Waste by clicking. Two redeals.
- Waste (beside Stock) - Build up or down in suit (Aces may be built on Kings and Kings may be built on Aces). The top card is available for play on the Foundations.

Options

[AutoPlay](#)

Play

The eight foundations are across the top of the screen. The first 4 begin with Aces and are built up in suit to Kings. The last 4 begin with Kings and are built down in suit to Aces.

Below the foundations are 8 Tableau piles. 4 cards are dealt face up to each Tableau pile at the beginning of the game. There is no building on the Tableau piles. The top card of each pile can be played on the Foundations or Waste pile.

On the bottom left (face down) is the Stock and next to is the discard pile (Waste). To play, turn over cards from the Stock one by one to the discard pile by clicking on the face-down Stock. The top card of the Waste pile is always available for play on the Foundations. Furthermore, the Waste pile can be built up or down in suit (with Aces built on Kings and Kings built on Aces).

When all 8 foundations are filled, the game is won.

History

Alhambra is an unusual game in that there is no tableau building.

Busy Aces

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (across top) - build up in suit from Ace to King.
- 12 Tableau piles (below Foundations on right) - build down in suit. Only top card available for play. Empty piles can be filled by any card.
- Stock (below Foundations, face down on left) - move 1 card to Waste by clicking. No redeal.
- Waste (below Stock) - top card available for play.

Options

[AutoPlay](#)

Play

The eight foundations are across the top of the screen (with the X's). To win the game, build the 8 foundations up in suit from Ace to King.

Below the foundations on the right are 12 Tableau piles. On the left (face down) is the Stock and below that is the discard pile (Waste). To play, turn over cards from the Stock one by one to the discard pile by clicking on the face-down Stock. The top card of the discard pile is always available for play. The top card may be moved from the discard pile to a Tableau pile by dragging. The tableau piles are built down by suit. For example, a six of diamonds can go on top of a seven of diamonds. Cards can be played from one Tableau pile to another, if possible. Play Aces immediately to the foundations, as well as any other cards that are possible. There is no reason to not play cards to the foundation.

When all 8 foundations are filled, the game is won.

Note: The AutoPlay feature will automatically play cards to the foundation, if possible. This is a big time saving feature in this game. However, you should be aware that there are situations where there are two possibilities for play on the foundations, since there are two decks. There may be two eights of Spades, for example, that could be played on a certain foundation. The AutoPlay function may not move the same eight to this spot that you might.

History

Busy Aces is the first game of a family that includes Deuces, Three's Company, and Fours Up. It is the easiest to win of the family. Busy Aces is also known as Courtyard.

Deuces

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (in box in middle) - build up in suit from Deuces to King to Ace.
- 10 Tableau piles (in a ring around the Foundations) - build down in suit. Only top card available for play. Empty piles can be filled by any card.
- Stock (top left, face down) - move 1 card to Waste by clicking. No redeal.
- Waste (below Stock) - top card available for play.

Options

[AutoPlay](#)

Play

At the beginning of the game, the eight 2's (the Deuces) are removed from the deck and placed in the middle of the screen, inside the box. These are the 8 Foundation piles. They are to be built up in suit, with Aces as the highest card, above the Kings. Ten cards are dealt around the foundation box. These are the 10 Tableau piles. The Tableaus are built down in suit (for example, a 4 of diamonds is played on a 5 of diamonds). The remaining cards in the deck are dealt to the Stock, and the first card in the Stock is turned over to form the Waste pile. The top of the Waste pile is always available for play on the Tableau or Foundations. The top card of each Tableau pile is always available for play on another Tableau pile or the Foundations.

Cards are turned up from the Stock to the Waste one at a time by clicking on the Stock. The game is won if all 104 cards can be played to the foundations.

History

Deuces is a game in the Busy Aces family. Deuces is slightly harder to win than Busy Aces. Although in the beginning the first card in each foundation is already played for you (unlike Busy Aces, where you must wait for all the aces to come out), because there are only 10 tableau piles rather than the 12 of Busy Aces, it is harder to win.

Threes Company

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (across top) - build up in suit from Threes to King, Ace, Two.
- 8 Tableau piles (below Foundations) - build down in suit. Groups of cards may be moved. Empty piles can be filled by any card.
- Stock (bottom, face down on left) - move 1 card to Waste by clicking. No redeal.
- Waste (beside Stock) - top card available for play.

Options

[AutoPlay](#)

Play

The eight 3's are removed and placed in 8 piles at the top of the screen. These are the Foundations. The Foundations are built up in suit, from the 3's up to King, then Ace, then 2. The game is won if all the cards are moved to the Foundations.

Eight cards are dealt to 8 piles below the Foundations to form the Tableau. The Tableau piles are built down in suit. The top card of any Tableau pile may be moved to the Foundations or another Tableau pile. In addition, any group of cards can be moved from one Tableau pile to another. Spaces in the Tableau can be filled by any card.

The remainder of the cards are placed face down in the Stock (at the bottom left). The Stock is turned over 1 card at a time to the wastepile. The top card of the wastepile is always available for play on the Foundations or Tableaus. There is no redeal.

History

Three's Company is more difficult to win than Deuces or Busy Aces. Although multiple card moves are allowed in the tableau, there are fewer tableaus (8 compared to 10 for Deuces). Three's Company was invented by the author of Pretty Good Solitaire, Tom Warfield.

Fours Up

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (in box at right) - build up in suit from Fours to King, Ace, Two, Three.
- 6 Tableau piles (across top, left) - build down regardless of suit. Groups of cards may be moved if they are in a descending sequence of the same suit. Empty piles can be filled by any card.
- Stock (bottom, face down on left) - move 1 card to Waste by clicking. No redeal.
- Waste (beside Stock) - top card available for play.

Options

[AutoPlay](#)

Play

The eight 4's are removed and placed in 8 piles in the box at the right. These are the Foundations. The Foundations are built up in suit, from the 4's up to King, then Ace, 2, 3. The game is won if all the cards are moved to the Foundations.

Six cards are dealt to 6 piles across the top of the screen to form the Tableau. The Tableau piles are built down regardless of suit.. The top card of any Tableau pile may be moved to the Foundations or another Tableau pile. In addition, any group of cards in a descending sequence by suit can be moved from one Tableau pile to another. Spaces in the Tableau can be filled by any card or legal group of cards.

The remainder of the cards are placed face down in the Stock (at the bottom left). The Stock is turned over 1 card at a time to the wastepile. The top card of the wastepile is always available for play on the Foundations or Tableaus. There is no redeal.

History

Fours Up is the most difficult to win of the Busy Aces family. Fours Up was invented by the author of Pretty Good Solitaire, Tom Warfield.

Sixes and Sevens

2 Decks.

Object

To move all cards to the Foundations.

Layout

- 16 Foundation piles (on left) - build piles starting with Sixes down by suit to Aces, build piles starting with Sevens up in suit to Kings.
- 9 Tableau piles (on right) - each pile can contain 1 card. No building.
- Stock (bottom right, face down) - turn over 1 card to Waste by clicking. No redeals.
- Waste (bottom right, next to Stock) - top card available for play.

Options

[AutoPlay](#)

Play

The Sixes and Sevens are removed from the deck to form 16 Foundation piles. The Sixes are built down in suit to Aces and the Sevens are build up in suit to Kings. The game is won if all cards are moved to the Foundations.

Nine cards are dealt to the Tableau. Each Tableau pile can contain 1 card. Cards in the Tableau are moved to the Foundations, if possible. Spaces in the Tableau are filled from the Waste. The rest of the cards are dealt to the Stock, which is turned over 1 card at a time to the Waste by clicking. There are no redeals.

History

This game is easy to win. It is related to the Busy Aces family.

Congress

2 Decks.

Object

To move all cards to the Foundations.

Layout

- 8 Foundation piles (in center box) - build up in suit from Ace to King.
- 8 Tableau piles (to left and right of Foundations) - build down regardless of suit. Spaces are filled from the Waste.
- Stock (upper left, face down) - 1 card at a time moved to the Waste by clicking. No redeal.
- Waste (next to stock) - top card available for play.

Options

[AutoPlay](#)

Play

1 card each are dealt to 8 Tableau piles. The Tableau piles are built down regardless of suit, with spaces filled from the Waste. Only the top card of each Tableau pile is available for play. Move Aces as they become available to the Foundations. The Foundations are built up in suit from Ace to King. The game is won when all cards are moved to the Foundations.

Turn over cards from the Stock to the Waste by clicking. The top card of the Waste pile is available for play on the Tableau or Foundations. There is no redeal.

History

Congress is related to Forty Thieves. Do not move cards to the Foundations unnecessarily; they may be needed for lower cards in the Tableau.

Frog

2 Decks.

Object

To move all cards to the Foundations.

Layout

- 8 Foundation piles (across top) - build up in suit from Ace to King.
- Reserve (left, below Foundations) - begins with 13 cards - top card is available for play on the Foundations.
- Stock (face down, next to Reserve) - turn over cards 1 at a time to main wastepile. No redeal.
- Main wastepile (below Stock) - top card is available for play. Can hold only 1 card at a time.
- 5 regular Waste piles (right of Stock) - can contain any cards.

Options

[AutoPlay](#)

Play

13 cards are dealt to the Reserve. Any Aces are moved to the Foundations, which are built up in suit from Ace to King. If no Ace turns up in the Reserve, an Ace is removed from the Stock and placed on the first Foundation. The top card of the Reserve is available for play on the Foundations. Move all other Aces, as they become available, to the Foundations. The game is won when all cards are moved to the Foundations.

Turn over cards 1 at a time from the Stock by clicking. Cards are moved to the main wastepile, below the Stock. From the main wastepile, move cards to the Foundations, if possible, or to any of 5 Waste piles. The top card of each Waste pile is available for play on the Foundations. There is no redeal.

History

This game is also known as Toad. On the wastepiles, you should try to build downward, if possible. One pile should be reserved for Kings and Queens. Don't put lots of cards of the same rank in the same pile.

German Patience

2 Decks.

Object

To create 8 piles in ascending sequence of 13 cards, regardless of suit.

Layout

- 8 Tableau piles (across top) - build up regardless of suit, wrapping from Kings to Aces. Only the top card may be moved.
- Stock (face down, bottom left) - turns over 1 card to the Waste by clicking. No redeal.
- Waste (next to Stock) - top card is available for play.

Play

8 cards are dealt to the Tableau piles. Your goal is to turn these 8 piles into 8 piles in ascending sequence of 13 cards, regardless of suit, wrapping Kings to Aces. For example, a pile starting with a Seven will be built up Eight, Nine, and so on wrapping around to Six. Begin by moving all cards that are possible ascending regardless of suit. Then turn over cards one by one from the Stock to the Waste pile and play, if possible, on the Tableau. Only the top card of each Tableau pile may be moved.

History

German Patience is a unique and very difficult game.

Interregnum

2 Decks.

Object

To move all cards to the Foundations.

Layout

- 8 Foundation piles (center row) - build up regardless of suit from the starting card to contain 13 cards, wrapping from King to Ace as necessary.
- 8 Indicator cards (top row) - indicate the top card for each Foundation. Must be the last card played to the Foundation below it.
- 8 Tableau piles (bottom row) - top card available for play on the Foundations.
- Stock (far left) - deals 1 card to each Tableau pile by clicking.

Play

8 cards are dealt to the indicator row. This row indicates what the bases of the Foundations piles will be. The card in the indicator row is the last card that will be played on the Foundation pile below it. If the indicator card is a Five, for example, then the Foundation pile below it must start with a Six. The Foundation piles are built up regardless of suit, wrapping from King to Ace as necessary until the pile contains 13 cards. The indicator card will be moved to the Foundation automatically.

The top card of each Tableau pile (bottom row) is available for play on the Foundations. When all play has come to a standstill, deal a row of 1 card to each Tableau pile by clicking on the Stock (far left). The game is won if all cards can be moved to the Foundations, lost otherwise.

History

Interregnum is a rather unique game. I suggest using double-clicking to move the cards to the Foundations, although note that this will always move the card to the leftmost possible Foundation.

Kings

2 Decks.

Object

To move all cards to the Foundations.

Layout

- 8 Foundation piles (across top) - build up from Ace to King regardless of suit.
- 8 Tableau piles (below Foundations) - build up or down, regardless of suit. Top card is available for play. Spaces filled by any card.

