

## Introduction

### Welcome to **Free Solitaire!**

**Free Solitaire** is a completely free collection of solitaire games. **Free Solitaire** includes an advertisement engine that will display ads in each game window during play. To remove the ads, and to receive more features, please consider upgrading to the shareware **Solitaire Plus!** for a modest fee.

**Free Solitaire** includes the great features of past versions including:

- Ten of the most popular and challenging games: Double Klondike, Forty Thieves, FreeCell, Golf, Indian Patience, Klondike, Montana, Pyramid, Sea Towers, and Spider
- Two selectable card sizes
- Unlimited undo of moves
- Use of any BMP or JPEG image as a card back (requires high-color or better)
- Smart-dragging feature that requires that cards only be nudged to move to a target pile
- Built-in sounds
- Comprehensive on-line help

**Free Solitaire** was developed by [Michael McCulloch](#) and is distributed by [Goodsol Development](#).

**Free Solitaire** Web site: <http://www.freesolitaire.com>

Goodsol Development Web site: <http://www.goodsol.com>

Please read our [Free Solitaire License Agreement](#). Free Solitaire is advertiser-supported software. To remove the ads, consider purchasing **Solitaire Plus!** See <http://www.gamesforone.com/solplus>. Solitaire Plus provides the same artwork and interface style as Free Solitaire, but also adds more games and features minus the advertisements.

For the most comprehensive solitaire collection available, consider Pretty Good Solitaire. See <http://www.goodsol.com/pgs32.html> for more information.

## System Requirements

**Free Solitaire** is designed for *high-resolution, high-color or better displays*. The game artwork is optimized for, and will appear best using, 1024x768 (XGA) or larger display area.

To play all the games, **Free Solitaire** requires:

- Windows 95, Windows 98, or Windows NT 4.0
- Minimum desktop area of 800x600 (SVGA)
- 256 color depth or better (high-color recommended)

If your system requirements are not adequate, **Free Solitaire** will warn you and prevent execution of the selected game until the system configuration is adequate. **Free Solitaire** *does not* automatically configure your system.

To change your desktop area or color depth, use the standard display configuration panels provided by Windows. To access the display configuration, open the Control Panel and then the **Display** icon. Also, you make click with the right mouse button on the desktop, select **Properties**, and then select the **Settings** tab.

# Free Solitaire License

## Copyright

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Please support the concept of ad-supported freeware by clicking on banners of interest. The advertising revenue enables delivery of this product as freeware.

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## Context-sensitive popup menus

In order to maintain a clean, uncluttered appearance of game windows, as well as reserve as much space as possible for the game layout, **Free Solitaire** does not provide menu bars or toolbars.

Instead, **Free Solitaire** provides convenient, context-sensitive popup menus that can be accessed in each game window by clicking with the right mouse button.

Common commands such as Undo, New Game, Restart, etc. are present in each game's popup menu, as well as menu items specific to each game. For example, the Klondike popup menu contains menu items to control the number of cards turned up from the stock.

Keyboard shortcuts are also provided for commonly-used commands.

- **Note:** If you have configured your mouse for left-handed operation, then the context sensitive menus will be accessed using the left mouse button. Normal game play will use the right mouse button.

### Related Topics:

[Common shortcuts for all games](#)

## Autoplay to foundations

Games which use foundations also provide an Autoplay available in the [context-sensitive popup menu](#). The Autoplay feature will automatically move cards from the tableau, discard, or other game piles to the foundations as soon as they become available for play.

The Autoplay feature does not attempt to maintain balance of the foundations, but will play all cards to the foundations as soon as available. If the Autoplay feature performs moves you do not desire to perform, the [Undo](#) feature can be used to reverse one or more of the moves.

The Autoplay feature can be disabled by accessing the context-sensitive popup menu for the game and removing the checkmark by clicking the Autoplay menu item. If the Autoplay menu item is checked, the Autoplay is active; otherwise Autoplay is disabled and you will be required to move cards to foundations manually.

The Autoplay feature may be enabled and disabled at will during a game.

### Related Topics:

[Context-sensitive popup menus](#)  
[Common shortcuts for all games](#)

## Game preferences

The preferences panel may be accessed by clicking with the right mouse button in any game window and selecting **Preferences...** from the context-sensitive popup menu. A panel will be displayed. Select a tab to change the desired preference.

