

Rules for Alhambra.

Very hard.

1. Foundations. (Top of screen)
 - A. Build the left four foundations up in suit from Ace to King.
 - B. Build the right four foundations down in suit from King to Ace.
 - C. Complete these piles to win the game.
2. Tableau. (Bottom of screen to the right of the stock)
 - A. Build up or down in rank and in suit.
 - B. The topmost card is available for play on the foundations.
3. Stock. (Bottom of screen to the left of the tableau)
 - A. Turn cards up one at a time from the stock. (The "three at a time" option may be enabled)
 - B. The card is placed on the tableau.
 - C. This pile can be redealt according the options selected in preferences.
4. Reserves. (Below the foundations)
 - A. The topmost card is available for play on the foundations or the tableau.

Rules for Blockade.

Extremely easy.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build down in rank and in suit.
- B. The topmost card is available for play on the foundations.
- C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
- D. Empty spaces can be filled by any card or built unit of cards.

3. Stock. (Bottom of screen)

- A. After all possible moves are made, twelve more cards from this pile are dealt out to the tableau to create more possibilities.

Rules for Blondes and Brunettes.

Hard.

The base card for this game will vary.

The base card is the lowest ranking card.

In most other games this would be the Ace.

1. Foundations. (Below the reserve)

A. Build up in the opposite color from the base card to the rank just below the base card.

B. Build Kings on top of Aces when necessary.

C. Complete these piles to win the game.

2. Tableau. (Below foundations)

A. Build down in rank in alternating colors.

B. Build Aces on top of Kings when necessary.

C. The topmost card is available for play on the foundations and the other tableau piles.

D. Empty spaces are automatically filled by the stock.

3. Stock. (Bottom of screen)

A. Turn cards up one at a time from the stock.

B. The topmost card is available for play on the foundations and tableau.

C. Cards from this pile automatically fill spaces in the tableau.

4. Reserve. (Top of screen)

A. The top card is available for play on the foundations.

Rules for Busy Aces.

Easy.

1. Foundations. (Top of screen)
 - A. Build up in suit from Ace to King.
 - B. Complete these piles to win the game.
2. Tableau. (Below foundations)
 - A. Build down in rank and in suit.
 - B. The topmost card is available for play on the foundations or to the other tableau piles.
 - C. Empty spaces are automatically filled from the stock.
3. Stock. (Bottom of screen)
 - A. Turn cards up one at a time from the stock.
 - B. The topmost card is available for play on the foundations and tableau.
 - C. Cards from this pile automatically fill spaces in the tableau.

Rules for Colorado.

Extremely easy.

1. Foundations. (Top of screen)
 - A. Build the left four foundations up in suit from Ace to King.
 - B. Build the right four foundations down in suit from King to Ace.
 - C. Complete these piles to win the game.
2. Tableau. (Below foundations)
 - A. Build in any suit and in any rank.
 - B. The topmost card is available for play on the foundations.
 - C. Empty spaces are automatically filled by the stock.
3. Stock. (Bottom left of screen)
 - A. The topmost card is available for play on the foundations and tableau.
 - B. Cards from this pile automatically fill spaces in the tableau.

Rules for Congress.

Extremely hard.

1. Foundations. (Down the center of screen)
 - A. Build up in suit from Ace to King.
 - B. Complete these piles to win the game.
2. Tableau. (On both sides of the foundations)
 - A. Build down in rank regardless of suit.
 - B. The topmost card can be played to the foundations and to the other tableau piles.
 - C. Empty spaces are automatically filled by the stock.
3. Stock. (Bottom of screen)
 - A. Turn cards up one at a time from the stock.
 - B. The topmost card is available for play on the foundations and tableau.
 - C. Cards from this pile automatically fill spaces in the tableau.

Rules for Contradance.

Very hard.

1. Foundations. (Top of screen)

- A. Build the top eight foundations down in suit from Five to Ace then the King.
- B. Build the bottom eight foundations up in suit from Six to Queen.
- C. Complete these piles to win the game.

2. Stock. (Bottom of screen)

- A. Turn cards up one at a time from the stock. (The "three at a time" option may be enabled)
- B. The topmost card is available for play on the foundations.
- C. This pile can be redealt according the options selected in preferences.

Rules for Courtyard.