Options

[AutoPlay](#)

Play

The 8 Aces are removed from the deck to form the 8 Foundations, which will be built up regardless of suit to Kings. The rest of the deck is then dealt to the tableau, with this proviso: if the card can be played to the Foundation directly above it, it will be. Hence many of the Foundations will already have several cards in them at the beginning of the game.

Once all the cards are dealt, the Tableau piles are built either up or down regardless of suit. The top card of each Tableau pile is available for play on other Tableau piles or the any of the Foundations. Spaces in the Tableau may be filled by any card.

History

This game is of German origin.

Miss Milligan

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (across top) - build up in suit from Ace to King.
- 8 Tableau piles (below Foundations) - build down in alternate color. Groups of cards may be moved if they form a descending sequence of alternate colors. Empty piles can be filled by a King or a sequence starting with a King.
- Stock top, face down on left) - deals one card to each tableau pile by clicking. No redeal.
- Reserve (below Stock) - storage for a card or sequence of cards, usable only after Stock is empty.

Options

[AutoPlay](#)

Play

The Foundations are built up in suit from Ace to King. The game is won if all the cards are moved to the Foundations.

One card is dealt to each of 8 Tableau piles. The Tableau piles are built down in alternate color. The top card of any Tableau pile may be moved to the Foundations or another Tableau pile. In addition, a group of cards in descending sequence of alternate colors can be moved from one Tableau pile to another. Spaces in the Tableau can be filled by a King or any sequence starting with a King.

The remainder of the cards are placed face down in the Stock (at the top left). Clicking on the stock deals one card to each tableau pile. There is no redeal.

When the Stock is empty, any card or sequence of cards (in descending opposite colors) may be moved to the Reserve pile (below the Stock). Only one such card or sequence may be played to the Reserves. Cards in the Reserve may be moved to the Foundations or back to the Tableau.

History

Miss Milligan is a classic solitaire game that is very popular in England.

Penta

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (vertically on left and right) - 4 piles on the left build up in suit from Fives to King, wrapping to Ace up to Four. 4 piles on the right build down in suit from Fives to Aces, wrapping to King down to Six.
- 6 Tableau piles (across top) - the first 3 piles (left of the line) build down regardless of suit, wrapping from Ace to King. The 2nd 3 piles (right of the line) build up regardless of suit, wrapping from King to Ace. Only one card at a time may be moved. Empty piles can be filled by any card.
- Stock (bottom, face down) - move 1 card to Waste by clicking. No redeal.
- Waste (beside Stock) - top card available for play.

Options

[AutoPlay](#)

Play

The eight 5's are removed and placed in 8 piles on the left and right. These are the Foundations. The 4 Foundation piles on the left are build up in suit from Fives, wrapping from King to Ace. The 4 Foundation piles on the right are build down in suit, wrapping from Ace to King. The game is won if all the cards are moved to the Foundations.

Six cards are dealt to 6 piles across the top of the screen to form the Tableau. The 3 Tableau piles on the left are build down regardless of suit, wrapping from Ace to King as necessary. The 3 Tableau piles on the right are built up regardless of suit, wrapping from King to Ace as necessary. The top card of any Tableau pile may be moved to the Foundations or another Tableau pile. Only one card at a time may be moved. Spaces in the Tableau can be filled by any card.

The remainder of the cards are placed face down in the Stock (at the bottom left). The Stock is turned over 1 card at a time to the wastepile. The top card of the wastepile is always available for play on the Foundations or Tableaus. There is no redeal.

History

Penta is the 5th game in the series Busy Aces, Deuces, Three's Company, and Fours Up. Penta was invented by the author of Pretty Good Solitaire, Tom Warfield.

Rouge et Noir

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (across top) - build left 4 piles up in color from Ace to King (2 leftmost with X's start with red Aces, next 2 with O's with black Aces), drop 13 card sequences of alternating color from the Tableau on the right 4 piles (2 starting with X's with red Kings, 2 rightmost with O's with black Kings).
- 10 Tableau piles (below Foundations) - build down in alternate color. Groups of cards in descending opposite color may be moved as a unit. Spaces are filled only by Kings or legal groups of cards with a King on the bottom.
- Stock (top left, face down) - deal 1 card to each Tableau pile by clicking.

Play

45 cards are dealt to the Tableau, 9 cards in the first pile, 8 in the 2nd, and so on. The 10th pile starts empty. The Tableau is build down in alternate colors. Groups of cards in descending opposite color may be moved as a unit. Spaces are filled only by Kings or legal groups of cards with a King at the bottom.

The first 4 Foundations are built up in color from Ace to King, the left 2 with X's start with red Aces, the 2nd 2 with O's start with Black Aces. You may move the top card of any Tableau pile to these Foundations, but you may not necessary want to move available cards when they become available. There is no AutoPlay in this game, so all cards must be moved by dragging or double-clicking on the card.

The last 4 Foundations are built in the Tableau. Build 4 13-card sequences of alternate color, from King down to Ace. To move these cards to the Foundations, pick up the entire 13-card sequence and drop it on the desired Foundation pile. The left 2 piles with X's are for 13-card sequences starting with a red King, the right 2 piles with O's for 13-card sequences starting with a black King. Single cards are not allowed in these Foundation piles.

When all possible moves have been played, clicking on the Stock will deal 1 card to each Tableau pile.

History

Rouge et Noir was invented by Charles Jewell. It is the most complicated, fascinating, and strategically interesting game in this collection. Keep in mind at all times that you are not only trying to build on the left 4 Foundations up in color, but also you must build 4 complete 13-card sequences in opposite color, sort of like they are built in Spider. Whether to move a card to the 4 left Foundations or to keep it in the Tableau for building one of the sequences is a choice you are faced with often. Also, note that when a new row of cards is dealt from the stock, you are likely to have many cards buried.

Seven Devils

2 Decks.

Object

To move all cards to the Foundations.

Layout

- 8 Foundation piles (across top) - build up in suit from Ace to King.
- Reserve (left, under Foundation) - top card is available for play only on the Foundations.
- 7 Tableau piles (below Foundations) - build down by opposite colors. Only one card at a time may be moved. Spaces filled by any card not from the Reserve.
- Stock (bottom left) - turn over 1 card to Waste by clicking. No redeal.
- Waste (next to Stock) - Top card is available for play.

Options

[AutoPlay](#)

Play

There are 8 Foundation piles that will be built up in suit from Ace to King. The game is won if all the cards are moved to the Foundations. 28 cards are dealt to the Tableau as in Klondike. Seven cards are dealt to the Reserve to the left of the Tableau. These are the Seven Devils, and they can only be played to the Foundations. The Tableau piles are built down by opposite color. Only one card at a time may be moved between Tableau piles. Spaces in the Tableau can be filled by any card except those in the Reserve.

Turn over cards 1 at a time from the Stock to the Waste by clicking. The top card of the Waste is available for play on the Tableau or Foundations. There is no redeal.

History

Seven Devils is a 2 pack cross between Klondike and Canfield. The fact that the Seven Devils can only be moved to the Foundations makes this game difficult.

St. Helena

2 Decks.

Object

To move all cards to the Foundations.

Layout

- 8 Foundation piles (in center box) - build 4 down by suit from King to Ace and 4 up by suit from Ace to King.
- 12 Tableau piles (around Foundations) - build up or down regardless of suit (no wraparound). Empty piles are not filled.
- Redeal indicator (top left) - click to redeal the cards. There are two redeals. (Redeals in this game cannot be Undone).

Play

First, one Ace and one King from each suit are removed from the deck and placed in the middle of the screen. These form the beginnings of 8 foundations, 4 "King-foundations" and 4 "Ace-foundations". The remaining 96 cards are dealt into 12 tableau piles circling the foundations. Four piles are placed above the King-foundations, 4 piles below the Ace-foundations, and 2 on each side of the foundations.

The objective is to build the King-foundations down in suit to aces, and the Ace-foundations up in suit to Kings. When all the cards are in the foundations, the game is won.

The top card of each Tableau pile is always available for play on the Foundations, with one exception: until the first redeal, cards from the piles above the King-foundations can only be played to the King-foundations, and cards from the piles below the Ace-foundations can only be played to the Ace-foundations. Cards from the sides can be played anywhere, and after the first redeal, cards from any Tableau pile can be played to any Foundation.

The Tableaus are built up or down in sequence, regardless of suit. The top card of any Tableau can be so moved to any other Tableau. For example, a 9 can be played on an 8, as can a 7. However, only a Queen can be played on a King, and only a 2 can be played on an Ace. An empty Tableau pile cannot be filled.

Two redeals are allowed. In a redeal the cards are not shuffled. Rather, each tableau pile is picked up in counter-clockwise order, and then the cards are dealt back to each pile clockwise. You cannot undo a redeal.

History

St. Helena is a classic solitaire game known by many other names, such as Napoleon's Favorite or Washington's Favorite.

Twenty

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (across top) - build the first 4 piles up by suit from Ace to King, the last 4 down by suit from King to Ace.
- 20 Tableau Piles (below Foundations) - top card is available for play on the Foundations. Spaces are filled automatically from the Stock.
- Stock (top left, face down) - deals 1 card to each Tableau pile by clicking. No redeal.

Play

4 Aces and 4 Kings of each suit are dealt to the Foundations. The Ace Foundations are built up by suit to Kings and the King Foundations are build down by suit to Aces. The game is won if all the cards are moved to the Foundations.

One card is dealt to each of 20 Tableau piles. The top card of each tableau pile is available for play on the Foundations. There is no building within the Tableau. Spaces are filled automatically from the Stock. Clicking on the Stock deals 1 card to each Tableau pile.

History

Twenty is a very simple game involving no strategy whatsoever.

800 x 600 games

[Seahaven Towers](#)

[Demons and Thieves](#)

[Forty Thieves](#)

[Gargantua](#)

[Heads and Tails](#)

[King Albert](#)

[Lady Cadogan](#)

[Number Ten](#)

[Rouge et Noir](#)

[Somerset](#)

[Simple Simon](#)

[Spider](#)

[Terrace](#)

[Windmill](#)

Seahaven Towers

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top, 2 on far left, 2 on far right) - build up in suit from Ace to King.
- 4 Cells (top center) - storage location for one card.
- 10 Tableau piles (below Foundations and Cells) - build down by suit. Move groups of cards if they are descending by suit and if there are enough open cells. Fill spaces with Kings.

Options

[AutoPlay](#)

[KingOnly](#)

Play

5 cards are dealt to each tableau pile, with 2 cards dealt to the Cells. Build the Foundations up in suit from Ace to King. The game is won when all cards are moved to the Foundations. In the Tableau, build down in suit. Groups of cards in descending sequence by suit may be moved as a unit, but only if there are enough empty cells or Tableau piles for the cards to be moved individually. Spaces in the Tableau can be filled only by Kings, unless the KingOnly option is not set. The 4 cells can hold any cards, but only one card at a time.

The game is played by building on the Tableau and moving cards to the Foundations as they become available. Use the Cells to store cards that get in the way of building on the Tableau.

History

Seahaven Towers is very similar to FreeCell.

The differences are: in Seahaven Towers there are 10 tableau piles instead of 8, and in Seahaven Towers the tableaus are built down in suit, rather than by opposite color. Therefore, a 8 of spades can only have a 7 of spades played on it. Also, the cells are in the middle of the screen at the top, and the foundations are split up on the two sides.

Demons and Thieves

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (across top, with X's) - build up in suit from first card dealt, wrapping from King to Ace as necessary.
- 9 Tableau piles (below Foundations) - build first 4 (left of line) down by alternate color. Build remaining 5 (right of line) down by suit. Move groups of cards if they form a legal descending sequence for that pile. Spaces can be filled by any card or legal group of cards.
- Stock (top left, face down) - turn over 1 card at a time to the Waste by clicking. Two redeals.
- Waste (next to Stock) - top card is available for play.
- Reserve (below Stock, next to Tableau) - top card is available for play.