**Note:** The preference settings apply to all game windows.

### Related Topics:

[Change the card back](#)

[Change the size of the cards](#)

[Enable/disable sounds](#)

[Turn on/off animation during deals](#)

[Smart dragging](#)

## Common shortcuts for all games

- Undo a move: **Ctrl+Z**
- Start a new game: **Ctrl+N**
- Restart a game: **Ctrl+R**
- Preferences: **Ctrl+P**
- Enable/disable autoplay: **Ctrl+A**
- Show game rules **F1**
- Next card from stock: Click the middle mouse button (or wheel), or hit the spacebar
- Move to a foundation: Double-click with left mouse button, or single-click left mouse button with **Ctrl** or **Shift** key pressed

Games may also implement shortcuts specific to a particular game. See the rules for each game for additional shortcuts.

## Smart-dragging

**Free Solitaire** improves the dragging operations during game play by scanning the game window for a valid position for the card (or a pile of cards) being dragged, and then automatically moving the card if dragging is terminated before hovering over a specific pile.

The smart-dragging feature is especially useful on notebooks equipped with a trackpad or eraser-type cursor control. Typically, most moves can be accomplished by simply nudging a card and the smart-dragging will make the move automatically.

### The smart-dragging feature works as follows:

- If a valid position is available in a tableau pile, the card (or pile of cards) will be moved to the appropriate tableau pile.
- Valid moves to occupied tableau piles will be preferred over empty tableau positions. This is especially useful for games similar to Forty Thieves which may require several reorderings of tableau piles in the latter stages of a game.
- If more than one valid move in the tableau is available, smart-dragging will select the first available position from left to right in the game window. Moves to the tableau piles are always preferred over moves to the foundations.
- If a valid position is not available in the tableau, a single card when dragged will be moved to a foundation if possible.
- If more than one valid move is available, a specific move may be selected by dragging the card (or pile of cards) directly over the desired pile. The *mouse pointer must penetrate the bounds* of the pile before the dragging is terminated in order to select a specific pile. The bounds of a pile include the top of the pile and any open space below the pile (or to the right of a pile) until another pile is displayed or the bounds of the game window are encountered.



## Single-user statistics

**Free Solitaire** records your game statistics. However, Solitaire Plus is required to view your accumulated stats.

**Solitaire Plus** provides single-user statistics for each game which track the following:

- Number of games attempted
- Number of games won
- Number of games lost
- Highest score of games lost
- The average score of games lost
- Longest winning streak and ending date of the streak
- Current winning streak

## Undo a move or an autoplay

To undo a move or an autoplay to foundations, click with the right mouse button in a game window and select **Undo** from the popup menu. Each time the **Undo** menu item is selected, one move will be undone.

The undo function can undo all moves back to the beginning of the game, unless otherwise specified in the rules for a specific game.

**Free Solitaire** does not provide a redo function.

**Shortcut:** Use **Ctrl+Z** (the **Ctrl** key and the **Z** key pressed simultaneously) to undo a move or autoplay.

### Related Topics:

[Autoplay feature](#)

[Context-sensitive popup menus](#)

## Move a card to a foundation

To move a card to a foundation, simply double-click the card.

**Shortcut:** You may also use the left mouse button in combination with the **Ctrl** or **Shift** keys to move a card to a foundation.

### Related topics:

[Autoplay feature](#)

[Undo a move or an autoplay](#)

## Start a new game

To start a new game, click with the right mouse button in a game window and select **New Game** from the popup menu.

The game card piles will be cleared, new deck(s) added, shuffled, and redealt. If a game is in progress and has progressed beyond a few moves, you will be prompted to verify a new deal.

**Shortcut:** Use **Ctrl+N** (the **Ctrl** key and the **N** key pressed simultaneously) to start a new game.

### Related Topics:

[Restart a game](#)

[Context-sensitive popup menus](#)

## Restart a game

To restart a game, click with the right mouse button in a game window and select **Restart** from the popup menu.

The current game will be restored to the initial state after the deal without reshuffling. If a game has progressed beyond a few moves, you will be prompted to verify a restart.

**Shortcut:** Use **Ctrl+R** (the **Ctrl** key and the **R** key pressed simultaneously) to restart a game.

### Related Topics:

[Start a new game](#)

[Context-sensitive popup menus](#)

## Change the card back

To change the image used for the back of cards, click with the right mouse button in a game window and select **Preferences...** from the popup menu. Use of custom card backs requires at least high-color color depth.