Very easy.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build down in rank and in suit.
- B. The topmost card is available for play on the foundations .
- C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
- D. Empty spaces are automatically filled from the stock.

3. Stock. (Bottom of screen)

- A. Turn cards up one at a time from the stock.
- B. The topmost card is available for play on the foundations and tableau.
- C. Cards from this pile automatically fill spaces in the tableau.

Rules for Deuces.

Very easy.

Aces are high in this game.

1. Foundations. (Top of screen)

- A. Build up in suit from Two to Ace.
- B. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build down in rank and in suit.
- B. The topmost card is available for play on the foundations .
- C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
- D. Empty spaces are automatically filled from the stock.

3. Stock. (Bottom of screen)

- A. Turn cards up one at a time from the stock.
- B. The topmost card is available for play on the foundations and tableau.
- C. Cards from this pile automatically fill spaces in the tableau.

Rules for Diplomat.

Extremely Easy.

1. Foundations. (Down the center of screen)
 - A. Build up in suit from Ace to King.
 - B. Complete these piles to win the game.
2. Tableau. (On both sides of the foundations)
 - A. Build down in rank regardless of suit.
 - B. The topmost card can be played to the foundations and to the other tableau piles.
 - C. Empty spaces are filled by any card.
3. Stock. (Bottom of screen)
 - A. Turn cards up one at a time from the stock.
 - B. The topmost card is available for play on the foundations and tableau.

Rules for Double Fan.

Extremely easy.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build up or down in rank regardless of suit.
- B. The topmost card can be played to the foundations and to the other tableau piles.
- C. Empty spaces are not filled.

Rules for Falling Star.

Easy.

The base card for this game will vary.

The base card is the lowest ranking card.

In most other games this would be the Ace.

1. Foundations. (Below the reserve)

A. Build up in the opposite color from the base card to the rank just below the base card.

B. Build Kings on top of Aces when necessary.

C. Complete these piles to win the game.

2. Tableau. (Below foundations)

A. Build down in rank in alternating colors.

B. Build Aces on top of Kings when necessary.

C. The topmost card is available for play on the foundations and the other tableau piles.

D. Empty spaces are automatically filled by the stock.

3. Stock. (Bottom of screen)

A. Turn cards up one at a time from the stock.

B. The topmost card is available for play on the foundations and tableau.

C. Cards from this pile automatically fill spaces in the tableau.

4. Reserve. (Top of screen)

A. The top card is available for play on the foundations.

Rules for Fan.

Hard.

The base card for this game will vary.

The base card is the lowest ranking card.

In most other games this would be the Ace.

1. Foundations. (Below reserve)

A. Build the leftmost four foundations up regardless of suit from the base card to the rank just below the base card.

B. Build the rightmost four foundations down regardless of suit from the rank just below the base card to the base card.

C. Build Kings on top of Aces when necessary.

D. Complete these piles to win the game.

2. Tableau. (Below foundations)

A. The topmost card is available for play on the foundations.

B. Spaces are filled by the stock.

3. Stock. (Bottom of screen)

A. Turn cards up one at a time from the stock. (The "three at a time" option may be enabled)

B. The topmost card is available for play on the foundations and tableau.

C. This pile can be redealt according the options selected in preferences.

4. Reserves. (Top of screen)

A. The topmost card is available for play on the foundations.

Rules for Fanny.

Very hard.

1. Foundations. (Top of screen)
 - A. Build up regardless of suit from Ace to King.
 - B. Complete these piles to win the game.
2. Tableau. (Below foundations)
 - A. Build in any suit and in any rank.
 - B. The topmost cards are available for play on the foundations.
3. Stock. (Below reserve)
 - A. Turn cards up one at a time from the stock.
 - B. The topmost card is available for play on the foundations and tableau.
4. Reserve. (Top left corner of screen)
 - A. The topmost card is available for play on the foundations.

Rules for Forty Thieves.

Very hard.

1. Foundations. (Top of screen)
 - A. Build up in suit from Ace to King.
 - B. Complete these piles to win the game.
2. Tableau. (Below foundations)
 - A. Build down in rank and in suit.
 - B. The topmost cards are available for play on the foundations and other tableau piles.
 - C. Spaces can be filled by any card.
3. Stock. (Bottom of screen)
 - A. Turn cards up one at a time from the stock.
 - B. The topmost card is available for play on the foundations and tableau.

