



# Solitaire Antics

Solitaire Antics is a collection of card games and goofy animations. Some of the games require skill, some are pure luck, but most of them are a good mix of the two. None of the animations require any skill whatsoever.

To learn how to use Help, press F1.

## Introduction

Most traditional solitaire games are pretty hard to win, in fact some are nearly impossible. To make sure that this game will be fun for players of all ages and levels of patience, we've included three difficulty levels for each game. The *Normal* difficulty game is played with traditional rules. The *Harder than Normal* difficulty is for people who think the *Normal* difficulty is too easy. The *Easier than Normal* difficulty level is good for younger players or for those of us who like to win more often.

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## Ant's Solitaire

See [Playing the Games](#) for general rules and terms.

### Foundations

One row of four piles of cards at the top of the window. Single cards from the tableau dropped on foundation cards one higher or one lower in rank regardless of suit.

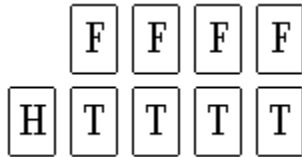
### Hand

Pile of cards to the left of the tableau. Click the hand to deal one card onto each of the tableau piles.

### Tableau

One row of four piles of cards below the foundations.

### Layout



*This game is moderately difficult.*

### Easier than Normal Rules

Tableau cards may be built down in rank alternating colors.

### Harder than Normal Rules

Foundations may only be built up in rank (still regardless of suit).

## Aces Out

See [Playing the Games](#) for general rules and terms.

### Foundations

One row of four piles at the top right of the window. All foundations begin with Aces and should be built up in suit to Kings.

### Hand

Pile of cards at the top left of the window. Cards may be moved from the hand to the waste, the tableau, or a foundation. One redeal is allowed.

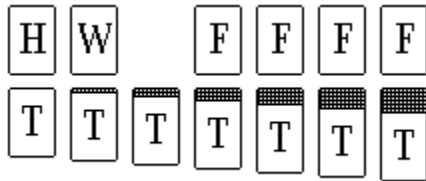
### Waste

Pile of cards to the right of the hand. Cards may be moved from the waste to the tableau or a foundation.

### Tableau

One row of seven piles of cards below all other cards. Tableau cards may be built down in rank alternating colors. Whole piles of face up cards must be moved together. Only kings or piles with kings at the bottom may be moved onto empty spaces in the tableau.

### Layout



*This game is moderately difficult.*

### Easier than Normal Rules

Unlimited redeals are allowed.

### Harder than Normal Rules

Clicking the hand moves the top three cards to the waste.

## Aces Up

See [Playing the Games](#) for general rules and terms.

### Foundations

One row of four piles at the top right of the window. All foundations must begin with Aces and should be built up in suit to Kings.

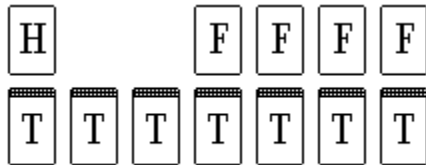
### Hand

Pile of cards at the top left of the window. Click the hand to deal one card onto each of the tableau piles.

### Tableau

One row of seven piles of cards below all other cards. Move whole or partial piles of faceup cards (moved piles must be built down in rank alternating colors) between tableau piles building down in rank alternating colors. Only kings or piles with kings at the bottom may be moved onto empty spaces in the tableau.

### Layout



*This game is moderate to difficult.*

### Easier than Normal Rules

Only the bottom card of the tableau pile you're moving is checked to make sure it is lower in rank and of a different color than the card it's being dropped on (similar to normal [Yukon](#) rules).

### Harder than Normal Rules

Tableau piles must be built down in rank suited.

## Agnes

See [Playing the Games](#) for general rules and terms.

### Foundations

One row of four piles at the top of the window. All foundations begin with the card dealt onto the first foundation. This card is described in the title bar text. Foundations are built up in suit, Aces coming after Kings, until each pile is 13 cards.

### Hand

Pile of cards at the far left of the second row from the top. Click the hand to deal one card onto each of the reserve piles.