When the Preferences dialog becomes visible, select the **Card Back** tab. Three built-in card backs are provided for selection, as well as the ability to use the **Browse...** button to find any BMP or JPEG image to use for a card back. If the **Browse...** button is disabled, your video settings are not adequate to use the custom card backs.

Images that are scaled and/or cropped to 70 pixels wide x 115 pixels high will display best, although any size image may be used. Larger and smaller images will be scaled to 70 x 115 for display.

**Tip!** GIF images are not supported in **Free Solitaire** due to patent restrictions. You can, however, easily convert a GIF to a BMP image by saving it using your web browser and modifying the "Save as type" selection to BMP. You then use the saved BMP image as a card back in **Free Solitaire**.

### Related Topics:

[Game preferences](#)

[Context-sensitive popup menus](#)

## Change the size of the cards

To change the size of the cards, click with the right mouse button in a game window and select **Preferences...** from the popup menu.

When the Preferences dialog becomes visible, select the **Card Size** tab. **Free Solitaire** provides two card sizes: small and large with preview images for each. The current game window must be closed before the card size preference will take effect.

The small card size allows all games to fit on 800x600 resolution displays. The large card size will require a minimum of 1024x768 display resolution to play all the games.

### Related Topics:

[Game preferences](#)

[Context-sensitive popup menus](#)

[System requirements](#)

## Enable/disable sounds

To enable or disable sounds, click with the right mouse button in a game window and select **Preferences...** from the popup menu.

When the Preferences dialog becomes visible, select the **Other** tab. If the **Enable Sounds** box is checked, several built-in sounds will be activated during game play.

Custom sounds are not currently supported in **Free Solitaire**.

### Related Topics:

[Game preferences](#)

[Context-sensitive popup menus](#)



## Turn on/off animation during deals

To turn animation on or off during deals, click with the right mouse button in a game window and select **Preferences...** from the popup menu.

When the Preferences dialog becomes visible, select the **Other** tab. If the **Perform Animation on Deals** box is checked, a modest animation will occur during deals. If the box is unchecked, the deals will be immediate.

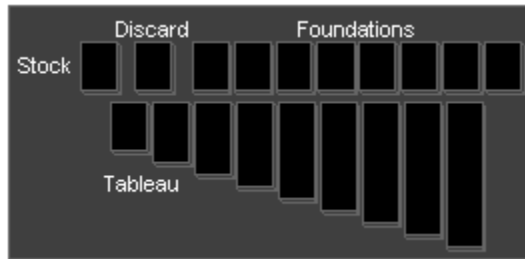
### Related Topics:

[Game preferences](#)

[Context-sensitive popup menus](#)

# Rules for Double Klondike

Also known as Gargantua. This is a two deck version of Klondike.



## Layout

- Forty-five cards dealt in nine tableau piles.
- The number of cards per pile increases from one to nine from left to right.
- The top card of each pile is face up (exposed), the rest are face down (hidden).

## Play

- Build exposed cards down in value and alternating suit color.
- The top card of a pile is always available for play on a foundation.
- Exposed cards built down in value and alternating suit color can be moved as a unit if the bottommost card of the pile may be built on top of another pile.
- Whenever the exposed cards of a pile are cleared away, the next card is exposed and becomes available for play.
- A space made by clearing away an entire pile may be filled by only a King (plus the cards, if any, built on the King).

## Stock

- Turn up cards from the stock one or three at a time (see Variations below) in a discard pile.
- The top card of the discard pile is available for play on foundations or tableau piles.
- Unused cards in the discard pile are recycled after the stock is depleted.

## Foundations

- Move the eight Aces to the row above the tableau as they are made available.
- Build the foundations in ascending suit sequence from Ace to King.

## To Win

- Move all the cards to the foundations.

**Available Variations:** Use the popup menu (accessible via a right mouse button click) to select either one-card or three-card draw. Once a game is started, the number to draw cannot be altered without starting a new game.

There is no limit on the number of times the stock may be recycled if cards are drawn three at a time. If only one card is drawn from the stock, then the stock *may only be recycled once*, for a total of two passes through the stock.

**Scoring:** One point for each card moved to a foundation. Maximum score is 104.

**Chance of Winning:** 9 in 10 games.

## Related Topics:

[Common shortcuts for all games](#)

[Game preferences](#)



# Rules for Forty Thieves

Also known as Napoleon at St. Helena, Big Forty, and Roosevelt at San Juan.