Options

[AutoPlay](#)

Play

At the beginning of the game, 13 cards are dealt to the reserve pile, 4 cards are dealt one each to the first 4 Tableau piles, and 40 cards are dealt 8 each to the remaining 5 Tableau piles. Finally, one card is dealt to the first Foundation pile. The Foundation piles are to be built up in suit from the same rank as this first card, wrapping from King to Ace as necessary. For example, if a 3 is dealt to the first Foundation pile, the remaining 7 Foundation piles will all begin with 3's, and all the piles will be built up in suit up to King, then around to Ace, then 2's. The game is won if all the cards are moved to the Foundation piles.

The remainder of the cards form the Stock (upper left corner). The Stock is turned over 1 card at a time to the Waste pile. There are two redeals. The top cards of the waste pile and the Reserve pile are always available for play on the Foundations or Tableau.

The Tableau piles are divided into two parts: the Left Tableau and the Right Tableau, divided by a line. The 4 Left Tableau piles are built down in alternate colors. The 5 Right Tableau piles are built down by suit. Groups of cards may be moved from one Tableau pile to another, if they form a legal descending sequence in their current pile. For example, a descending sequence of alternate colors may be moved from the Left Tableau to the Right, since that is the legal sequence for the Left Tableau. However, a descending sequence of alternate colors cannot be moved from the Right Tableau to the Left, since that sequence is not legal on the Right. These kinds of groups transfers are called "shifts". Shifts of groups of alternate colors are allowed from Left to Right, while shifts of in suit cards are allowed from Right to Left. Once an shift has been made, the cards in the groups cannot again be moved as a group, since they will no longer be a legal group for their side of the Tableau.

Empty Tableau piles may be filled by any card, or any legal shift.

History

Demons and Thieves is a complicated cross between Canfield and Forty Thieves. It's name derives

from Canfield's common name "Demon" and the "Thieves" in Forty Thieves. The Reserve pile and the Left Tableau resemble Canfield, while the Foundations and Right Tableau resemble Forty Thieves.

Demons and Thieves was invented by the author of Pretty Good Solitaire, Tom Warfield. The secret to success is strategic shifting between the Tableaus.

Forty Thieves

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (across top, with X's) - build up in suit from Ace to King.
- 10 Tableau piles (below Foundations) - build down in suit. Spaces may be filled by any card.
- Stock (top left, face down) - turn over 1 card at a time to the Waste by clicking. No redeal.
- Waste (next to Stock) - top card is available for play.

Options

[AutoPlay](#)

Play

Forty cards are dealt to 10 tableaus, 4 cards to a tableau. Above the tableaus are 8 foundation piles. Move Aces to the Foundations as they become available. The foundation piles will be built up in suit from Ace to King. The game is won if all the cards are moved to the foundations.

The remainder of the cards form the stock (upper left corner). The stock is turned over 1 card at a time to the waste pile. The top card of the waste pile is always available for play on the foundations or tableau. The tableau piles are built down in suit. The top card of a tableau pile can be moved to the foundations or to another tableau pile. Only one card at a time can be moved in the tableau. A space in the tableau can be filled by any card. There is no redeal.

History

This is a classic solitaire game that probably dates back to the nineteenth century. It is known by many names, such as Napoleon at St. Helena, Big Forty, Roosevelt at San Juan, and Le Cadran. It has many variations, most of which are easier to win, since this game is very challenging. Because there are so many possible variations of this game, there is another Windows solitaire program devoted to it.

[Napoleon Solitaire](#)

Tips: Try to get a space in the tableau as quickly as possible. This game is difficult to win.

Napoleon Solitaire

Napoleon Solitaire is a collection of Windows solitaire games based on the game Forty Thieves. It contains Forty Thieves and 20 other variations on Forty Thieves, such as Rank and File, Indian, Number Ten, and more. It also contains a Game Wizard that allows the user to create his or her own solitaire games by changing the rules. Hundreds of thousands of different variations of the game can be created. Look for Napoleon Solitaire in the same place you found Pretty Good Solitaire, or download it from the World Wide Web at <http://www.goodsol.com/napsol.html>.

Napoleon Solitaire 2.0

by Tom Warfield

released November 1996

Registration price: \$15 (plus \$3 for a disk)

<http://www.goodsol.com/napsol.html>

Gargantua

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (across top) - build up in suit from Ace to King.
- 9 Tableau piles (below Foundations) - build down by alternate color. Groups of cards in descending alternating colors may be moved. Spaces are filled only by Kings or groups with a King at the bottom.
- Stock (bottom left, face down) - turn over 1 card to the Waste by clicking. One redeal.
- Waste (next to Stock) - top card available for play.

Options

[AutoPlay](#)

[KingOnly](#)

Play

45 cards are dealt to the tableau, 1 in the first pile, 2 in the 2nd, and so on. The top card is face up. The rest of the cards form the Stock. Move Aces as they become available to the Foundations, which are built up in suit from Ace to King. The game is won if all the cards are moved to the Foundations. The Tableau is build down in alternate colors. Groups of cards in descending opposite colors may be moved. Spaces in the Tableau are filled only by Kings or groups of cards with a King on the bottom, unless the KingOnly option is not set.

Turn over cards 1 at a time from the Stock to the Waste by clicking. The top card of the Waste pile is always available for play. There is one redeal.

History

Gargantua is a 2 deck version of Klondike. It was invented by Albert H. Morehead and Geoffrey Mott-Smith.

Heads and Tails

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (left and right sides) - build the piles on the left (with X's) up in suit from Ace to King, build the piles on the right (with O's) down in suit from King to Ace. Each group of 4 piles should have a pile of each suit.
- 16 Tableau piles (face up in the middle) - build up or down by suit, Aces and Kings are not consecutive (no wraparound). One one card at a time may be moved. Spaces are filled automatically from the face down piles directly above or below.
- 8 Reserve piles (center, face down) - begin with 11 cards each, used to fill spaces in the Tableau.

Options

[AutoPlay](#)

Play

16 cards are dealt out face up to form 16 tableau piles. The rest of the deck is dealt face down to 8 Reserve piles in the middle. There are 8 Foundation piles: 4 piles on the left (with X's) that are built up in suit from Ace to King and 4 piles on the right (with O's) that are built down in suit from King to Ace. Each group of 4 piles should contain cards of a different suit. The game is won if all the cards are moved to the Foundations.

The Tableau piles are built up or down in suit, with no wraparound (Aces and Kings are not consecutive). Only one card at a time may be moved. Spaces are filled automatically from the Reserve pile directly above or below the empty pile. (If that Reserve pile is empty, the pile is filled from another Reserve pile).

History

Heads and Tails (also known as Regiment) is an excellent game of strategy. Be careful not to block yourself, since the foundations run both up and down.

King Albert

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (across top) - build up in suit from Ace to King.
- 9 Tableau piles (below Foundations) - build down by alternate color. Only the top card of each pile may be moved. Spaces may be filled by any available card.
- 7 Reserve cards (across bottom) - each card is available for play on the Foundations or Tableau.

Options

[AutoPlay](#)

Play

45 cards are dealt to the Tableau, 1 in the first pile, 2 in the 2nd, and so on. The top card is face up. The seven remaining cards form the Reserve, at the bottom of the screen. Move Aces as they become available to the Foundations, which are built up in suit from Ace to King. The game is won if all the cards are moved to the Foundations. The Tableau is build down in alternate colors. Only the top card of each Tableau pile may be moved. Spaces in the Tableau are filled by any available card. Each card in the Reserve is available for play on the Tableau or Foundations.

History

This game is also known as Idiot's Delight.

Lady Cadogan

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (across top) - build left 4 piles up in suit from Ace to King, drop 13 card sequences of same suit cards from the Tableau on the right 4 piles.
- 10 Tableau piles (below Foundations) - build down regardless of suit. Groups of cards in descending in suit sequences may be moved as a unit. If KingOnly is checked, spaces are filled only by Kings or legal groups of cards with a King on the bottom. Otherwise, spaces can be filled by any card.
- Stock (top left, face down) - deal 1 card to the Waste pile by clicking. Unlimited redeals.
- Waste (right of Stock) - top card is available for play.

Options

[KingOnly](#)

[AutoPlay](#)

Play

45 cards are dealt to the Tableau, 1 card in the first pile, 2 in the 2nd, and so on. The Tableau is build down in regardless of suit. Groups of cards in descending in suit sequences may be moved as a unit. If KingOnly is checked, spaces are filled only by Kings or legal groups of cards with a King at the bottom. Otherwise, spaces may be filled by any card.

The first 4 Foundations are built up in suit from Ace to King (using any suits).

The last 4 Foundations are built in the Tableau. Build 4 13-card sequences of same suit, from King down to Ace. To move these cards to the Foundations, pick up the entire 13-card sequence and drop it on the desired Foundation pile. Single cards are not allowed in these Foundation piles.

When all possible moves have been played, clicking on the Stock will deal 1 card to the Waste pile. There are unlimited redeals.

History

Lady Cadogan is a variation of Rouge et Noir invented by the author of Pretty Good Solitaire, Tom Warfield. It is named after Lady Adelaide Cadogan, who published one of the first books on solitaire in the 1870s.

Number Ten

2 Decks.

Objective

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 10 Tableau piles (below foundations) - 4 cards per pile dealt 2 face down 2 face up at the beginning of the game. Build down by alternate color. Groups of cards can be moved from one tableau pile to another, but only if they form a descending sequence in alternate colors. Spaces filled by any card.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Options

[AutoPlay](#)

Play

Forty cards are dealt to 10 tableaus, 4 cards to a tableau, 2 face down, 2 face up. Above the tableaus are 8 foundation piles. Move Aces to the Foundations as they become available. The foundation piles will be built up in suit from Ace to King. The game is won if all the cards are moved to the foundations.

The remainder of the cards form the stock (upper left corner). The stock is turned over 1 card at a time to the waste pile. The top card of the waste pile is always available for play on the foundations or tableau. The tableau piles are built down in alternate colors. Groups of cards can be moved from one tableau pile to another, but only if they form a descending sequence in alternate colors. A space in the tableau can be filled by any card. There is no redeal.

History

Number Ten is one of the classic variations on Forty Thieves. The differences are that 2 of the 4 cards in the original tableau are dealt face down, the tableaus are built down by alternate color instead of by suit, and groups of cards forming a descending sequence in alternate colors can be moved as a unit.

Somerset

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Aces to Kings.
- 10 Tableau piles - build down in alternate colors. Only one card at a time may be moved. Spaces are filled by any card.

Play

The entire deck is dealt face up to the 10 Tableau piles. The Tableau piles are built down by alternate colors. Only one card at a time may be moved. Spaces are filled by any card. Cards are played to the 4 Foundation piles, which are built up in suit from Ace to King. When all cards have been moved to the Foundations, the game is won.

History

Somerset is a variation of Klondike, without the Stock and Waste piles.

Simple Simon

1 Deck.

Object

To create 4 13-card sequences descending in suit from King to Ace.

Layout

- 10 Tableau piles - build down regardless of suit. Groups of cards in descending sequence by suit may be moved as a unit. Spaces are filled by any card.

Play

The entire deck is dealt face up to the 10 Tableau piles. The Tableau piles are built down regardless of suit. Groups of cards in descending sequence by suit may be moved as a unit. Spaces are filled by any card. The objective is to build 4 13-card sequences descending in suit from King to Ace. If this is done, and the Tableau consists of 4 piles of such sequences, then the game is won.

History

Simple Simon bears some resemblance to Scorpion.

Spider

2 Decks.

Object

To group all the cards in sets of 13 cards in descending sequence by suit from King to Ace.

Layout

- 10 Tableau piles - build down regardless of suit. Groups of cards in descending sequence by suit may be moved as a unit. A space can be filled by any card or legal group of cards.
- Stock (top left, face down) - deals 1 card to each Tableau pile by clicking.

Play

54 cards are dealt in 10 piles, 6 cards to the first 4 piles, and 5 cards to the remaining piles. Only the top card of each pile is face up. The rest of the cards (50 of them) form the stock (at the upper left).

The 10 piles are both tableau and foundation piles. The top card of each pile is always available. Cards are built down, regardless of suit. However, building down by suit is preferred. Cards may be moved as a unit if they are in a proper downward sequence and are all of the same suit (groups of cards not of the same suit cannot be moved). When all cards above a facedown card are moved, the card is turned face up. A space made can be filled by any card or legal group of cards.

The objective is to group all the cards in sets of 13 cards, from King to Ace of the same suit. Whenever such a group is formed in a pile, it is removed from play. The game is won if all 8 sets can be removed from play.