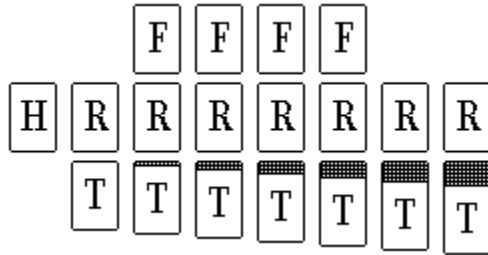
### Reserve

One row of seven piles to the right of the hand. Reserve cards are available for building on any tableau or foundation pile.

### Tableau

One row of seven piles of cards. Move whole piles of faceup cards between tableau piles building down in rank alternating colors. Any single card or whole pile may be moved onto empty spaces in the tableau.

### Layout



*This game is fairly easy.*

### Easier than Normal Rules

Tableau piles are built down in rank unsuited.

### Harder than Normal Rules

Tableau piles are built down in rank suited.

## Auld Lang Syne

See [Playing the Games](#) for general rules and terms.

### Foundations

One row of four piles at the top of the window. All foundations begin with Aces and are built up in rank regardless of suit.

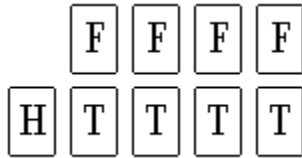
### Hand

One pile of cards at the left of the second row from the top. Click the hand to deal one card onto each of the tableau piles.

### Tableau

One row of four piles of cards next to the hand.

### Layout



*This game is extremely difficult.*

### Easier than Normal Rules

Tableau piles may be built down in rank alternating colors.

### Harder than Normal Rules

Foundations must be built up in rank suited.

## Calculation

See Playing the Games for general rules and terms.

### Foundations

One row of four piles at the top of the window. The first foundation begins with an Ace and is built up in rank by 1, the second with a Two and is built up in rank by two, the Third with a Three - built up by three, and the fourth with a Four - built up by four.

All piles are built up unsuited. If the rank exceeds 13, subtract 13 from the rank. The order for each pile is as follows:

Pile 1: A,2,3,4,5,6,7,8,9,10,J,Q,K

Pile 2: 2,4,6,8,10,Q,A,3,5,7,9,J,K

Pile 3: 3,6,9,Q,2,5,8,J,A,4,7,10,K

Pile 4: 4,8,Q,3,7,J,2,6,10,A,5,9,K

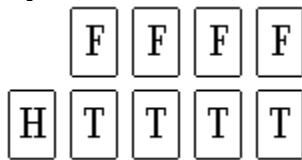
### Hand

One pile of cards to the left of the tableau. Move the top card of the hand to any of the tableau piles, regardless of rank or suit.

### Tableau

One row of four piles of cards to the right of the hand.

#### Layout



*This game is difficult to win for unskilled players, but I'm told skill and practice make the game far less difficult.*

### Easier than Normal Rules

The top card of each tableau pile may be moved to any tableau pile.

### Harder than Normal Rules

Clicking the hand deals one card to each tableau pile.



## Canfield

See [Playing the Games](#) for general rules and terms.

### Foundations

One row of four piles at the top right of the window. All foundations begin with the card dealt onto the first foundation. This card is described in the title bar text. Foundations are built up in suit, Aces coming after Kings, until each pile is 13 cards.

### Hand

Pile of cards at the left top of the window. Click the hand to deal three cards to the waste. Unlimited redeals are allowed.

### Waste

Pile of cards below the hand. Cards may be moved from the waste to the tableau or the foundations. If the reserve is empty, cards from the waste may be used to fill empty spaces in the tableau.

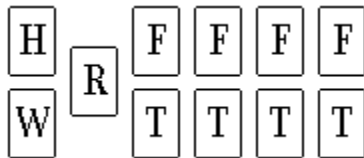
### Reserve

Pile of 13 cards to the right of the hand. Cards may be moved from the reserve to the tableau or the foundations.

### Tableau

One row of four piles of cards below the foundations. Tableau piles may be built down in rank alternating colors. Whole piles of face up tableau cards must be moved together. Tableau spaces must be filled from the reserve if possible, otherwise from the waste.

### Layout



*This game is difficult.*

### Easier than Normal Rules

Clicking the hand moves only one card to the waste.