## Layout

- A tableau of forty cards, ten columns each containing four cards.

## Play

- The top cards of the tableau piles are available for play on foundations or other tableau piles.
- Only one card at a time may be moved.
- Build tableau piles in descending suit sequence.
- A space made by clearing a column may be filled by any available card from the tableau or from the wastepile.

## Stock

- Click on the stock to turn up cards to the wastepile.
- The top card of the wastepile may be played to a foundation or tableau.

## Foundations

- Move the eight Aces to the row below the tableau as they are made available.
- Build the foundations in ascending suit sequence from Ace to King.

## To Win

- Move all the cards to the foundations.

**Tips:** You are entitled to see the next card from the stock before making any decision. Use the privilege by right clicking the form and selecting *Peek...* or pressing the **F2** key. The *Peek* panel can remain open during moves and need not be closed.

**Strategy:** Survey the tableau and identify the pile that has the best chance of being cleared. Work toward clearing away one or two piles as soon as possible. Most of the important decisions will take place after one or two piles have been cleared.

**Scoring:** One point for each card moved to a foundation. Maximum score is 104.

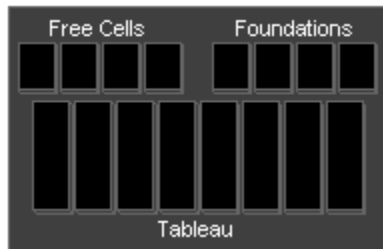
**Chance of Winning:** 1 in 10 games.

## Related Topics:

[Common shortcuts for all games](#)

[Game preferences](#)

## Rules for Free Cell



### Layout

- A tableau of all 52 cards contained in 8 piles spread downward.
- Four free cells present at the *upper left* of the tableau. Free cells may contain only one card at a time.

### Play

- Move the top card of the tableau piles or free cells to the foundations or other tableau piles.
- On the tableau, build down in value and alternating suit color.
- Only one card at a time may be moved unless there are unoccupied free cells.
- Additional cards may be dragged from the tableau for each free cell that is unoccupied as long as the pile is built down in value and alternating suit color.
- Fill any space with cards from the tableau or an occupied free cell.

### Foundations

- Move the four Aces to the row above and to the right of the tableau as they are made available.
- Build the foundations in ascending suit sequence from Ace to King.

### To Win

- Move all the cards to the foundations.

**Tips:** Keep free cells unoccupied as much as possible. Try to clear tableau piles where possible, since each cleared pile can act as another free cell.

**Specific Shortcuts:** Double-clicking a card with the left mouse, or single-clicking with the middle mouse, will move it to the foundation if possible. Otherwise, the card will move to an unoccupied free cell.

**Scoring:** One point for each card moved to a foundation. Maximum score is 52.

**Chance of Winning:** The overwhelming majority of games are winnable.

### Related Topics:

[Common shortcuts for all games](#)

[Game preferences](#)

# Rules for Golf

Also known as One Foundation.



## Layout

- A tableau of thirty-five cards, dealt in seven piles of five cards each.
- The first card of the stock is automatically turned face-up in the discard pile to start play.

## Play

- Click on a top card within the tableau that is in increasing or decreasing value (any suit) relative to the top card of the discard pile. If the clicked card is in sequence with the top card of the discard pile, it will be moved to the discard pile.
- Kings stop the sequence (see Variations below).
- Aces do not stop the sequence, but no "wrapping" from Ace to King is allowed. Only a Two may follow an Ace in a sequence.

## Stock

- When the sequence cannot be continued, turn up the next card from the stock to the discard pile.
- The top card of the discard pile becomes the starting value for a new sequence.

## To Win

- Move all the cards to the discard pile.

**Available Variations:** Use the popup menu (accessible via a right mouse button click) to enable or disable "King Stops Sequence". If the menu item is unchecked, a Queen may be used to continue the sequence after a King is selected. Once a game is started, the "King Stops Sequence" option cannot be altered without starting a new game.

**Tips:** Plan several moves ahead and choose cards that sustain the sequence for as long as possible before clicking on the stock for the next card.