Whenever play has come to a standstill, click on the stock. 1 card will be dealt on the top of each tableau pile. All piles must have at least one card in them before you can do this. When the stock is empty and you are unable to form the tableaus into sets of 13 cards of each suit, the game is lost.

History

Spider is one of the classic solitaire games. Tips: Try to build in suit if possible. Spaces should be made as soon as possible, and used to move cards into groups by suit.

Terrace

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (with X's) - build up in suit, wrapping from King to Ace as necessary.
- 9 Tableau piles (below Foundations) - build down by alternate color. Only the top card of each pile may be moved. Spaces may be filled by any available card not from the Reserve.
- Reserve (top) - each card is available for play on the Foundations only.
- Stock (top left, face down) - turn over cards 1 at a time to the Waste by clicking. No redeal.
- Waste (next to Stock) - top card is available for play.

Options

[AutoPlay](#)

Play

Eleven cards are dealt to the Reserve. Below the Reserve are the 8 Foundation piles, which are built up in suit, wrapping from King to Ace as necessary. The game is won when all cards have been moved to the Foundations. Cards in the Reserve may only be played to the Foundations. Below the Foundations is the Tableau. Tableau piles are built down by opposite colors. Only the top card of each Tableau pile may be moved. Spaces may be filled by any available card not from the Reserve.

At the beginning of the game 4 cards are dealt to the Tableau. Select one of the 4 cards and play it to the first Foundation pile. This marks the base card from which all the Foundations will be built. For example, if you play a Seven to the first Foundation pile, all the other Foundations will start with Sevens. After the card is moved to the first Foundation pile, the rest of the Tableau will be dealt.

Turn over cards 1 at a time from the Stock to the Waste by clicking on the face down Stock. The top card of the Waste is available for play. There is no redeal, although when the Stock is depleted the Waste may be turned over, and cards can then be played to the Tableau or Foundations if possible.

History

The restriction on play of cards in the Reserve makes this game difficult. Note that it is extremely important which card you begin the game with by moving it to the first Foundation pile. Examine the Reserve closely to make the best choice. If there are several Sixes in the Reserve, for example, you wouldn't want to pick a Six, or even a Five or Four as your Foundation base.

Windmill

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 5 Foundation piles (1 in center, 4 others diagonally around it, with X's) - build the center Foundation, which begins with an Ace, up regardless in suit, wrapping from King to Ace as necessary, until it contains 52 cards. Build the other 4 Foundations down regardless of suit from Kings to Aces.
- 8 Tableau piles (extending in all 4 directions from the center Foundation) - each pile may contain 1 card. Spaces are filled immediately from the Waste or Stock.
- Stock (top left, face down) - turn over 1 card at a time by clicking. No redeal.
- Waste (next to Stock) - the top card is available for play.

Options

[AutoPlay](#)

Play

An Ace is dealt to the center Foundation. This foundation will be built up regardless of suit, wrapping from King to Ace as necessary, until it contains 52 cards. The 4 other Foundation piles around it diagonally (with X's) are to be built down regardless of suit from Kings to Aces. The game is won if all cards are moved to the Foundations. The 8 Tableau piles (or "sails") can only contain 1 card. Spaces are filled immediately from the Waste or Stock.

Move Kings as they become available to the Foundations. Turn over the Stock to the Waste one card at a time by clicking on the face down Stock. There is no redeal.

History

Windmill is also known as Propeller. Feed the big center pile every time you can.

Simple games

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Golf

1 Deck.

Object

To move all the cards to the Waste pile.

Layout

- 7 Tableau piles (across top) - no building. Top card of each pile is available for play on the Waste pile.
- Stock (face down below Tableau) - turn over 1 card to the Waste by clicking.
- Waste (next to stock) - build up or down in sequence regardless of suit. No wraparound, only Twos can be played on Aces and nothing can be played on a King.

Play

Seven piles of 5 cards each are dealt face up, forming the Tableau. One more card is dealt face up to become the Waste pile. The rest of the cards are dealt face down in the Stock pile.

Only the top card of each pile is available. To play, build in sequence either up or down regardless of suit on the waste pile. For example, if the top of the waste pile is a 5, you can play either a 6 or a 4 on it. The sequences do not "wrap around." Only a 2 can be played on an ace, and nothing can be played on a king.

Whenever there are no possible plays, turn over a card in the Stock by clicking on it. This card goes to the Waste pile.

The game is won if the Tableau is cleared. If the tableau is not cleared, the object is to leave as few cards as possible.

History

Golf is a very simple game to play, but difficult to win. Work out your sequences in advance. Be careful to save queens for kings, and twos for aces.

Auld Lang Syne

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top) - build up from Ace to King regardless of suit.
- 4 Reserve piles (below Foundations) - cards are dealt here from the Stock. The top card of each pile is available for play. Move cards to the Foundations by clicking.
- Stock (face down) - deal 1 card to each Reserve pile by clicking. No redeal.

Play

The 4 Aces are removed from the deck and placed across the top to form the 4 Foundations. These will be built up regardless of suit to Kings. The object is to move all of the cards to the Foundations.

Below the Foundations 4 cards are dealt to begin 4 Reserve piles. Only the top card of each pile is available for play on the Foundations. Move cards to the Foundations by clicking on the card in the Reserve. When all possible moves have been played, deal another row of cards on the Reserves by clicking on the face down Stock. There is no redeal.

History

This is an old and classic solitaire game. It is also known as Patience. It is difficult to win and involves no skill. Sir Tommy is a variation of this game that is easier to win and involves some skill.

Black Hole

1 Deck.

Object

To move all the cards to the center pile, the Black Hole.

Layout

- Black Hole (center pile) - begins with the Ace of Spades, build up or down regardless of suit, with Ace and King considered consecutive.
- 17 Fans of 3 Cards each - the top card is available for play to the Black Hole.

Play

The Black Hole (the pile in the center starting with the Ace of Spades) is built up or down regardless of suit, wrapping around from King to Ace or Ace to King. The object is to move all 52 cards to the Black Hole.

History

Black Hole was invented by David Parlett. It is easy to play, but requires a great deal of advance calculation to win. Map out the cards you wish to play to the Black Hole before you play them.

Calculation

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundations (across top) - build first pile up in suit by ones, second pile up in suit by twos, third pile up in suit by threes, and fourth pile up in suit by fours. See chart below.
- 4 Reserve piles (below Foundations) - cards are played here from the Stock. The top card of each pile is available for play. Move cards to the Foundations by clicking.
- Stock (face down) - Top card is available for play on the Reserves or Foundation. No redeal.

Play

1: A 2 3 4 5 6 7 8 9 T J Q K
2: 2 4 6 8 T Q A 3 5 7 9 J K
3: 3 6 9 Q 2 5 8 J A 4 7 T K
4: 4 8 Q 3 7 J 2 6 T A 5 9 K

There are four Foundations across the top. These will be built up in suit in the following way: The first pile from Ace to King, by ones. The second pile from Twos to King by twos. The third pile from Three to King by threes. The fourth pile from Four to King by fours. See the chart above for the exact sequence. The object is to move all of the cards to the Foundations. At the beginning of the game an Ace, Two, Three, and Four will be dealt to start the Foundations.

Below the Foundations 4 cards are dealt to begin 4 Reserve piles. Only the top card of each pile is available for play on the Foundations. Move cards to the Foundations by clicking on the card in the Reserve. Turn over cards one by one from the stock, and play them on the Foundations (if possible) or on any Reserve pile. There is no redeal.

History

This is an old and popular variation of Sir Tommy. It has about the same chances of winning as Sir Tommy, but is much more complicated to play.

Contradance

2 Decks.

Object

To move all cards to the Foundations.

Layout

- 16 Foundation piles (top 2 rows) - build piles starting with Fives down by suit to Aces then Kings, build piles starting with Sixes up in suit to Queens.
- Stock (bottom right, face down) - turn over 1 card to Waste by clicking. One redeal.
- Waste (bottom right, next to Stock) - top card available for play.

Play

The Fives and Sixes are removed from the deck to form 16 Foundation piles. The Fives are built down in suit to Aces, then Kings, and the Sixes are build up in suit to Queens. The game is won if all cards are moved to the Foundations.

The rest of the cards are dealt to the Stock, which is turned over 1 card at a time to the Waste by clicking. There is one redeal.

History

This game is easy to play, but the odds of winning are against you. It is related to the Busy Aces family, in particular Sixes and Sevens.

Double Fourteens

2 Decks.

Object

To pair up all cards and move them to the waste pile.

Layout

- 18 Tableau piles - the top card of each pile is available. Pair cards that total to 14.
- Waste pile (far right) - where paired cards go out of play.

Play

The entire two decks are dealt face up into 18 piles (16 piles of 6 cards, 2 piles of 4 cards). Only the top card of each pile is available for play.

The object of the game is to discard all the cards in pairs that total to 14. For example, a king and an ace, a queen and a 2, or an 8 and a 6. To remove a pair, pick up one card with the mouse and drop it on the other.

History

Double Fourteens is a two deck version of Fourteen Out.

Doublets

1 Deck.

Object

To discard all the cards.

Layout

- 12 Piles - discard pairs of cards of the same rank (Twos, Jacks, etc). The top card of each pile is available. Spaces are automatically filled from the Reserve.
- Reserve (far right, face down) - Used to fill spaces in the 12 piles.

Play

4 cards each are dealt to 12 piles, the first 3 face down, the last face up. The remaining 4 cards are dealt face down to the Reserve. Discard pairs of cards of the same rank (for example, pairs of Tens) by picking up on card and dropping it on the other (or by right-clicking). Spaces are filled automatically from the Reserve. The game is won if all the cards are paired up and discarded.

History

Doublets is related to Nestor and other pair-discard games.

Fifteen Puzzle

1 Deck.

Object

To move all the cards of each rank to the same pile, so that there are 13 piles of 4 cards of the same rank.

Layout

- 15 Tableau piles (2 begin empty) - Cards may be played on other cards of the same rank. At most 4 cards are allowed in any pile. Empty piles may be filled by any card.

Play

The deck is dealt 4 cards each to 13 piles. There are two more piles in the upper middle that begin empty. Any card may be moved to an empty pile. Cards may be played on other cards of the same rank. For example, if the top card of a pile is a Three, another Three can be played on top of it. However, only 4 cards are allowed in any pile at one time. The object is to move the cards so that there are 13 piles of 4 cards of the same rank, that is, one pile of 4 Kings, one pile of 4 Queens, and so on.

History

This game is named after a small plastic game consisting of numbers that slid around. The numbers would be all jumbled up and the object was to put them in order. This game is sort of a card game version of that game, which was very popular 30-40 years ago.

5 Piles

1 Deck.

Object

To discard all the cards.

Layout

- 5 Piles (surprise!) - discard pairs of cards that add to 13, Kings singly. The top card of each pile is available.
- Stock (far right, face down) - clicking deals 1 card to each of the 5 piles.

Play

The Stock is on the upper right of the screen. At the beginning of the game, 5 cards are dealt, forming the 5 piles. Any pair of cards out of these 5 whose values add to 13 can be discarded. For example, a 10 and a 3 form a pair. To discard them, drag one of the cards onto the other. Kings are discarded singly. To discard Kings, simply click on them. When all possible pairs are discarded, deal another set of 5 cards onto the piles by clicking on the Stock. The last 2 cards in the deck form their own piles and can be discarded with cards from any of the 5 piles.

The game is won if all 52 cards are discarded. The game will inform you if you win, or if you have no more possible moves.

History

5 Piles is an easy game to play, but fairly difficult to win. It is also known as Baroness.

Fortunes Favor

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundations (across top with X's) - build up in suit from Ace to King.
- 12 Tableau piles (in box) - build down in suit. The top card of each pile is available for play. Spaces are filled from the Waste or Stock.
- Stock (left, face down) - deal 1 card at a time to the Waste by clicking. No redeal.
- Waste (below Stock) - top card is available for play.

Options

[AutoPlay](#)

Play

The four Aces are removed from the deck and form the 4 Foundation piles. These Foundations will be built up in suit to Kings. The game is won if all the cards are moved to the Foundations.