Rules for Frog.

Hard.

1. Foundations. (Top of screen)
 - A. Build up regardless of suit from Ace to King.
 - B. Complete these piles to win the game.
2. Tableau. (Below foundations)
 - A. Build in any suit and in any rank.
 - B. The topmost cards are available for play on the foundations.
3. Stock. (Below reserve)
 - A. Turn cards up one at a time from the stock.
 - B. The topmost card is available for play on the foundations and tableau.
4. Reserve. (Top left corner of screen)
 - A. The topmost card is available for play on the foundations.

Rules for Gargantua.

Very easy.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build down in rank in alternating colors.
- B. The topmost card is available for play on the foundations.
- C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
- D. As face down cards become exposed, they can be flipped over and are now available for play.
- E. Empty spaces can only be filled by a King, or a pile whose bottommost card is a King.

3. Stock. (Bottom of screen)

- A. Turn cards up one at a time from the stock. (The "three at a time" option may be enabled)
- B. The top card is available for play on the foundations and tableau.
- C. This pile can be redealt according the options selected in preferences.

Rules for General Patience.

Easy.

The base card for this game will vary.

The base card is the lowest ranking card.

In most other games this would be the Ace.

1. Foundations. (Below the reserve)

A. Build up in the opposite color from the base card to the rank just below the base card.

B. Build Kings on top of Aces when necessary.

C. Complete these piles to win the game.

2. Tableau. (Below foundations)

A. Build down in rank and in suit.

B. Build Aces on top of Kings when necessary.

C. The topmost card is available for play on the foundations and the other tableau piles.

D. Empty spaces are automatically filled by the stock.

3. Stock. (Bottom of screen)

A. Turn cards up one at a time from the stock. (The "three at a time" option may be enabled)

B. The topmost card is available for play on the foundations and tableau.

C. This pile can be redealt according the options selected in preferences.

D. Cards from this pile automatically fill spaces in the tableau.

4. Reserve. (Top of screen)

A. The topmost card is available for play on the foundations.

Rules for Grand Dutchess.

Very hard.

1. Foundations. (Top of screen)

- A. Build the left four piles up in suit from Ace to King.
- B. Build the right four piles down in suit from King to Ace.
- C. Complete these piles to win the game.

2. Tableau. (Below the foundations to the left)

- A. The topmost card is available for play on the foundations.
- B. Empty spaces are not filled.
- C. Cards are dealt to these piles from the Stock.
- D. When all possible moves are made, the entire tableau can be redealt according the options selected in preferences.

3. Stock. (Bottom of screen)

- A. After all possible moves are made, four cards from this pile are dealt out to the tableau to create more possibilities.
- B. After all possible moves are made, two cards from this pile are dealt out to the reserves.

4. Reserves. (Below the foundations to the right)

- A. After the stock is empty, play any cards to the foundations.
- B. Cards are dealt to these piles from the Stock.
- C. When all possible moves are made, these piles can be redealt according the options selected in preferences.

Rules for House on the Hill.

Extremely easy.

1. Foundations. (Top of screen)

- A. Build the left four piles up in suit from Ace to King.
- B. Build the right four piles down in suit from King to Ace.
- C. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build up or down in rank regardless of suit.
- B. The topmost card can be played to the foundations and to the other tableau piles.
- C. Empty spaces are not filled.

Rules for Indian.

Very easy.

1. Foundations. (Top of screen)
 - A. Build up in suit from Ace to King.
 - B. Complete these piles to win the game.
2. Tableau. (Below foundations)
 - A. Build down in rank and any different suit.
 - B. The topmost cards are available for play on the foundations and other tableau piles.
 - C. Spaces can be filled by any card.
3. Stock. (Bottom of screen)
 - A. Turn cards up one at a time from the stock.
 - B. The topmost card is available for play on the foundations and tableau.

Rules for Limited.

Hard.

1. Foundations. (Top of screen)
 - A. Build up in suit from Ace to King.
 - B. Complete these piles to win the game.
2. Tableau. (Below foundations)
 - A. Build down in rank and in suit.
 - B. The topmost cards are available for play on the foundations and other tableau piles.
 - C. Spaces can be filled by any card.
3. Stock. (Bottom of screen)
 - A. Turn cards up one at a time from the stock.
 - B. The topmost card is available for play on the foundations and tableau.