**Scoring:** One point for each card moved to the discard pile. Maximum score is 52.

**Chance of Winning:** 1 in 20 games.

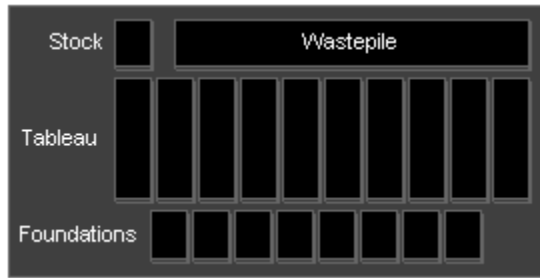
## Related Topics:

[Common shortcuts for all games](#)

[Game preferences](#)

## Rules for Indian Patience

Indian Patience is similar to Forty Thieves, but with some interesting variations...



### Layout

- A tableau of thirty cards, ten columns each containing three cards.
- All cards are face up initially except for the bottom card of each tableau pile, which is face down.

### Play

- The top card of each tableau pile is available for play on foundations or other tableau piles.
- Only one card at a time may be moved.
- On the tableau, build down in descending sequence and differing suit.

### Stock

- Turn up cards from the stock one at a time, leaving unplayable cards in a single wastepile.
- The top card of the wastepile is always available for play on foundations or tableau.

### Protected Cards

- When a face down card is exposed in the tableau, the card will be turned up and become a "protected" card.
- Protected cards may only be moved to a foundation.
- When a protected card is moved to a foundation, the empty space will be filled from the stock with one face down card and two more face up (for as long as the stock contains the cards to do so).

### Foundations

- Move the eight Aces to the row below the tableau as they are made available.
- Build the foundations in ascending suit sequence from Ace to King.

### To Win

- Move all the cards to the foundations.

### Grace

- When the stock is exhausted, then all "protected" cards become free for use in the usual way. There is no redeal of the stock during a game.

**Scoring:** One point for each card moved to a foundation. Maximum score is 104.

**Chance of Winning:** 3 out 4 games.

### Related Topics:

[Common shortcuts for all games](#)

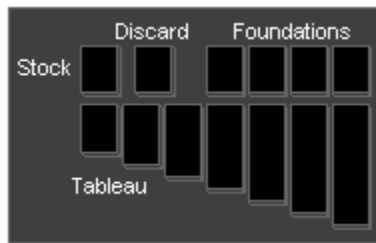
[Game preferences](#)

**About the game panel artwork:** "Sitting Bull" Tatanka Iyotake portrait © 1996 Mr. Oscar C. Castro. Used by permission. Please see more of Mr. Castro's interesting art at [http://www.horseweb.com/client/portraits/hw\\_sit.htm](http://www.horseweb.com/client/portraits/hw_sit.htm).



## Rules for Klondike

Also sometimes referred to as Canfield, Fascination, Triangle, Demon Patience, and Chinaman. This is also the same game as the familiar Microsoft Windows™ solitaire.



### Layout

- Twenty-eight cards dealt in seven tableau piles.
- The number of cards per pile increases from one to seven from left to right.
- The top card of each pile is face up (exposed), the rest are face down (hidden).

### Play

- Build exposed cards down in value and alternating suit color.
- The top card of a pile is always available for play on a foundation.
- Exposed cards built down in value and alternating suit color can be moved as a unit if the bottommost card of the pile may be built on top of another pile.
- Whenever the exposed cards of a pile are cleared away, the next card is exposed and becomes available for play.
- A space made by clearing away an entire pile may be filled by only a King (plus the cards, if any, built on the King).

### Stock

- Turn up cards from the stock one or three at a time (see Variations below) in a discard pile.
- The top card of the discard pile is available for play on foundations or tableau piles.
- Unused cards in the discard pile are recycled after the stock is depleted.

### Foundations

- Move the four Aces to the row above the tableau as they are made available.
- Build the foundations in ascending suit sequence from Ace to King.

### To Win

- Move all the cards to the foundations.

**Available Variations:** Use the popup menu (accessible via a right mouse button click) to select either one-card or three-card draw. Once a game is started, the number to draw cannot be altered without starting a new game.

This particular implementation of Klondike has no limit on the number of times the discard pile may be recycled.