Twelve cards are dealt to twelve piles to form the Tableau. The Tableau piles are built down in suit. One card at a time may be moved from the Tableau to the Foundations or another Tableau. Spaces in the Tableau are filled from the Waste or Stock. The rest of the deck goes face down in the Stock. The Stock is turned over 1 card at a time (by clicking) to the Waste. The top card of the Waste is always available for play on the Foundations or Tableau.

History

Fortune's Favor is a simple game related to Busy Aces, except it uses only 1 deck. This game is easy to win.

Fourteen Out

1 Deck.

Object

To pair up all cards and move them to the waste pile.

Layout

- 12 Tableau piles - the top card of each pile is available. Pair cards that total to 14.
- Waste pile (bottom of screen) - where paired cards go out of play.

Play

The entire deck is dealt face up into 12 piles (8 piles of 4 cards, 4 piles of 5 cards). Only the top card of each pile is available for play.

The object of the game is to discard all the cards in pairs that total to 14. For example, a king and an ace, a queen and a 2, or an 8 and a 6. To remove a pair, pick up one card with the mouse and drop it on the other.

History

Fourteen Out is a simple game to play, and is fairly easy to win.

Kings and Queens

2 Decks.

Object

To move all cards to the Foundations.

Layout

- 8 Foundation piles (across top) - build up in suit from King to Ace to Queen.
- 8 Tableau piles (below foundations) - the top card is available for play. Build down in suit from Queens.
- Stock pile (bottom left, face down) - move cards 1 at a time to Waste by clicking. One redeal.
- Waste pile - Top card is available for play.

Play

The 8 Kings are dealt to 8 foundation piles. These piles are built up in suit from King, to Ace, up to Queen. The game is won when all cards are moved to these piles.

Below the Foundations are 8 Tableau piles. 8 Queens are dealt to these piles at the beginning of the game. The Tableau piles are built down in suit.

The rest of the cards are dealt to the stock. Turn over 1 card at a time to the Waste pile by clicking. There is one redeal.

History

Kings and Queens is an extremely simple game.

Nestor

1 Deck.

Object

To pair up all the cards and move them to the waste pile.

Layout

- 8 Tableau piles (across top) - the top card is available for play. Pair up cards of the same rank.
- 4 extra cards (below Tableau) - each card is available for play.
- Waste pile - Where paired cards go out of play.

Play

Six cards are dealt to Eight Tableau piles. The extra four cards are dealt singly below the Tableau. The top card of each Tableau pile is available for play. Pair up cards of the same rank (ie. two Queens, or two Fives). Pairs are removed from play and go to the waste pile. The objective is to pair up the entire deck.

History

Nestor is a simple game to play, but it is not necessarily simple to win.

Perpetual Motion

1 Deck.

Object

To move all the cards to the waste pile.

Layout

- 4 Tableau piles (across top) - move cards of the same rank together. Only the top card of each pile is available. When all 4 cards of the same rank are together, they are moved to the waste pile.
- Stock (face down to the right of the Tableau) - deal one card to each Tableau pile by clicking.
- Waste pile - where cards go out of play.

Play

In Perpetual Motion, the entire deck is placed in the stock pile (at the far right of the screen). Four cards are dealt to form 4 tableau piles. If any cards in the tableau have the same rank (such as, two of the cards are Jacks), the rightmost of the pair is moved on top of the leftmost (pick up the right card with the mouse and drop it on the left). (Note: the Rules option in the Options menu allows you to choose between drag and drop and clicking. If clicking is set, instead of dragging the card you want to move to the left, simply click on it.) Once all possible pairs have been doubled up in this way, deal another row of 4 cards on top of the tableau by clicking on the face-down stock pile.

After all 52 cards in the deck have been dealt out and moved (if possible), click on the ReDeal button. This starts a complicated process that puts all the cards once again back in the stock. (note that the cards are not reshuffled, just picked up in a certain way).

Any time an entire row of 4 cards are of the same rank (4 Jacks, for example), click on one of the 4 cards. The 4 cards are then removed from play. The object of the game is to get the entire deck removed from play.

History

Perpetual Motion is a very simple game. In fact, there is no strategy to it at all. But totally mindless games have their uses.

Simplicity

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundations (in the 4 corners) - build up in suit from the first card dealt, wrapping from King to Ace.
- 12 Tableau piles (middle) - build down in alternate colors. The top card of each pile is available for play. Spaces are filled with any card.
- Stock (top, face down) - deal 1 card at a time to the Waste by clicking. No redeal.
- Waste (next to Stock) - top card is available for play.

Options

[AutoPlay](#)

Play

12 cards are dealt one each to 12 Tableau piles. A 13th card is dealt to the first Foundation pile. The 4 Foundation piles (at the corners, with X's) are built up in suit from this dealt card, wrapping from King to Ace. The game is won if all the cards are moved to the Tableau piles.

The Tableau piles are built down by alternate colors. Only one card at a time may be moved. Spaces can be filled with any card. The remainder of the deal is dealt to the Stock. Turn over cards in the Stock to the Waste pile one at a time by clicking on the face down Stock. The top card of the Waste pile is always available for play on the Tableau or Foundations.

History

Simplicity is a variation of Four Seasons. It is very easy to win.

Sir Tommy

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundations (across top) - build up from Ace to King, regardless of suit.
- 4 Reserve piles (below Foundations) - cards are played here from the Stock. The top card of each pile is available for play. Move cards to the Foundations by clicking.
- Stock (face down) - Top card is available for play on the Reserves or Foundation. No redeal.

Play

The 4 Aces are removed from the deck and placed across the top to form the 4 Foundations. These will be built up regardless of suit to Kings. The object is to move all of the cards to the Foundations.

Below the Foundations 4 cards are dealt to begin 4 Reserve piles. Only the top card of each pile is available for play on the Foundations. Move cards to the Foundations by clicking on the card in the Reserve. Turn over cards one by one from the stock, and play them on the Foundations (if possible) or on any Reserve pile. There is no redeal.

History

This is an old and classic solitaire game. It is closely related to Auld Lang Syne, but requires more skill and is easier to win, and is also related to Strategy. The skill in this game is deciding which Reserve pile to put each card in. You do not want to block yourself by putting higher cards on top of lower cards, unless absolutely necessary.

Sultan of Turkey

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 9 Foundation piles (in center box) - build up in suit from King to Ace up to Queen, except for the center King (the Sultan), which is not built on at all.
- 8 Reserve piles (around the Foundations) - can contain one card.
- Stock (face down) - turn over cards one at a time to the Waste pile by clicking. There are 2 redeals.
- Waste pile (next to stock) - The top card is available for play.

Options

[AutoPlay](#)

Play

The Eight Kings and one Ace are removed from the deck, and form the Foundation piles, which are built up in suit from King to Ace up to Queen, except for the center King (the Sultan), which is not built upon, and the Ace, which simply built up in suit to the Queen. When the game is over, the Sultan will be surrounded by the eight Queens.

Turn cards over from the stock one by one, and play them to the Foundations (if possible) or to the Reserve piles. Each Reserve pile can contain one card. Cards that can't be played remain in the Waste pile. There are two redeals.

History

This is a very old game. It is easy to win and requires very little skill.

Vertical

1 Deck.

Object

To pair up all the cards and move them to the waste pile.

Layout

- 7 Tableau piles (across top) - the top card is available for play. Pair up cards of the same rank.
- 9 extra cards (below Tableau) - each card is available for play.
- Waste pile - Where paired cards go out of play.

Play

43 cards are dealt to 7 Tableau piles. The extra 9 cards are dealt singly below the Tableau. The top card of each Tableau pile is available for play. Pair up cards of the same rank (ie. two Queens, or two Fives). Pairs are removed from play and go to the waste pile. The objective is to pair up the entire deck.

History

Vertical is a variation of Nestor.

Miscellaneous games

[FreeCell](#)

[Aces and Kings](#)

[Algerian Patience](#)

[Bakers Dozen](#)

[Beleaguered Castle](#)

[Bisley](#)

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[Spanish Patience](#)

[Stalactites](#)

[Stonewall](#)

[Strategy](#)

[Streets and Alleys](#)

[TetSol](#)

[Triangle](#)

FreeCell

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 4 Cells (top left) - storage locations for cards. Only 1 card allowed in each cell.
- 8 Tableau piles (below foundations and cells) - build down by alternate color. Move groups of cards if they are in sequence. Fill spaces with Kings or groups of cards with a King at the bottom.

Options

[KingOnly](#)

[AutoPlay](#)

Play

The entire deck is dealt into 8 piles of cards, called the Tableau. Above the Tableau are 4 cells (marked with X's), and 4 Foundation piles (to the right of the cells). The object of the game is to build up the Foundation piles from Ace to King, one for each suit. The first cards that go on the Foundation are the Aces, then a Two of the same suit can be placed on an Ace, and so on. The game is won if all 52 cards are moved to the Foundation piles.

The top card of any Tableau pile can be moved to a Foundation pile, if possible. The top card of any Tableau pile can also be moved to any cell. Only one card is allowed at a time in a cell. Cards in the cells can be moved to the Foundation piles, if possible, or back to the Tableau, if possible.

Only the top card of any Tableau pile can be moved, unless there are enough empty cells or tableau piles that a group of cards could be moved individually. In that case, the entire group can be moved at once as a shortcut. Tableau piles are built down by alternating color. For example, a red 7 could be played on a black 8.

History

FreeCell is closely related to Seahaven Towers. Penguin and Stalactites are also similar games.

Aces and Kings

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (middle) - build up the first 4 piles (with X's) from Ace to King regardless of suit, build down the last 4 piles (with O's) from Kings to Aces regardless of suit.
- 4 Tableau piles (below foundations, on right) - storage spaces for cards. Only one card allowed per pile. Spaces are filled from the Stock. When the Stock is empty, spaces are filled by any card.
- 2 Reserve piles (top) - Top card available for play on the Foundations.
- Stock (bottom left, face down) - Turn over 1 card at a time to the Waste pile by clicking. No redeals.
- Waste (next to Stock) - Top card available for play on the Foundations or Tableau.

Options

[AutoPlay](#)

Play

26 cards are dealt 13 each to two Reserve piles (top). Only the top card of each Reserve pile is available for play. 4 more cards are dealt 1 each to 4 Tableau piles. Only one card is allowed in each Tableau pile, and spaces are filled from the Stock. When the Stock is empty, spaces are filled with any card.

The remainder of the deck forms the Stock (face down on left). Turn over the Stock 1 card at a time to the Waste pile by clicking. The top card of the Waste pile is available for play.

As 4 aces of any suit become available, use them to found the first 4 Foundation piles. These piles are built up from Ace to King regardless of suit. As 4 Kings of any suit become available, use them to found the last 4 Foundation piles. These piles are built down from King to Ace regardless of suit. It is allowed to move cards from one Foundation pile to another, in particular from one type of Foundation to the other. The game is won if all the cards are moved to the Foundations.

History

Aces and Kings is based on several common solitaire games, but this particular variation was invented by Pretty Good Solitaire's author. Play consists of moving cards from the Reserves, Waste, and Tableau to the Foundations, and especially in strategic movement of cards within the Foundations to allow more cards to be played there.

Algerian Patience

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (top) - build first 4 (with X's) up in suit from Ace to King, build last 4 (with O's) down in suit from King to Ace..
- 8 Tableau piles (below foundations) - build up or down in suit, wrapping Kings and Aces if necessary. Only one card at a time may be moved.
- 6 Reserve piles (bottom) - Top card is available for play on the Foundations or Tableau.
- Stock (face down, top right) - clicking deals 2 cards to each Reserve pile, except for the last time it deals 1 card to each Tableau pile.

Options

[AutoPlay](#)

Play

A King of each suit is dealt to the last 4 Foundation piles. Eight cards are dealt one each to the 8 Tableau piles. 6 cards are dealt to each of the 6 Reserve piles. As Aces become available, move an Ace of each suit to the Foundations. The first 4 Foundation piles (with X's) are built up in suit from Aces to Kings, while the last 4 Foundation piles (with O's) are built down in suit from Kings to Aces. The game is won if all cards are moved to the Foundations.

The Tableau piles are built up or down in suit, wrapping Aces and Kings as necessary. The top card of each Reserve pile is available for play on the Foundations or Tableau. When play comes to a standstill, clicking on the Stock deals 2 cards to each Reserve pile, until the last play of the stock, when it deals 1 card to each of the Tableau piles.