### Harder than Normal Rules

Only three redeals are allowed.

## Carpet

See [Playing the Games](#) for general rules and terms.

### Foundations

Four piles spaced around the tableau. All foundations begin with Aces and are built up in suit to Kings.

### Hand

Pile of cards at the left top of the window. The top card of the hand may be moved to the waste, the tableau, or the foundations. Redeals are not allowed.

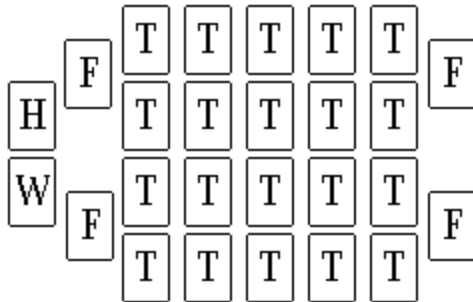
### Waste

Pile of cards below the hand. Cards may be moved from the waste to the tableau or the foundations.

### Tableau

Four rows each containing five piles of cards. Tableau piles may contain only one card. Tableau spaces may be filled from the hand or the waste.

### Layout



*This game is easy. It can be won more than nine times out of ten.*

### Easier than Normal Rules

One redeal is allowed (this almost guarantees a win).

### Harder than Normal Rules

Clicking the hand moves three cards to the waste.

# Chameleon

See [Playing the Games](#) for general rules and terms.

## Foundations

One row of four piles at the top right of the window. All foundations begin with the card dealt onto the first foundation. This card is described in the title bar text. Foundations are built up in suit, Aces coming after Kings, until each pile is 13 cards.

## Hand

Pile of cards at the left top of the window. Click the hand to move the top card to the waste. Unlimited redeals are allowed.

## Waste

Pile of cards below the hand. Cards may be moved from the waste to the tableau or the foundations. If the reserve is empty, cards from the waste may be used to fill empty spaces in the tableau.

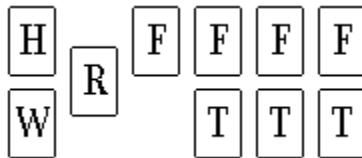
## Reserve

Pile of 12 cards to the right of the hand. Cards may be moved from the reserve to the tableau or the foundations. When the reserve is emptied, it may be used as a tableau pile.

## Tableau

One row of three piles of cards below the foundations. Tableau piles may be built down in rank alternating colors. Whole piles of face up tableau cards must be moved together. Empty tableau spaces must be filled from the reserve if possible, otherwise from the waste.

## Layout



*This game is difficult.*

## Easier than Normal Rules

Tableau cards may be built down alternating suits.

## Harder than Normal Rules

Clicking the hand moves three cards to the waste.

## Demon

See [Playing the Games](#) for general rules and terms.

### Foundations

One row of four piles at the top right of the window. All foundations must begin with Aces and should be built up in suit to Kings.

### Hand

Pile of cards at the top left of the window. Cards may be moved from the hand to the waste, the tableau, or a foundation. Two redeals are allowed.

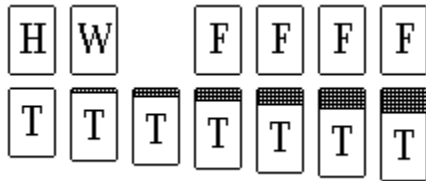
### Waste

Pile of cards to the right of the hand. Cards may be moved from the waste to the tableau or a foundation.

### Tableau

One row of seven piles of cards below all other cards. Tableau cards may be built down in rank alternating colors. Whole piles of face up cards must be moved together. Only kings or piles with kings at the bottom may be moved onto empty spaces in the tableau.

### Layout



*This game is a moderately difficult variation on Klondike.*

### Easier than Normal Rules

Unlimited redeals are allowed.

### Harder than Normal Rules

Clicking the hand moves three cards to the waste.

## Double or Quits

See Playing the Games for general rules and terms.

### Foundation

One pile near the bottom of the third column from the left. The next foundation card value is calculated by doubling the value of the top card and subtracting 13 if necessary. The order is as follows:

A,2,4,8,3,6,Q,J,9,5,10,7,A

Note that Kings are never moved to the foundation.