**Scoring:** One point for each card moved to a foundation. Maximum score is 52.

**Chance of Winning:** 1 in 30 games for three card draw variation. Better odds for one-card draw.

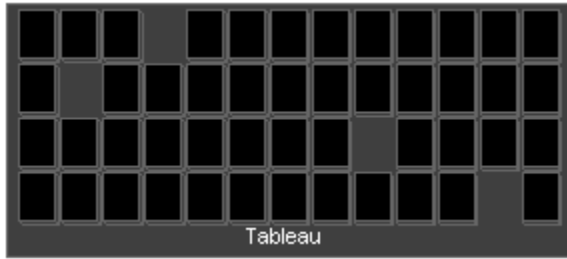
### Related Topics:

[Common shortcuts for all games](#)

[Game preferences](#)

## Rules for Montana

Also known as Gaps or Spaces.



### Layout

- A tableau of all 52 cards, in 4 rows, and do not overlap the cards.
- The 4 Aces are discarded to create 4 spaces.

### Play

- Each space may be filled with the next-higher card of the same suit.
- Click a space to fill it, or click on the card you want to move to a space.
- A space in the first column can only be filled with a Two from any suit.
- A King blocks any spaces to the right of the King. Continue arranging the cards of each row in ascending value within the same suit (from left to right) until all moves are blocked by a King.

### Shuffle Remaining

- If all spaces are blocked by a King, select the Shuffle Remaining menu item. All cards not in ascending value within the same suit (starting with a Two in the first column), will be gathered, shuffled, and redealt so that a space is created to the right of the last card in sequence on each row.
- Two shuffles of the remaining cards are allowed. "Shuffle Remaining" *cannot be undone*. The game can, however, be restarted from the beginning.

### To Win

- The game is won if you arrange all cards so that each row begins with a Two and ends with a King for each suit.

**Specific Shortcuts:** Use the **F2** key to shuffle the remaining cards.

**Scoring:** One point for each card that is arranged in sequence. Maximum score is 48.

**Chance of Winning:** 1 in 20 games.

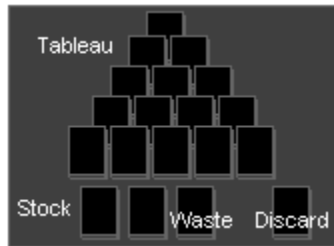
### Related Topics:

[Common shortcuts for all games](#)

[Game preferences](#)

## Rules for Pyramid

Also known as Pile of Twenty-Eight.



### Layout

- A tableau of 28 cards, arranged in seven rows forming a pyramid shape.
- At the beginning of the game, only the seven cards of the last row in the pyramid are available for play.

### Play

- Discard pairs of cards that total thirteen (13) by matching available cards from the tableau, the stock, or wastepiles with any other available card.
- As cards become completely uncovered within the pyramid, they become available for play.
- Discard Kings singly by double-clicking or dragging over the discard pile.

### Stock

- Turn cards from the stock one at a time, placing the card in the first of two wastepiles.
- The top card of both wastepiles is always available for play.
- Two redeals of the stock are allowed (for three total passes through stock).

### To Win

- Move all the cards to the discard pile within two redeals of the stock.

**Scoring:** One point for each card moved to the discard pile.

**Chance of Winning:** 1 in 50 games on first pass.

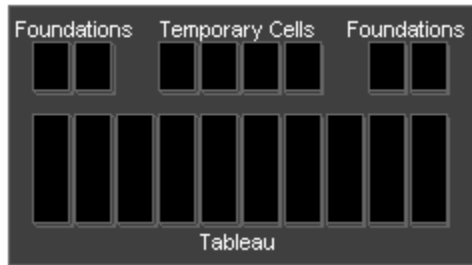
### Related Topics:

[Common shortcuts for all games](#)

[Game preferences](#)

# Rules for Sea Towers

Also known as Seahaven Towers.



Sea Towers is very similar to FreeCell. The primary differences are that you build down in suit and can only move Kings to empty tableau spaces.

## Layout

- A tableau of 50 cards contained in 10 piles spread downward.
- Place the remaining two cards of the deck in two of the four temporary cells.

## Temporary Cells

- Four temporary (or free) cells are available above the center of the tableau. The temporary cells may be occupied by only one card at a time.

## Play

- Move the top card of the tableau piles or free cells to the foundations or other tableau piles.
- On the tableau, build down in descending suit sequence.
- Only one card at a time may be moved unless there are unoccupied temporary cells.
- Additional cards may be dragged from the tableau for each temporary cell that is unoccupied as long as the pile is built down in descending suit sequence.
- Only Kings may fill a space in the tableau.