When a Reserve pile is completely empty, it may be used as a storage cell to store one card from the Tableau.

History

Algerian Patience is a rare game of unknown origin found in David Parlett's book "Teach Yourself Card Games for One". Parlett's rules have been changed slightly to make the game come out.

Bakers Dozen

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (right) - build up in suit from Ace to King.
- 13 Tableau piles (left of foundations) - build down regardless of suit. Only one card at a time may be moved. Spaces are not filled.

Options

[AutoPlay](#)

Play

The entire deck is dealt into 13 piles of 4 cards each. The 4 Kings are immediately moved to the bottom of their piles. The top card of each pile is available for play.

The 4 piles at the right of the screen are the Foundation piles. The Foundation piles are built up in suit from Ace to King. The game is won when all 52 cards are moved to the Foundation piles.

The 13 Tableau piles are built down regardless of suit. For example, a 7 of hearts could be played on an 8 of diamonds. Only one card at a time may be moved. Any spaces left by removing an entire pile cannot be filled.

History

This is a game of skill, related to Beleaguered Castle and Martha. Don't let one foundation get too far ahead of the others. Watch for piles that contain a lower card of a suit below a higher card of the same suit.

Beleaguered Castle

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (middle) - build up in suit from Ace to King.
- 8 Tableau piles (around foundations) - build down regardless of suit. Only the top card of each pile is available for play. Spaces may be filled by any available card.

Options

[AutoPlay](#)

Play

The 4 Aces are removed from the deck and placed in a column, becoming the Foundations. The Foundations are built up in suit to Kings. The game is won if all the cards are moved to the Foundations.

The rest of the deck is dealt face up into 8 Tableau piles of 6 cards each, 4 piles on either side of the Foundations. On the Tableau, build down regardless of suit. For example, any 8 could be played on any 9. Only the top card of each pile is available for play. A space created by moving all the cards in a pile can be filled by any available card.

History

This is a game of skill, related to Baker's Dozen and Martha. Don't let one foundation get too far ahead of the others. Try to create a space as quickly as possible.

Bisley

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (right) - build the left column up in suit starting with Aces, build the right column down in suit starting with Kings. It does not matter where the two piles of the same suit meet.
- 12 Tableau piles (left of foundations) - build up or down in suit. Only one card at a time may be moved. Spaces are not filled.

Options

[AutoPlay](#)

Play

One Ace of each suit is removed from the deck to form the first 4 Foundations. These Foundations are built up in suit starting with Aces. The remaining 4 Foundations are built down in suit starting with Kings. It does not matter where the two piles of the same suit meet. The game is won if all cards are moved to the Foundations.

The rest of the deck is dealt 4 cards each to 12 Tableau piles. The Tableau piles are built up or down in suit. Only one card at a time may be moved. Spaces are not filled.

History

Bisley is a variation of Baker's Dozen.

Bristol

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top) - build up in suit from Ace to King.
- 8 Tableau piles (below foundations) - build down regardless of suit. Only the top card of each pile is available for play. Spaces are not filled.
- Stock (face down) - Turn over cards 3 at a time, one to each Waste pile. There is no redeal.
- 3 Waste piles (to the right of the Stock) - The top card of each Waste pile is available for play.

Options

[AutoPlay](#)

Play

Three cards each are dealt to 8 Tableau piles, or "Fans". Kings are moved to the bottom of a Fan. The object is to build the Foundation piles up in suit from Ace to King. The game is won when all cards are moved to the Foundations.

The remainder of the deck forms the Stock. The stock is turned over 3 cards at a time, one to each of 3 Waste piles. Only the top card of each Waste pile is available for play on the Foundations or the Fans.

The Fans are built down regardless of suit. Only the top card of each Fan is available for play. Spaces are not filled.

History

Bristol was invented by Albert Morehead and Geoffrey Mott-Smith.

Canister

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 8 Tableau piles (below foundations) - build down regardless of suit. Groups of cards in descending sequence regardless of suit may be moved as a unit. Spaces may be filled with any card or legal group of cards.

Options

[AutoPlay](#)

Play

The entire deck is dealt face up to the 8 Tableau piles, with 7 cards in the first 4 piles and 6 cards in the remaining 4 piles.

Move Aces as they become available to the Foundations. The Foundations are built up in suit. The Tableaus are built down regardless of suit. Groups of cards in descending sequence regardless of suit may be moved as a unit. Spaces may be filled with any card or legal group of cards.

History

Canister is a common type of solitaire game. The fact that all the cards are laid out face up makes it mostly a matter of skill to win.

Citadel

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (middle) - build up in suit from Ace to King.
- 8 Tableau piles (around foundations) - build down regardless of suit. Only the top card of each pile is available for play. Spaces may be filled by any available card.

Options

[AutoPlay](#)

Play

The 4 Aces are removed from the deck and placed in a column, becoming the Foundations. The Foundations are built up in suit to Kings. The game is won if all the cards are moved to the Foundations.

The rest of the deck is dealt face up into 8 Tableau piles of 6 cards each, 4 piles on either side of the Foundations. As the cards are dealt, any cards that can be moved to the Foundations are moved there. On the Tableau, build down regardless of suit. For example, any 8 could be played on any 9. Only the top card of each pile is available for play. A space created by moving all the cards in a pile can be filled by any available card.

History

Citadel is a version of Beleaguered Castle. The play is the same, but since cards are moved to the Foundations during the deal, it is easier to win.

Eagle Wing

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top, with X's) - build up in suit from the starting card to King, then Ace, until each pile contains 13 cards.
- 8 Tableau piles (the wings) - build down in suit, limit of 3 cards per pile, wrapping from Ace to King as necessary. Groups of cards may be moved. Spaces are filled from the Reserve (or Trunk) until it is empty, then by any card.
- Reserve or Trunk (middle) - cards may be moved to the Tableau or Foundations.
- Stock (face down, bottom left) - turn over cards one at a time by clicking.
- Waste (next to Stock) - top card is available for play.

Options

[AutoPlay](#)

Play

Some number of cards (13, 15, 17, 19 or 21, depending on the setting in the Options menu) are dealt face down into what is called the Trunk (in the box in the center of the screen). The top card of the Trunk is turned face up. Then 8 cards are dealt face up into what are called the "wings". Finally, one card is dealt face up on the Foundation (in the box at the top of the screen).

All cards of the same rank as the first Foundation card are played to the other spaces in the Foundation as soon as they become available. The Foundations are built up in suit until they contain 13 cards, Aces wrapping around on top of Kings. To play card on the Foundation, pick it up and drop it on the Foundation with the mouse.

Any top card in the Wings can be played to the Foundation. Cards can be placed on other cards in the Wings if they are of the same suit and one lower in rank. (For example, a 3 of hearts can be played on a 4 of hearts). Kings wrap around on top of Aces. There is a limit of 3 cards in each Wing. To play a card on the Wings, pick it up and drop it on the desired Wing with the mouse. Cards can be moved from one Wing to another, if this is possible by the rules about suits and ranks, and if the 3 card limit is not exceeded. Any open spaces in the Wings are automatically filled from the trunk until the Trunk is empty. Then open spaces can be filled from the Stock, Waste, or other Wings.

The remainder of the deck is placed in the stock at the bottom left of the screen. Click on the stock to move the top card to the Waste. The top card of the Wastepile is always available for play on the Wings or Foundation.

When the stock is empty, the Waste can be redealt by clicking on the empty Stock, assuming that a redeal is allowed. The number of redeals is in the Options menu (none, 1, or 2).

The game is won if all 52 cards are placed on the Foundation.

History

Eagle Wing can be very easy or very difficult depending on the settings. A 13 card trunk with 2 redeals is fairly easy to win. A 21 card trunk with no redeals is very difficult to win. A happy medium, with a 17 card deck and 1 or 2 redeals, is generally the best to play.

Eight Off

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (right) - build up in suit from Ace to King.
- 8 Cells (bottom) - storage locations for cards. Only 1 card allowed in each cell.
- 8 Tableau piles (above cells) - build down by suit. Only one card at a time may be moved. Fill spaces with Kings.

Options

[AutoPlay](#)

Play

48 cards are dealt into 8 piles of cards, called the Tableau. Below the Tableau are 8 cells, and 4 Foundation piles (to the right). The object of the game is to build up the Foundation piles from Ace to King, one for each suit. The first cards that go on the Foundation are the Aces, then a Two of the same suit can be placed on an Ace, and so on. The game is won if all 52 cards are moved to the Foundation piles.

The top card of any Tableau pile can be moved to a Foundation pile, if possible. The top card of any Tableau pile can also be moved to any cell. Only one card is allowed at a time in a cell. Cards in the cells can be moved to the Foundation piles, if possible, or back to the Tableau, if possible.

Only the top card of any Tableau pile can be moved. Tableau piles are built down by suit.

History

Eight Off is a member of the FreeCell/Seahaven Towers family of games.

Falling Star

2 Decks.

Object

To move all the cards to the Foundations.

Layout

- 8 Foundation piles (with X's) - build up by alternate colors, wrapping from King to Ace as necessary.
- 8 Tableau piles (below Foundations) - build down by alternate color. Only the top card of each pile may be moved. Spaces may be filled only from the Waste pile.
- Reserve (top) - top card is available for play on the Foundations only.
- Stock (top left, face down) - turn over cards 1 at a time to the Waste by clicking. No redeal.
- Waste (next to Stock) - top card is available for play.

Options

[AutoPlay](#)

Play

Eleven cards are dealt to the Reserve. Below the Reserve are the 8 Foundation piles, which are built up in alternate colors, wrapping from King to Ace as necessary. The game is won when all cards have been moved to the Foundations. Cards in the Reserve may only be played to the Foundations. Below the Foundations is the Tableau. Tableau piles are built down by opposite colors. Only the top card of each Tableau pile may be moved. Spaces may be filled by only from the Waste pile.

At the beginning of the game 1 card is dealt to the first Foundation. This marks the base card from which all the Foundations will be built. For example, if a Seven is dealt to the first Foundation pile, all the other Foundations will start with Sevens.

Turn over cards 1 at a time from the Stock to the Waste by clicking on the face down Stock. The top card of the Waste is available for play. There is no redeal.

History

Falling Star is a variation of Terrace. It is an easier game than Terrace.

Four Seasons

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (corners, with X's) - build up in suit from the starting card to King, then Ace, until each pile contains 13 cards.
- 5 Tableau piles (forming cross) - build down regardless of suit, wrapping from Ace to King as necessary. Spaces are filled by any card.
- Stock (face down) - turn over cards one at a time by clicking. No redeal.
- Waste (next to Stock) - top card is available for play.

Options

[AutoPlay](#)

Play

A Tableau of 5 cards in the shape of a cross are dealt. The 6th card is dealt in the top left corner of the cross, becoming the first Foundation. The other 3 corners of the cross are the other Foundations. The remainder of the deck forms the Stock (face down).

As the other 3 cards of the same rank as the first Foundation card become available, place them in the other 3 corners. Build the Foundations up in rank by suit (with Aces going on top of Kings). For example, a seven of spades goes on top of the six of spades.

Build the 5 Tableau piles down by rank regardless of suit (with Kings going on top of Aces). For example, a 5 of hearts could be played on a six of clubs. The top card of each Tableau is always available for play on any of the other Tableaus or the Foundations. Fill any spaces in the Tableau from any other Tableau pile, or the Stock.

Cards are turned up from the Stock one at a time (by clicking on the Stock) and can be played on either the Tableau or Foundations. The top card of the Stock is always available for play.

There is no redeal of the stock.

The game is won if all cards are moved to the Foundation piles.

History

Four Seasons is relatively difficult to win; perhaps only 1 hand in ten can be won.

Flower Garden

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 6 Tableau "Garden" piles (below foundations) - build down regardless of suit. Only one card at a time may be moved. Spaces are filled by any card.
- Reserve "Bouquet" (left) - All cards available for play. Click on card to move it to the bottom of the stack, then move to either Tableau or Foundation.

Options

[AutoPlay](#)

Play

36 cards are dealt 6 each to 6 Tableau piles, called the "Garden". The remainder of the deck is dealt to the Reserve, or "Bouquet".