### Hand

Pile of cards near the top left of the window. Cards may be moved from the hand to the waste, the tableau, or the foundation. Two redeals are allowed.

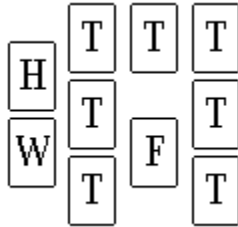
### Waste

Pile of cards below the hand. Cards may be moved from the waste to the tableau or the foundation.

### Tableau

Spaces must be filled from the waste or from the hand. Building is not allowed.

### Layout



*This game is difficult.*

### Easier than Normal Rules

Unlimited redeals are allowed.

### Harder than Normal Rules

Redeals are not allowed.

## Easthaven

See [Playing the Games](#) for general rules and terms.

### Foundations

One row of four piles at the top right of the window. All foundations must begin with Aces and should be built up in suit to Kings.

### Hand

Pile of cards at the top left of the window. Cards may be moved from the hand to the waste, the tableau, or a foundation. Redeals are not allowed.

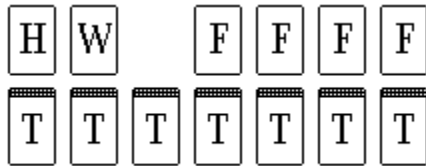
### Waste

Pile of cards to the right of the hand. Cards may be moved from the waste to the tableau or a foundation.

### Tableau

One row of seven piles of cards below all other cards. Tableau cards may be built down in rank alternating colors. Whole or partial piles of face up cards may be moved together. Any whole or partial tableau pile or card from the hand or waste may be moved onto empty spaces in the tableau.

### Layout



*This game is moderately difficult.*

### Easier than Normal Rules

Two redeals are allowed.

### Harder than Normal Rules

Whole piles of faceup cards must be moved.

## Fascination

See [Playing the Games](#) for general rules and terms.

### Foundations

One row of four piles at the top right of the window. All foundations must begin with Aces and should be built up in suit to Kings.

### Hand

Pile of cards at the top left of the window. Cards may be moved from the hand to the waste, the tableau, or a foundation. Redeals are not allowed.

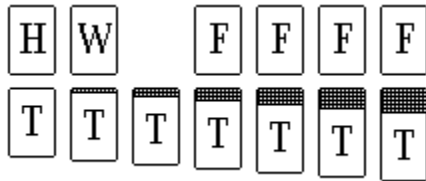
### Waste

Pile of cards to the right of the hand. Cards may be moved from the waste to the tableau or a foundation.

### Tableau

One row of seven piles of cards below all other cards. Tableau cards may be built down in rank alternating colors. Whole piles of face up cards must be moved together. Only kings or piles with kings at the bottom may be moved onto empty spaces in the tableau.

### Layout



*This game is the most difficult variation on Klondike.*

### Easier than Normal Rules

One redeal is allowed.

### Harder than Normal Rules

Clicking the hand moves three cards to the waste.

## Fortune's Favor

See [Playing the Games](#) for general rules and terms.

### Foundations

One row of four piles at the top of the window. All foundations begin with Aces and should be built up in suit to Kings.

### Hand

Pile of cards near the top left of the window. Cards may be moved from the hand to the waste, the tableau, or a foundation. Redeals are not allowed.

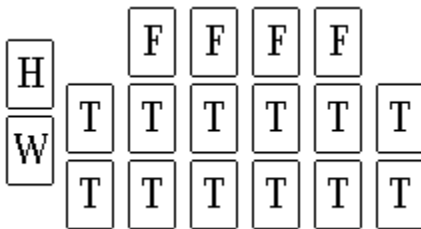
### Waste

Pile of cards to the right of the hand. Cards may be moved from the waste to the tableau or a foundation.

### Tableau

Two rows each with six piles of cards to the right of the hand. Tableau cards may be built down in rank suited. Only the top card of each pile may be moved. Any single card may be moved onto empty spaces in the tableau.

### Layout



*This game is easy.*

### Easier than Normal Rules

One redeal is allowed.