## Foundations

- Move the four Aces, as they become available, to the foundations at the upper corners of the tableau.
- Build the foundations in ascending suit sequence from Ace to King.

## To Win

- Move all the cards to the foundations.

**Tips:** Keep temporary cells unoccupied as much as possible. Locate the Aces and try to uncover them as quickly as possible while building sequences that can be cleared. Do not hide low valued cards of any suit under a large pile of cards, unless the covering cards can be cleared before the low valued card will be needed for play.

**Specific Shortcuts:** Double-clicking a card with the left mouse, or single-clicking with the middle mouse, will move it to the foundation if possible. Otherwise, the card will move to an unoccupied temporary cell.

**Scoring:** One point for each card moved to a foundation. Maximum score is 52.

**Chance of Winning:** The vast majority of games are winnable.

## Related Topics:

[Common shortcuts for all games](#)

[Game preferences](#)



## Rules for Spider



### Layout

- A tableau of 44 cards in ten piles, with five cards in each of the first four piles, and four cards in the remaining six piles.
- The top card of each pile is face up, the rest are face down.

### Play

- The top card of each tableau pile is always available.
- Available cards may be built down in value (any suit) ending at an Ace. A King cannot be built on an Ace.
- Any or all of the cards on the top of a tableau pile that are built down in value may be lifted as a unit to be built elsewhere.
- On clearing away cards above a face-down card in the tableau, the card is turned up and becomes available for play.
- A space made by clearing away an entire pile may be filled by any available card or build, as long as the build is built down in value.

### Stock

- Whenever play comes to a standstill, click on the stock pile to deal another row of ten cards, one upon each pile of the tableau. *All tableau spaces must be filled prior to such a deal.*

### Foundations

- The object of play is to assemble thirteen cards of a suit, from King to Ace, in descending suit sequence.
- Whenever a suit is so assembled on the top of a tableau pile, you may lift it off as a group and discard it in an unoccupied foundation pile at the top of the game window.
- It is not compulsory to discard a suit when able.

### To Win

- The game is won when you discard the entire two decks in eight batches to the foundations.

**Available Variations:** If the "SameSuitMoves" variation is checked in the popup menu (accessible via a right mouse button click), then only multiple cards built in descending suit sequence may be moved as a unit. This makes for a considerably more challenging game. Once a game is started, the "SameSuitMoves" option cannot be altered without starting a new game.

**Tips:** Prefer builds in the same suit where choice offers. Among builds that are not of the same suit, start with those of the highest rank.

Try to make a space as early as possible. Sometimes this will mean that, having depleted one pile, your prospects are better to continue removing cards from that pile rather than making other builds of the same suit, where the choice is offered. Use spaces to reorder sequences into descending suit sequence so far as possible, before finally filling a space.

If you are able to build all cards in descending rank from King to Ace, then it is always possible to reorder the cards in descending suit sequence.

**Scoring:** One point for each card moved to a foundation plus a point for each card in descending suit sequence in the tableau. Maximum score is 104.

**Chance of Winning:** 1 in 3 games.

**Related Topics:**

Common shortcuts for all games

Game preferences

## Frequently Asked Questions

### Why don't the games run on my system?

**Free Solitaire** requires a minimum of 800x600 display resolution to play all the games. The "small card" preference allows all games to fit on an 800x600 display. Solitaire Plus also provides a "large card" preference which looks great on high-res displays, but requires at least 1024x768 resolution.

If your system requirements are not adequate, **Free Solitaire** will display a dialog box and inform you of the necessary system configuration to run the game. **Free Solitaire** will not automatically configure your system.

**Free Solitaire** will guess the best card size for your system the first time it is executed. If you subsequently change your display resolution, you will need to use the Preferences dialog to select the desired card size.

If you have a 17" monitor or larger, you really should be running 1024x768 or higher to make better use of your display area.

### Why does the Windows' taskbar cover part of my game window?

The taskbar is typically configured for "Always on Top", and if so configured will cover any other window. You can configure the taskbar to "auto-hide" or to not cover windows that are focused. To configure the taskbar, click with the right mouse button on the taskbar in a blank area between the Start button and the tray, and select **Properties**. If the "Always on Top" option is unchecked, other windows will be able to cover the taskbar. If the "Auto-hide" option is checked, then the taskbar will hide itself when not in use.