As the 4 Aces become available, move them to the Foundation piles. The Foundation piles are built up by suit to Kings. The game is won if all the cards are moved to the Foundations. Build the piles in the Garden down regardless of suit. Only one card at a time may be moved. Spaces in the Garden may be filled by any card.

To move cards from the Bouquet, click on the card first. This will move it to the bottom of the pile. Then move the card to either the Foundations or the Garden.

History

Flower Garden is also known as "The Garden" or "Bouquet". Tip: Don't automatically move cards from the Bouquet to the Garden.

La Belle Lucie

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top, with X's) - build up in suit from Ace to King.
- 17 Fans (below Foundations) - build down in suit. Only one card at a time may be moved. Spaces are not filled.

Options

[AutoPlay](#)

Play

The entire deck is dealt face up into 17 groups (called fans) of 3 cards, with 1 card left over. There are 4 Foundation piles at the top of the screen. To win, build the Foundations up in suit from Ace to King.

Only the top card of each fan is available for play. One card at a time can be moved from a fan to a Foundation, or to another fan. The fans are built down in suit. For example, a 8 of spades can be played on a 9 of spades. Spaces made by playing all the cards of a fan are not filled. There are two ways to move cards between fans, depending on the settings under Rules in the Options menu. If Drag and Drop is set, the cards are dragged with the mouse. If Click is set, clicking on a card in a fan automatically moves it to the one other fan that it can move to.

There are two redeals. After all possible plays have been made, redeal by clicking on the O in the upper left corner. All the cards in the fans are reshuffled. The Foundations remain. When the O becomes an X, there are no more redeals. You cannot undo a redeal.

History

This game is tough. Once you move a card onto a fan, the cards below are blocked until a redeal, unless they can be played to a foundation. Kings block all cards below them as well. Play cards to the foundation when they are available.

Martha

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (right) - build up in suit from Ace to King.
- 12 Tableau piles (left of foundations) - build down by alternate color. Groups of cards of descending opposite colors may be moved as a unit. Spaces are not filled. Spaces can be filled by any single card (not a sequence).

Options

[AutoPlay](#)

Play

The 4 Aces are removed from the deck and start the 4 Foundation piles. One card each is dealt face down to 12 Tableau piles. Then one card is dealt face up, then another face down, then one face up. The top card of each pile is available for play.

The Foundation piles are built up in suit from Ace to King. The game is won when all 52 cards are moved to the Foundation piles.

The 12 Tableau piles are built down by alternate color. Groups of cards in descending alternate color may be moved as a group. Spaces are filled by any single card (not a sequence).

History

This is a game of skill, related to Beleaguered Castle and Baker's Dozen. It is easier than those games, however.

Needle

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- Reserve (top left) - storage locations for cards. Begins with 8 cards, limit 18 cards. Any card can be moved to the Reserve.
- 9 Tableau piles (below Foundations and Reserve) - build down by alternate color. Only one card at a time can be moved. Fill spaces with any card.

Options

[AutoPlay](#)

Play

44 cards are dealt into 9 piles of cards, called the Tableau. Above the Tableau is the Reserve, which begins with 8 cards and can contain at most 18 cards. Next to the Reserve are the Foundations. The object of the game is to build up the Foundation piles from Ace to King, one for each suit. The first cards that go on the Foundation are the Aces, then a Two of the same suit can be placed on an Ace, and so on. The game is won if all 52 cards are moved to the Foundation piles.

The top card of any Tableau pile can be moved to a Foundation pile, if possible. The top card of any Tableau pile can also be moved to the Reserve.

Only the top card of any Tableau pile can be moved. Tableau piles are built down by alternating color. For example, a red 7 could be played on a black 8.

History

Needle has similarities to the FreeCell and Baker's Dozen families of games.

Osmosis

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (center) - build each foundation in suit, regardless of order. On the top foundation, any card of the same suit as the first card dealt may be played. On the lower foundations, start with a card of the same rank as the first card dealt, then play any card of that suit where a card of the same rank has already been played to the foundation immediately above.
- 4 Reserve piles (left of foundations) - top card is available for play on the Foundations.
- Stock (face down, right) - Turn over cards one at a time to the Waste pile. Unlimited redeals.
- Waste (below Stock) - The top card of the Waste pile is available for play on the Foundations.

Play

16 cards are dealt 4 each to 4 Reserve piles. The top card of each pile is available for play. 1 card is dealt to the first Foundation pile. This card determines the starting rank of the other 3 Foundation piles. The remainder of the deck forms the Stock. The Stock is turned over 1 card at a time to the Waste pile. The top card of the Waste pile is available for play.

Play consists entirely of playing cards to the Foundations. In the first Foundation (at the top), any card of the same suit as the first card dealt may be played. On the lower foundations, the first card played must be of the same rank as the first card in the first foundation. After that, only cards of the same suit as the first card in the pile of ranks that have already been played in the pile immediately above may be played.

For example, suppose the first card dealt to the first Foundation is the Ten of Hearts. Then any Hearts from the Reserve or Waste could be played to the first Foundation pile. Suppose you can play the Ace, Five, and King of Hearts. The 3 foundations below must be founded with the other 3 Tens, as they become available. Suppose the Ten of Spades is available. It is played to start the second Foundation. Then only the Ace, Five, or King of Spades could be played to the second Foundation, since these are the only ranks in the first Foundation pile. Suppose the Ace of Spades can be played to the Second Foundation. Then in the 3rd Foundation, first a remaining Ten and then only the Ace of the same suit could be played. The effect is that the ranks filter down thru the Foundations by "osmosis", hence the name of the game. The object is to play all the cards to the Foundations.

History

Osmosis is also sometimes called "Treasure Trove".

Penguin

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (right) - build up in suit from starting card to King, Ace until each pile contains 13 cards.
- 7 cells or "flipper" piles (bottom) - storage locations for cards. Only 1 card allowed in each cell.
- 7 Tableau piles - build down by suit. Move groups of cards if they are in sequence. Spaces can be filled only by cards one rank below the starting card of the Foundations (or Kings if Foundations start with Aces).

Options

[AutoPlay](#)

Play

49 cards are dealt to the Tableau piles (7 each to 7 piles). The first card dealt to the first pile is called the "Beak". The other 3 cards of the same rank as the Beak are placed as starter cards for the Foundations. The Foundations are built up in suit, wrapping from King to Ace as necessary, until each contains 13 cards.

The Tableau piles are built down by suit. Groups of cards may be moved if they form a descending sequence in suit. Spaces can be filled only by cards one rank below the starting card of the Foundations (or Kings if Foundations start with Aces).

Cards may be stored in the 7 flipper piles. Each flipper can contain only 1 cards. Any available card may be moved to a flipper, and cards in the flipper can be moved to the Tableau or Foundations if possible. The flipper piles perform the same function as the cells in FreeCell.

History

Penguin was invented by David Parlett, and is similar to FreeCell. Note that you must free the Beak card in order to build the fourth Foundation.

Pyramid

1 Deck.

Object

To pair up all the cards in the deck in pairs that total to 13.

Layout

- A Pyramid of 28 cards. Only uncovered cards are available for play.
- Stock (top left) - turn over cards one at a time by clicking. Two redeals.
- Waste (below Stock) - The top card is available for play.

Play

Pairs of cards that total to 13 (such as Queens and Aces, Jacks and Twos, etc) are removed from play. To remove a pair, pick up one of the cards and drag it onto the other. Kings are removed singly by clicking. Only cards that are uncovered in the Pyramid, or at the top of the Stock or Waste piles may be removed. The objective is to remove all 52 cards from play. The Stock may be redealt two times.

History

This is a classic solitaire game of addition.

Scotch Patience

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (right) - build up in alternate colors from Ace to King.
- 18 Tableau piles (left of foundations) - build down regardless of suit. Only one card at a time may be moved. Spaces are not filled.

Options

[AutoPlay](#)

Play

The entire deck is dealt into 18 piles. The top card of each pile is available for play.

The 4 piles at the right of the screen are the Foundation piles. The Foundation piles are built up in alternate colors from Ace to King. The game is won when all 52 cards are moved to the Foundation piles.

The 18 Tableau piles are built down regardless of suit. For example, a 7 of hearts could be played on an 8 of diamonds. Only one card at a time may be moved. Spaces are not filled.

History

Scotch Patience is a member of the Baker's Dozen family of games.

Shamrocks

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top, with X's) - build up in suit from Ace to King.
- 17 Fans (below Foundations) - build up or down in sequence, regardless of suit, with a limit of 3 cards per fan. Only one card at a time may be moved. Spaces are not filled.

Options

[AutoPlay](#)

Play

The entire deck is dealt face up into 17 groups (called fans) of 3 cards, with 1 card left over. There are 4 Foundation piles at the top of the screen. To win, build the Foundations up in suit from Ace to King.

Only the top card of each fan is available for play. One card at a time can be moved from a fan to a Foundation, or to another fan. The fans are built up or down in sequence, regardless of suit, with a limit of 3 cards per fan. Spaces made by playing all the cards of a fan are not filled. There are no redeals.

History

Shamrocks is similar to La Belle Lucie, but is easier to win.

The maximum of 3 cards in a fan means that at the beginning of the game, if no ace can be played to a foundation, and no card can be played on top of the single card, the position is blocked. Also, in Shamrocks the foundations should be kept as even as possible; don't play cards to the foundation until necessary.

Spanish Patience

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (right) - build up in suit from Ace to King.
- 13 Tableau piles (left of foundations) - build down regardless of suit. Only one card at a time may be moved. Spaces may be filled with any card.

Options

[AutoPlay](#)

Play

The entire deck is dealt into 13 piles of 4 cards each. The top card of each pile is available for play.

The 4 piles at the right of the screen are the Foundation piles. The Foundation piles are built up in suit from Ace to King. The game is won when all 52 cards are moved to the Foundation piles.

The 13 Tableau piles are built down regardless of suit. For example, a 7 of hearts could be played on an 8 of diamonds. Only one card at a time may be moved. Spaces may be filled with any card.

History

This is a variation of Baker's Dozen. The differences are that in Spanish Patience, spaces may be filled with a card and the Kings are not moved to the bottom of Tableau piles as they are in Baker's Dozen.

Stalactites

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from the first card to King, Ace and so on until the pile contains 13 cards.
- 8 Tableau piles (below Foundations) - no building is allowed. Only the top card of each pile is available.
- 2 Cells (with X's) - storage cells for 1 card. Cards in the cells may only be moved to the Foundations.

Play

48 cards are dealt face up into 8 piles of 6 cards each, forming the Tableau piles. The other 4 cards are dealt to 4 Foundation piles. To the left of the Foundations are two Cells.

The Foundation piles are to be built up without regard to suit, wrapping around from King to Ace as necessary, until each pile has 13 cards. The first card of each pile is offset so you can tell when each pile is full. The game is won if all 52 cards are played to the Foundations.

There is no building allowed in the Tableau. The top card of each Tableau pile is available for play. Tableau cards may be moved to the Cells or the the Foundations, if possible. Only one card is allowed in each Cell at any one time. Cards in the Cells can only be played to the Foundations- they are not allowed to go back to the Tableau.

Stonewall

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 6 Tableau piles (below foundations) - build down by alternate colors. Only one card at a time may be moved. Spaces are filled by any card.
- Reserve (left) - All cards available for play. Click on card to move it to the bottom of the stack, then move to either Tableau or Foundation.

Options

[AutoPlay](#)

Play

36 cards are dealt 6 each to 6 Tableau piles, alternating face up and face down. The remainder of the deck is dealt to the Reserve.

As the 4 Aces become available, move them to the Foundation piles. The Foundation piles are built up by suit to Kings. The game is won if all the cards are moved to the Foundations. Build the Tableau piles down by alternate colors. Only one card at a time may be moved. Spaces in the Tableau may be filled by any card.

To move cards from the Reserve, click on the card first. This will move it to the bottom of the pile. Then move the card to either the Foundations or the Tableau.

History

Stonewall is a variation of Flower Garden.

Strategy

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundations (across top) - build up from Ace to King, regardless of suit.
- 8 Reserve piles (below Foundations) - cards are played here from the Stock. Cards cannot be moved once placed.
- Stock (face down) - Top card is available for play on the Reserves. No redeal.

Play

The entire deck is dealt one card at a time. As Aces appear, they are put in the Foundation piles. All other cards are placed on one of the 8 tableau piles. Each card may be put in any pile.