### Harder than Normal Rules

Only the top row of tableau piles is available.



## Four Seasons

See Playing the Games for general rules and terms.

### Foundations

Four piles at the four corners of the tableau. All foundations begin with the card dealt onto the first foundation. This card is described in the title bar text. Foundations are built up in suit, Aces coming after Kings, until each pile is 13 cards.

### Hand

Pile of cards near the top left of the window. Cards may be moved from the hand to the waste, the tableau, or a foundation. Redeals are not allowed.

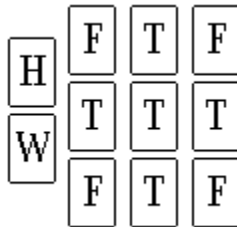
### Waste

Pile of cards below the hand. Cards may be moved from the waste to the tableau or a foundation.

### Tableau

Cards may be built on each other downward, regardless of suit. Only the top card of each pile may be moved. Spaces are filled by any available card from the hand, the waste, or the tableau.

### Layout



*This game is difficult.*

### Easier than Normal Rules

Two redeals are allowed.

### Harder than Normal Rules

Tableau piles must be built down alternating colors.

# Golf

See [Playing the Games](#) for general rules and terms.

## Foundation

One pile at the top right. Cards one higher or one lower in rank than the top of the foundation may be moved to the foundation by clicking the cards. This game has two exceptions to the normal wrap rules - Only Twos can be played on Aces and nothing can be played on Kings.

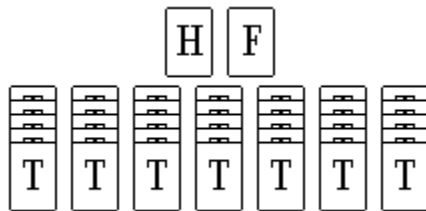
## Hand

Pile of cards to the left of the foundation. Click the hand to deal one card onto the foundation when stuck.

## Tableau

One row of seven piles of cards. Building is not allowed. Move single cards from the tableau onto foundation cards one greater or smaller in rank regardless of suit by clicking the cards.

## Layout



*This game is moderately difficult to win.*

## Easier than Normal Rules

The tableau consists of seven piles of four cards.

## Harder than Normal Rules

The tableau consists of five piles of seven cards.

# Klondike

See [Playing the Games](#) for general rules and terms.

## Foundations

One row of four piles at the top right of the window. All foundations must begin with Aces and should be built up in suit to Kings.

## Hand

Pile of cards at the top left of the window. Click the hand to move the top card to the waste. Unlimited redeals are allowed.

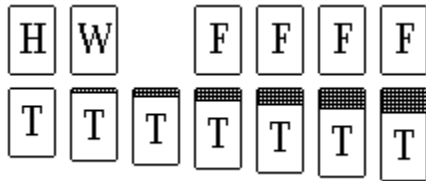
## Waste

Pile of cards to the right of the hand. Cards may be moved from the waste to the tableau or a foundation.

## Tableau

One row of seven piles of cards below all other cards. Tableau cards may be built down in rank alternating colors. Whole piles of face up cards must be moved together. Only kings or piles with kings at the bottom may be moved onto empty spaces in the tableau.

## Layout



*This game is moderate to easy.*

## Easier than Normal Rules

The top card of the hand is also available for play.

## Harder than Normal Rules

Clicking the hand moves three cards to the waste.

## Simplicity

See [Playing the Games](#) for general rules and terms.

### Foundations

Four piles at the top of the window. All foundations begin with the card dealt onto the first foundation. This card is described in the title bar text. Foundations are built up in suit, Aces coming after Kings, until each pile is 13 cards.

### Hand

Pile of cards near the top left of the window. Cards may be moved from the hand to the waste, the tableau, or a foundation. Redeals are not allowed.

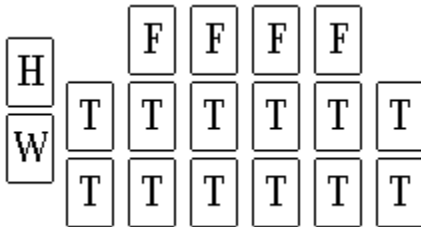
### Waste

Pile of cards below the hand. Cards may be moved from the waste to the tableau or a foundation.