### How can I start a new game since there is no visible menu?

Use the right mouse button to click in a game window. You will see a pop-up menu appear that contains several menu selections including New Game. **Free Solitaire** intentionally avoids menus and speed buttons all over the screen in order to maintain a clean, uncluttered layout as well as maximize the space available for game play.

### What's the difference between "New Game" and "Restart"?

A New Game shuffles and redeals the cards. A Restart will restore the initial deal of the cards (no shuffle) for the current game you are playing.

### How can I change the card back or game background color to something else?

Click the right mouse button in a game window to get the pop-up menu. Then select Preferences. A panel will appear with various options including changing the card back and background color. You can use any BMP or JPEG image as a card back or a game background.

Images for card backs that are scaled to about the size of the cards (70 W x 115 H pixels) and anti-aliased will look best. Images designed for tiling will look best for backgrounds.

**Note!** The custom card back feature requires high-color or better color depth.

### Where are the rules for the games?

Click the right mouse button to get the pop-up menu in a game window. Then select **Rules...** You may also hit the **F1** key at any time to open the Help window.

Here are two great books available at your local bookstore if you are really an addict:

- *The Complete Book of Solitaire and Patience Games* by Albert H. Morehead & Geoffrey Mott-Smith; Bantam Books.
- *Teach Yourself Card Games for One* by David Parlett; NTC Publishing Group.



### **Why doesn't a right mouse button click move a card to a foundation?**

The right mouse button is reserved for the context sensitive popup menu. A double-click with the left mouse button, or a single left mouse button click with the **Shift** or **Ctrl** key pressed will move a card to a foundation if possible.

### **Why don't the cards automatically move to the foundations?**

The autoplay feature is activated by clicking with the right mouse button in a game window and selecting the **Autoplay** menu item. The feature is enabled if the menu item is checked. The autoplay feature may be enabled and disabled at will during a game, which is sometimes desirable if the default autoplay action is not what you would prefer to happen. You can also use the undo feature to back up from one or more autoplays.

### **How do I uninstall the game?**

You may uninstall the game using the Control Panel's Add/Remove Programs feature. Select "Free Solitaire" in the list and then press the Remove button. Select the "Automatic" option.

## Contacts

Before contacting support via e-mail for **Free Solitaire**, please first review the Frequently Asked Questions list.

If you request support, please include the following information at a minimum:

- The version of the game you are running. This is accessible by clicking the jester icon in the game selection window displayed at the start of the game.
- Your display area and color depth.

Support for **Free Solitaire** is available via:

**Internet E-mail:** [freesol@goodsol.com](mailto:freesol@goodsol.com)

**World Wide Web:** <http://www.freesolitaire.com>

## Credits

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- The authors of RxLib, a collection of freeware Delphi components
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- Gerard Juyn for the [LibMNG](#) PNG/MNG display code and components
- Andrew Lazarov for the "Tip of the Day" component
- [Borland Corporation](#) for C++Builder 4 and the Visual Component Library
- Chris Kimball for artwork for some of the card backs.

**stock**

The portion of the deck that has not yet been dealt.  
Typically requires a click to turn up one or more cards  
when game play stalls.

## **Association of Shareware Professionals 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:

ASP Ombudsman  
157-F Love Ave  
Greenwood, IN 46142 USA  
Fax: (317) 888-2195

or send e-mail to [omb@asp-shareware.org](mailto:omb@asp-shareware.org).

**tableau**

Refers to the card piles in the game window which hold builds of cards during game play.

**foundation**

Goal piles which contain cards typically built up or down in rank within the same suit.

**ascending suit sequence**

A build where the cards increase in rank within the same suit. For example, a J ♠ built on a 10 ♠.



**descending suit sequence**

A build where the cards decrease in rank within the same suit. For example, a 2 ♥ built on a 3 ♥.

**down in value and alternating suit color**

A build where the cards decrease in rank and alternate in color. For example, a 2 ♣ built on a 3 ♥ — or a 7 ♦ built on an 8 ♠.

**descending sequence and differing suit**

A build where the cards decrease in rank and are *different* in suit. For example, a 5 ♣ built on a 6 ♠ — or a Q ♦ built on an K ♠.

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A 7 ♦ built on an 8 ♦ is not allowed since the cards are of the *same* suit.

**down in value (any suit)**

A build where the cards decrease in rank.  
For example, a 2 ♣ built on a 3 ♥ — or a  
7 ♠ built on an 8 ♠.