Rules for Lucas.

Very easy.

1. Foundations. (Top of screen)
 - A. Build up in suit from Ace to King.
 - B. Complete these piles to win the game.
2. Tableau. (Below foundations)
 - A. Build down in rank and in suit.
 - B. The topmost cards are available for play on the foundations and other tableau piles.
 - C. Spaces can be filled by any card.
3. Stock. (Bottom of screen)
 - A. Turn cards up one at a time from the stock.
 - B. The topmost card is available for play on the foundations and tableau.

Rules for Maria.

Very hard.

1. Foundations. (Top of screen)
 - A. Build up in suit from Ace to King.
 - B. Complete these piles to win the game.
2. Tableau. (Below foundations)
 - A. Build down in rank and in alternating colors.
 - B. The topmost cards are available for play on the foundations and other tableau piles.
 - C. Spaces can be filled by any card.
3. Stock. (Bottom of screen)
 - A. Turn cards up one at a time from the stock.
 - B. The topmost card is available for play on the foundations and tableau.

Rules for Miss Milligan.

Very hard.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build down in rank in alternating colors.
- B. The topmost card is available for play on the foundations.
- C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles or the reserve.
- D. Empty spaces can only be filled by a King, or a pile whose bottommost card is a King.
- E. Cards are dealt to these piles from the Stock.

3. Stock. (Bottom left of screen)

- A. After all possible moves are made, eight cards from this pile are dealt out to the tableau to create more possibilities.

4. Reserve. (Top left of screen)

- A. After the stock is empty, any card or built group of cards can be played here from the tableau.
- B. This pile must be empty before any cards can be played to it.
- C. Any card from this pile can be played to the foundations and tableau.

Rules for Mount Olympus.

Extremely easy.

1. Foundations. (Top of screen)

- A. Build the top row up in suit by twos from Ace to King.
- B. Build the bottom row up in suit by twos from Two to Queen.
- C. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build down in rank by twos and by suit.
- B. The topmost card is available for play on the foundations.
- C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
- D. Empty spaces are filled from the stock.
- E. Cards are dealt to these piles from the Stock.

3. Stock. (Bottom left of screen)

- A. After all possible moves are made, nine cards from this pile are dealt out to the tableau to create more possibilities.

Rules for Napoleon's Square.

Extremely easy.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build in rank and in suit.
- B. The topmost cards are available for play on the foundations.
- C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
- D. Spaces can be filled by any card or built group of cards.

3. Stock. (Bottom of screen)

- A. Turn cards up one at a time from the stock.
- B. The topmost card is available for play on the foundations and tableau.

Rules for Number Ten.

Very hard.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build down in rank and in alternating colors.
- B. The topmost cards are available for play on the foundations.
- C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
- D. Spaces can be filled by any card.

3. Stock. (Bottom of screen)

- A. Turn cards up one at a time from the stock.
- B. The topmost card is available for play on the foundations and tableau.

Rules for Parisienne.

Very hard.

1. Foundations. (Top of screen)

- A. Build the left four piles up in suit from Ace to King.
- B. Build the right four piles down in suit from King to Ace.
- C. Complete these piles to win the game.

2. Tableau. (Below the foundations to the left)

- A. The topmost card is available for play on the foundations.
- B. Empty spaces are not filled.
- C. Cards are dealt to these piles from the Stock.
- D. When all possible moves are made, the entire tableau can be redealt according the options selected in preferences.

3. Stock. (Bottom of screen)

- A. After all possible moves are made, four cards from this pile are dealt out to the tableau to create more possibilities.
- B. After all possible moves are made, two cards from this pile are dealt out to the reserves.

4. Reserves. (Below the foundations to the right)

- A. After the stock is empty, play any cards to the foundations.
- B. Cards are dealt to these piles from the Stock.
- C. When all possible moves are made, these piles can be redealt according the options selected in preferences.

Rules for Patriarchs.

Very hard.

1. Foundations. (Left and right sides of screen)

- A. Build the left four piles up in suit from Ace to King.
- B. Build the right four piles down in suit from King to Ace.
- C. Complete these piles to win the game.