### Tableau

Cards may be built on each other downward alternating colors. Only the top card of each pile may be moved. Spaces are filled by any available card from the hand, the waste, or the tableau.

### Layout



*This game is a simple variation of Four Seasons.*

### Easier than Normal Rules

Tableau piles may be built down in rank alternating suits.

### Harder than Normal Rules

Tableau piles must be built down in rank suited.

## Storehouse

See [Playing the Games](#) for general rules and terms.

### Foundations

One row of four piles at the top right of the window. All foundations begin with Aces and should be built up in suit to Kings.

### Hand

Pile of cards at the left top of the window. The top card of the hand may be moved to the waste, the tableau, or the foundations. Two redeals are allowed.

### Waste

Pile of cards below the hand. Cards may be moved from the waste to the tableau or the foundations. If the reserve is empty, cards from the waste may be used to fill empty spaces in the tableau.

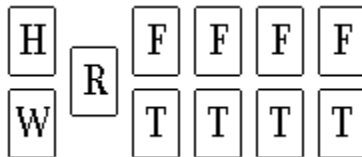
### Reserve

pile of 13 cards to the right of the hand. Cards may be moved from the reserve to the tableau or the foundations.

### Tableau

One row of four piles of cards below the foundations. Tableau piles may be built down in rank suited. Whole piles of face up tableau cards must be moved together. Tableau spaces must be filled from the reserve if possible, otherwise from the waste.

### Layout



*This game is fairly difficult.*

### Easier than Normal Rules

Tableau piles may be built down in rank alternating colors.

### Harder than Normal Rules

Clicking the hand moves three cards to the waste.

## Thumb and Pouch

See Playing the Games for general rules and terms.

### Foundations

One row of four piles at the top right of the window. All foundations must begin with Aces and should be built up in suit to Kings.

### Hand

Pile of cards at the top left of the window. Cards may be moved from the hand to the waste, the tableau, or a foundation. Redeals are not allowed.

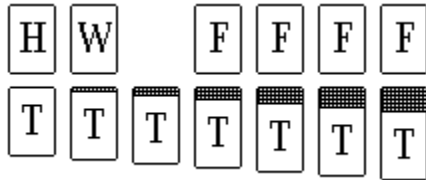
### Waste

Pile of cards to the right of the hand. Cards may be moved from the waste to the tableau or a foundation.

### Tableau

One row of seven piles of cards below all other cards. Tableau cards may be built down in rank alternating suits (two cards with same suit may not be placed on each other). Whole piles of face up cards must be moved together. Any tableau pile or single card from the hand or waste may be moved onto empty spaces in the tableau.

### Layout



*This game is an easy variation on Klondike.*

### Easier than Normal Rules

Two redeals are allowed.

### Harder than Normal Rules

Spaces in the tableau may only be filled by kings or piles with kings at the bottom.

# Yukon

See [Playing the Games](#) for general rules and terms.

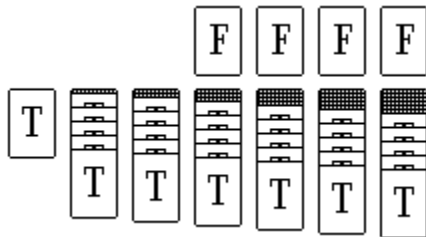
## Foundations

One row of four piles at the top right of the window. All foundations must begin with Aces and should be built up in suit to Kings.

## Tableau

One row of seven piles of cards below the foundations. Move any single card or whole or partial pile of faceup cards between tableau piles if the bottom card of the pile being moved is one smaller in rank and of a different color than the top of the pile being dropped on. Only kings or piles with kings at the bottom may be moved onto empty spaces in the tableau.

## Layout



*This game is moderate to difficult.*

## Easier than Normal Rules

Move any single card or whole or partial pile of faceup cards between tableau piles if the bottom card of the pile being moved is one smaller in rank and of a different suit than the top of the pile being dropped on.

## Harder than Normal Rules

Move any single card or whole or partial pile of faceup cards between tableau piles if the all cards make a legal build (each card is one smaller in rank and of a different suit than the card below it).