After all 52 cards have been dealt, the cards are then moved to the foundation piles in the following way: Only the top of each tableau pile is available. The foundations are built up in suit from the Ace up to the King. If at any time no card can be placed on the foundation, you lose. The game is won if all 52 cards are placed on the foundation.

In effect, the entire game is played while dealing the deck and placing the cards on the tableau. If any card is placed on a tableau pile that contains a card of the same suit and higher value, the game will be lost. This is almost entirely a game of skill.

To play the game:

Initially all 52 cards are in the Deck pile. To move the top card on the Deck to a tableau pile, simply click on that pile, or drag and drop the card on the desired pile. Aces are automatically moved to the foundation piles for you as they come up in the deck.

Once the last card is committed to a tableau pile, the program automatically plays the cards to the foundations for you. If it can play all 52 cards, you win. If not, it will stop and inform you of your loss.

History

Strategy is a more advanced version of Sir Tommy. It was invented by Alfred Morehead and Geoffrey Mott-Smith.

Streets and Alleys

1 Deck.

Object

To move all the cards to the Foundations.

Layout

- 4 Foundation piles (middle) - build up in suit from Ace to King.
- 8 Tableau piles (around foundations) - build down regardless of suit. Only the top card of each pile is available for play. Spaces may be filled by any available card.

Options

[AutoPlay](#)

Play

The entire deck is dealt to the 8 Tableau piles. The Foundations are built up in suit to Kings. The game is won if all the cards are moved to the Foundations.

On the Tableau, build down regardless of suit. For example, any 8 could be played on any 9. Only the top card of each pile is available for play. A space created by moving all the cards in a pile can be filled by any available card.

History

This is a variation of Beleaguered Castle that is harder to win since the Aces are not dealt at the beginning of the game.

TetSol

1 Deck.

Object

To remove all cards from play in pairs.

Layout

- 15 Tableau piles, arranged in 3 columns and 5 rows - pairs of cards that total 13 and are adjacent to each other (horizontally, vertically, or diagonally) are removed in pairs. Spaces are filled by sliding cards down and adding cards to the top.

Play

This is a kind of solitaire version of the popular computer game Tetris. The Tableau consists of 3 columns and 5 rows of cards, 15 cards in all. Cards are removed from the Tableau in pairs that total 13 (such as a Seven and a Six), if the cards are adjacent to each other in the tableau (either horizontally, vertically, or diagonally). To remove a pair, drop one card on the other. Kings are removed singly. When a card is removed from the Tableau, the card above it will slide down to take its place, and a new card will be dealt at the top (this is where it looks like Tetris). The game is won if all cards are paired and removed from play.

History

TetSol was invented by Randy Rasa, author of many DOS shareware solitaire games. It is easy to play, but watch out- you can't pair up cards that are on the 1st and 3rd columns, so sometimes it is impossible to win!

Triangle

1 Deck.

Object

To pair up all the cards in the deck in pairs that total to 13.

Layout

- An inverted pyramid of 28 cards. Only uncovered cards are available for play.
- Stock (top left) - turn over cards one to each Waste pile by clicking. No redeals.
- 2 Waste piles (below Stock) - The top card is available for play.

Play

Pairs of cards that total to 13 (such as Queens and Aces, Jacks and Twos, etc) are removed from play. To remove a pair, pick up one of the cards and drag it onto the other. Kings are removed singly by clicking. Only cards that are uncovered in the pyramid, or at the top of the Waste piles may be removed. The objective is to remove all 52 cards from play. There is no redeal.

History

This game is like Pyramid, except that the Pyramid is inverted, and there are 2 Waste piles. It is more difficult to win. Much depends on how quickly you can remove the tip of the pyramid.

Customize

To customize the Favorites screen, first click on the name of the button you want to change (the buttons come pre-set with the author's favorite games). Then choose a new game from the list of games at the left. The button will change to the name of the game you selected.

Features

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Individual Game Features

[New Game](#)

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Select Random Game

The Select Random Game option selects one of the games at random to play.

Also, clicking on one of the icons inside the groups of games will select a game at random from within that group.

Add New Player

The Add New Player option adds a new player to the player list. You will be asked for a name for the new player.

Delete Current Player

Delete Current Player deletes the currently selected player from the player list. You will be asked to confirm the action.

See Game Statistics

Shows a list of the current player's statistics for each game. The list can be sorted alphabetically by game name, by wins, by losses, by games played, or by percentage by clicking on the appropriate column.

Background Color

The Background Color option allows you to change the background color for each game. Select the game in the box at the left and the current background color for that game will be shown. To change the color for that game, click on the Change Color button. When you are done making changes, click on OK.

Card Backs

Selecting Card Backs from the Options menu allows you to select between 6 different card backs. Card Backs are only visible in games where some cards are face back. Click on the card back you want to select it.

Game Statistics

The Game Statistics option, when set, saves win and loss statistics for each game, for each player. To see your statistics for an individual game, start the game and select Statistics from the Options menu. You can reset the statistics at any time.

If you do not want statistics of your performance kept, simply unselect this option. Your current statistics will remain, but no new results will be added until you select the option again.

Different player names can set this option individually.

Game Saving

The Game Saving option, when set, saves the game positions of every game upon exit. This means that if you are interrupted during play, and exit the game, you can return to the same position the next time you play.

When this option is not set, the game positions are not saved. Turning off the option will also delete all currently saved positions.

Different player names can set this option individually.

Toolbar

Most of the games have a toolbar option. The toolbar gives quick access to functions such as Undo, Redo, New Game, and so on. By checking Toolbar in the Options menu of the main screen, the toolbar will be available in most games. To not use the toolbar, uncheck the Toolbar option.

The Toolbar defaults to on in resolutions of 800x600 or more, and off in 640x480.

Tours

The Tours feature allows you to play a sequence of games with a cumulative score kept. Several predefined tours are available, and you can also create your own.

[Play Tour](#)

[Create Tour](#)

[Edit Tour](#)

[Delete Tour](#)

Play Tour

Click on the tour name that you want to play. All tours available to the current player will be listed.

Create Tour

The Create Tour feature allows you to create your own tours. First, type in the name of the tour you want to create in the top box (You can name a tour anything, as long as it is not the same as an already existing tour). Then, click on game names in the left box to add games to the tour. If you want to delete a game from the tour, click on its name in the right box. When finished, click on OK. You can cancel at any time by clicking on the Cancel button.

Edit Tour

The Edit Tour feature allows you to edit tours you have already created (Note: you can't edit the predefined tours that come with Pretty Good Solitaire). First, select the name of the tour you want to edit in the top box. Click on games that you want to add to the tour in the left box. Click on games you want to remove from the tour in the right box.

If you have not created any tours to edit, then Edit Tour will create a tour.

Delete Tour

The Delete Tour feature will delete a tour. Click on the name of the tour to delete it. Note: you cannot delete the predefined tours that come with Pretty Good Solitaire.

New Game

Selecting New Game from the Game menu will deal out a new deck. If you are in the middle of a game and Game Statistics is on, a loss will be added to your statistics.

Restart Game

Selecting ReStart Game from the Game menu will start the current game over again from the beginning. This will not affect your statistics.

Select Game

Each game has a game number that identifies the starting position. By using the same game number, you can generate the same game again and again. To change the game number, select the 'Select Game' option in the Game menu. You can type a new game number, or increase or decrease the current game number by one. Clicking cancel will cause the game number not to be changed.

Undo

Selecting Undo from the Options menu will undo the last move. Moves can be undone back to the beginning of the game (of course, ReStart Game would be easier in this case).

Redo

Selecting Redo from the Options menu will replay any moves you have undone, in case you change your mind.

Snapshot Position

If you get into a tough position with two or more likely choices of moves and you are not sure which to make, select "Snapshot Position" from the Options menu (or press "Control-P"). Then continue playing. If you discover that you made the wrong choice and want to go back to try something else, select "Undo to Snapshot" from the Options menu (or press "Control-Q"). Pretty Good Solitaire will automatically return you to the position you were at when you selected a snapshot.

Acknowledgments and Version History

Pretty Good Solitaire 2.2

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Technical Support is available by e-mail to support@goodsol.com.

Acknowledgments

Thanks to Microsoft for Visual Basic 3.0, which allowed a humble programmer like myself to write games like this. Thanks to Stephen Murphy for writing QCARD.DLL, the wonderful playing cards that this program uses. Thanks to Videosoft for VSVBX and VSFLEX, which I use heavily in this program. Thanks to Robin W. McKean for his wonderful MLIST.

Thanks to my beta testers, especially Michael Calligaro, James Simpson, Bob Beauchamp, Janet Tanksley, Dennis Guthrie, Stephan Summerer, Charlotte Morrison, and others.

And thanks to my wife and primary tester, Diane.

And finally, thanks to all those who have registered and allowed Pretty Good Solitaire to grow from its humble origins into what it has become.

Version History

Version 1.0 - released 7/19/95 - contained the original 5 games, FreeCell Towers, Baker's Dozen, Golf, Fourteen Out, and Yukon.

Version 1.1 - released 8/15/95 - bug fixes on FreeCell Towers, Baker's Dozen, and Yukon. Five new games- Busy Aces, 5 Piles, EastHaven, La Belle Lucie, and St. Helena.

Version 1.2 - released 9/25/95 - added 5 new games- Spiderette, Eagle Wing, Deuces, Perpetual Motion, and Storehouse.

Version 2.0 - released 11/15/95 - complete re-write of all the games, collapsed all the games into one executable file, added 15 new games and many new features, such as player names and game saving on exit.

Version 2.1 - released 6/20/96 - added 30 new games, bringing the total to 60. Also added tours.

Version 2.1a - released 10/20/96 - Fixed overflow error bug, plus bugs in Chameleon, FreeCell, Scorpion, TetSol and others.

Version 2.2 - released 2/1/97 - added 40 new games, bringing the total to 100. Fixed some bugs in Chameleon, Pyramid, Triangle, and others. Added snapshot position and tips.

Technical Support

Technical support for Pretty Good Solitaire is available by e-mail to support@goodsol.com.

Questions, comments, suggestions, and bug reports are welcome at that address.

Pretty Good Solitaire is always improving. If you have a suggestion for a new feature, or for a solitaire game that you would like to see included in Pretty Good Solitaire, be sure to contact me!

The Solitaire Wizard

The Solitaire Wizard is a collection of Windows solitaire games based on the game Klondike. It contains Klondike and 10 other variations on Klondike, such as Double Klondike, Agnes, and more. It also contains a Game Wizard that allows the user to create his or her own solitaire games by changing the rules. Hundreds of thousands of different solitaire games can be created. Look for The Solitaire Wizard in the same place you found Pretty Good Solitaire, or download it from the World Wide Web at <http://www.goodsol.com/solwiz.html>.

The Solitaire Wizard 1.0a

by Tom Warfield

released October 1996

Registration price: \$15 (plus \$3 shipping for disk)

<http://www.goodsol.com/solwiz.html>

Favorites

The favorites tab allows you to have a special page of buttons for your favorite games. To play a game, click on the button. You can determine that games that have buttons by clicking on Customize.

[Customize](#)

Red and Black

2 Decks.

Object

To move all cards to the Foundations.

Layout

- 8 Foundation piles (across top) - build up in opposite colors from Ace to King.
- 8 Tableau piles (below Foundations) - build down by opposite colors. Groups of cards can be moved. Spaces filled by any card.
- Stock (bottom left) - turn over 1 card to Waste by clicking. No redeal.
- Waste (next to Stock) - Top card is available for play.

Options

[AutoPlay](#)

Play

The 8 Aces are removed and placed in a row to become the Foundations. These Foundations will be built up in opposite colors to Kings. I repeat, in opposite colors! Suits are meaningless. This is different from most games. The game is won if all the cards are moved to the Foundations.

Below the foundations a row of 8 cards is dealt, to become the Tableau. The Tableau piles are built down by opposite colors. A group of cards can be moved onto another pile, if possible. Spaces can be filled by any card.

The remainder of the deck is dealt to the Stock pile. The Stock pile is turned over one card at a time (by clicking on the Stock) onto the wastepile. The top card of the wastepile is available for play on the Tableau or Foundations. There is no redeal.

History

This game was named "Rouge et Noir" in version 2.0 of Pretty Good Solitaire.