2. Stock. (Bottom of screen)

- A. Turn cards up one at a time from the stock. (The "three at a time" option may be enabled)
- B. The topmost card is available for play on the foundations.
- C. This pile can be redealt according the options selected in preferences.
- D. Spaces in the reserves are filled automatically from this pile.

3. Reserves. (Middle of screen)

- A. These cards are available for play on the foundations.
- B. Empty spaces are filled by the stock.

Rules for Rank and File.

Very hard.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build down in rank and in alternating colors.
- B. The topmost cards are available for play on the foundations.
- C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
- D. Spaces can be filled by any card.

3. Stock. (Bottom of screen)

- A. Turn cards up one at a time from the stock.
- B. The topmost card is available for play on the foundations and tableau.

Rules for Red and Black.

Very easy.

1. Foundations. (Top of screen)

- A. Build up in alternating colors from Ace to King.
- B. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build down in rank in alternating colors.
- B. The topmost card is available for play on the foundations.
- C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
- D. Empty spaces are filled automatically from the stock.

3. Stock. (Bottom of screen)

- A. Turn cards up one at a time from the stock.
- B. The topmost card is available for play on the foundations.
- C. Spaces in the tableau are filled automatically from this pile.

Rules for Royal Rendezvous.

Extremely easy.

1. Foundations. (Top of screen)

- A. Build the middle part of top row up in suit from Ace to Queen.
- B. Place four Kings in the left and right ends of the top row.
- C. Build the middle part of bottom row up in suit by twos from Two to Queen.
- D. Build the left and right ends of bottom row up in suit by twos from Ace to King.
- E. Complete these piles to win the game.

2. Stock. (Middle of screen)

- A. Turn cards up one at a time from the stock.
- B. The topmost card is available for play on the foundations.
- C. Spaces in the reserves are filled automatically from this pile.

3. Reserves. (Bottom of screen)

- A. These cards are available for play on the foundations.
- B. Empty spaces are filled by the stock.

Rules for Spider.

Very easy.

1. Foundations. (Top left and top right sides of screen)

A. The foundations are not built on to directly.

B. The goal is to create a suite of 13 cards of the same suit from Ace to King.

C. When **Funsol** finds a suite, it will play all 13 cards to a foundation automatically.

2. Tableau. (Top center of screen)

A. Build down in rank regardless suit. However, it is best to try and build in suit if possible.

B. IMPORTANT: Any face up card in the tableau may be played to another pile as long as all cards above it are built in sequence AND in suit.

C. Nothing can be placed on an Ace.

D. As face down cards become exposed, they can be flipped over and are now available for play.

E. Empty spaces can be filled with any card.

F. Cards are dealt to these piles from the Stock.

3. Stock. (Bottom left of screen)

A. After all possible moves are made, ten more cards from this pile are dealt out to the tableau to create more possibilities.

Rules for Square.

Very easy.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build down in rank and in suit.
- B. The topmost card is available for play on the foundations .
- C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
- D. Empty spaces are automatically filled from the stock.

3. Stock. (Bottom of screen)

- A. Turn cards up one at a time from the stock.
- B. The topmost card is available for play on the foundations and tableau.
- C. Cards from this pile automatically fill spaces in the tableau.

Rules for Streets.

Hard.

1. Foundations. (Top of screen)
 - A. Build up in suit from Ace to King.
 - B. Complete these piles to win the game.
2. Tableau. (Below foundations)
 - A. Build down in rank and in alternating colors.
 - B. The topmost cards are available for play on the foundations and other tableau piles.
 - C. Spaces can be filled by any card.
3. Stock. (Bottom of screen)
 - A. Turn cards up one at a time from the stock.
 - B. The topmost card is available for play on the foundations and tableau.

Rules for Sultan.

Very hard.

Queens are high in this game.

1. Foundations. (Middle of screen)

A. Build all the piles except the center pile and the Ace pile up in suit from King to Queen.

B. Build the Ace piles up in suit from Ace to Queen.

C. Complete these piles to win the game.

2. Stock. (Bottom of screen)

A. Turn cards up one at a time from the stock. (The "three at a time" option may be enabled)

B. The topmost card is available for play on the foundations.

C. This pile can be redealt according the options selected in preferences.

D. Spaces in the reserves are filled automatically from this pile.

3. Reserves. (Left and right sides screen)

A. These cards are available for play on the foundations.

B. Empty spaces are filled by the stock.