# Royal Family

## Object of the Game

Each player is trying to win all the cards. Player 2 is the computer.

## The Rules

Each player starts with 26 cards consisting of one King, one Queen, eight Jacks, eight Knights (Aces), and eight Jesters (Tens).

At each turn, the players pick one card and move it to the play area. When both cards are in the play area, a battle begins. The player whose warrior won takes both cards. In the event of a tie, the cards remain and another battle chooses the winner of all cards.

Knights beat Kings, Queens, and Jacks.

Kings beat Queens, Jacks, and Jesters.

Queens beat Jacks and Jesters.

Jesters beat Knights.

## Player reserves - 1, 2

These piles contain cards each player has won. Cards from this pile are used to fill tableau piles.

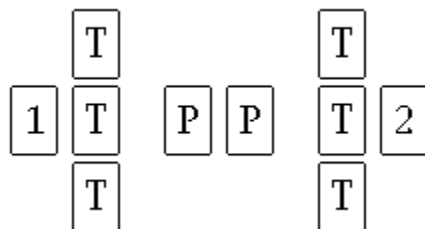
## Tableau

These contain the cards the players can move to the Play area to start battles. When all three of one player's tableau piles are empty, the piles are filled from the player's reserves.

## Play area

When player moves a card from the Tableau piles to the play area, the computer also moves one and a battle begins.

## Layout



## Easier than Normal Rules

Computer plays completely randomly.

## Harder than Normal Rules

Computer's tableau cards are placed face down.



## **Game Menu Commands**

### **New Game**

Starts a new game of the same type that you've been playing. Cards are reshuffled.

### **Replay**

Restarts the game you're playing. Cards are not reshuffled.

### **Pick Another**

Starts a new game of a different type. Brings up a dialog allowing you to choose from all available games and difficulty levels.

### **Open**

Opens a previously saved game.

### **Save**

Saves the current game.

### **Save As**

Saves the current game with a new file name.

### **Exit**

Quits Solitaire Antics.

## **Edit Menu Commands**

### **Undo**

Undoes your last move. Only one level of undo is available so play carefully!

### **Copy**

Takes a snapshot of the current game and copies it to the clipboard. The contents of the clipboard are not destroyed.

### **Paste**

Restores a snapshot previously placed on the clipboard by the Copy command.

## Options Menu Commands

### Send to Foundations

Sends as many cards as possible to the foundations. This causes the computer play for you, although it won't move any cards from the Hand to the Waste or Tableau.

### Drag Outlines

Makes the game drag only the outlines of cards. Select this option if your computer drags cards too slowly.

### Skip Animations

Causes Solitaire Antics to skip all automatic animations. You can still play an animation using the [animation hotkey](#).

### Pick Deck

Allows you to pick a new deck to use. This changes the faces of the cards as well as the available card backs and possibly the size.

### Use Next Back

Selects the next back from the current deck.

### Background Bitmap

Allows you to pick a bitmap to be used as the game background. Any Windows or OS/2 bitmap, GIF file, or 8 bit PCX or TIFF file can be used.

### Background Color

Allows you to pick from 256 solid colors to be used as the game background.

## Changing the Deck or Card Back

Choose the *Pick Deck* command from the Options menu to change the deck. Solitaire Antics includes a variety of deck designs including one smaller deck for tiny windows or massive builds.

Choose the *Use Next Back* command from the Options menu to change the card back.

## Keeping Score

All the Solitaire games use the same scoring method. One point is awarded for each card moved to a foundation. A score of 52 is considered a win in all games except Double or Quits in which a score of 48 is considered a win.

In Royal Family, one point is awarded for each card owned by the player. A score of 52 is considered a win, a score of 0 is considered a loss.

## Picking A New Game to Play

Choose the *Pick Another* command from the Game menu to select a new game to play or to change the difficulty level for the current game.

The Ctrl+N hotkey is also available for this function.

## Playing an Animation

The Ctrl+Shift+A hotkey will cause an animation to play immediately. This hotkey is unavailable if another animation is playing.

To stop any currently playing animation, check the *Skip Animations* item on the [Options menu](#).

Animations automatically play when a game is won and at random intervals during game play unless the *Skip Animations* item is checked. You may continue game play while animations are playing.

## Playing the Games

This section describes the rules and play for the Solitaire games. See the [Royal Family](#) help page for rules for that game.

### Terms

[Build down](#)

[Build up](#)

[Foundation](#)

[Hand](#)

[Rank](#)

[Redeal](#)

[Reserve](#)

[Suit](#)

[Tableau](#)

[Waste](#)

### General Rules

The object of each game is to move all cards possible to the foundations.

Redeals, when allowed, are accomplished by clicking the space where hand cards are normally kept.

Ranks wrap around meaning that an Ace is both below a Two and above a King.

The numerical values for face cards continues from the numbered cards. Jacks are worth 11, Queens 12, and Kings 13.

Cards are unavailable for play once moved onto foundations.

Use the F1 hotkey or choose *Game Rules* from the Help menu to view specific rules for the current game.

### Playing

To pick up a card, move the mouse pointer over the card and left-click on the card.

To drag the card, move the mouse while holding down the left button.

To drop the card, let go of the left button.

The dropped-on pile is calculated as the first pile on which a legal drop is available and which intersects with the outline of the cards being dragged.

Left double-click any card to move it to a foundation or tableau space. This only works if the card can legally be moved.

Use the *Send to Foundations* command from the [Options menu](#) to let the computer play cards to the foundations.

Right click any card to view it more carefully. This is primarily useful if a card is covered so that the suit is not visible. If the game is being played in *Easier than normal* mode, face down cards can also be viewed.

See also [Cheating](#).



## Replaying the Same Game

Choose the *Replay* command from the Game menu to replay the same game without reshuffling. This was provided for those times when you're sure you could have won if you'd only made that one play differently.

The Shift+R hotkey is also available for this function.

## **Saving a Snapshot of the Current Game**

Choose the *Copy* command from the Edit menu to save a snapshot of the current game. You can restore the game to that position later by choosing the *Paste* command.

## Setting Game Options

The Pick Game dialog allows you to choose a game and a difficulty level for the game. Click the *Rules* button to view the rules for the game highlighted in the list box.

The Options menu allows you to customize the look of the game.

## Starting a New Game

Choose the *New Game* command from the Game menu to reshuffle and play another game of the same type.

The Shift+N hotkey is also available for this function.

## Using Undo

The *Undo* command from the Edit menu allows you to take back your last move. Some people might consider this cheating so I guess they shouldn't use it.

The Ctrl+Z hotkey is also available for this function.

## Viewing the Rules for the Current Game

Choose the *Game Rules* command from the Help menu to view the rules for the current game. The *Rules* button on the Pick Game dialog also allows you to look at the rules for any game.

The F1 hotkey is also available for this function.

## **Build Up**

Place cards of greater rank on cards of lesser rank.

## **Build Down**

Place cards of lesser rank on cards of greater rank.



## **Foundation**

The final resting places for the cards. A game generally is won only when all cards are moved to the foundation.

## **Hand**

The cards remaining after a layout has been dealt. These cards may be moved to tableau piles, foundations, or the waste if available.

## **Rank**

The numeric value associated with a card. Aces have a value of 1, Jacks 11, Queens 12, and Kings 13. Numbered cards have the value of their number.

## **Redeal**

The waste pile cards are moved back into the hand.

## **Suit**

A card is identified by two things, rank and suit. Suit divides the deck into four groups. A normal playing card deck has four suits: clubs, diamonds, hearts, and spades.

## **Tableau**

The part of the layout which is not the hand, the waste, the reserve, or the foundations. In most games, building is allowed on the tableau cards.

## **Waste**

A pile of cards on which cards from the hand are placed when they aren't used on other piles.

## **Reserve**

Piles of cards available for building on other piles. Similar to tableau piles, but building on reserve piles is never allowed.



## Cheating

For those of you who can't stand to lose, we've included the *Super-Duper-Cheater-Pants* (SDCP) mode. To activate SDCP mode, hold down the Shift and Ctrl keys while clicking on cards. The cards you pick up can be dropped on any pile.