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We're glad you decided to try one of our products. If there is anything you think we could do better, please feel free to contact us. And remember if you register any of our products you get the rest for free.

Big 8 Solitaire is a complete collection of the 8 most popular, best loved solitaire games ever invented. It includes mechanical, pictorial, and numeric games, as well as games that require skill and lady luck. Each game is easy to learn and can be quickly mastered, and when you win, the cards dance just for you!

Only legal moves can be made, so you don't have to worry about making a mistake. To move a card or pile, simply position your mouse cursor over it, press and hold down a button, then move it to where you want and let the button up.

Thanks again for taking the time to review our products.

Sincerely,
Sheldon D. Densmore
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Rules ...

Auld Lang Syne

A very simple and ancient way to pass the time of day. This game is none the less fascinating to it's players.

Click on the deck to deal a set of cards across the bottom. Build the top row of Aces up in numeric sequence to Kings regardless of suit from cards on the bottom row. When you are stopped, click on the deck again to deal four more cards on the bottom row.

You win when all cards are in the top row. You lose when you can't make any more moves.

Canfield

A game that gets its name from a gambling house in Saratoga Springs New York, it is a favorite of the odds makers. It's also known as 'Fascination' or 'Demon'.

At the start of the game, the first card of the top row establishes the base card for all piles on the top row. For example, if it is a 6 then only 6's can be used to start a pile on the top row.

The left most pile in the bottom row is a stock pile. Use this pile to build on either row.

Cards are moved from the bottom row, stock pile or waste pile to the top row building up (Q,K,A,2) by suit until there are thirteen cards in a pile.

Cards in the lower row may be built downward by alternating color from each other, the stock pile, or the waste pile.

Cards are turned up 3 at a time by clicking on the deck. When the deck is empty simply click it again to redeal the waste pile again.

You win when all cards are in the top row. You lose when you can't make any more moves.

Flower Garden

Also known as 'The Garden' this game is neither as easy or hard to win as it may first appear.

Move the four Aces to the top row as they become available. The top row is built up in suit to Kings.

The middle row (Garden) may be built down regardless of suit from either another garden pile or the bottom row (Bouquet). Both are available to build on the top row.

You win when all cards are in the top row. You lose when you can't make any more moves.

Grannies Clock

Also known as 'Clock' this game is purely mechanical. While fast moving, you are not kept long waiting for the outcome.

Starting with the face up card in the middle pile (Kings pile) move it to its corresponding numeric clock value. For example if it is a 3, move it to the 3 o'clock pile. When you do this, it goes to the bottom of the pile and another card appears on top. Keep moving cards around until all piles are either turned up or you turn up all four Kings. If a card turns up on its own pile simply click it.

You win when all piles are turned up. You lose when you turn up all four Kings.

Klondike

Also known as 'Fascination', 'Triangle', and 'Chinaman' this game is a tribute to the human spirit in both its popularity and difficulty to win.

Move the four Aces to the top row as they become available. These are to be built up in suit to Kings.

The bottom row can be built down in alternating color on each other. When building on each other, you move all face up cards on a pile. When you build on the top row you move only the top card of a pile on the bottom. Any spaces on the bottom row can be filled with a King.

Cards are dealt from the deck one by one and are available for building anywhere suitable.

You win when all cards are in the top row. You lose when you can't make any more moves.

Little Spider

Don't be disappointed trying to free yourself from its web, this game offers changing rules as play develops.

Cards are built on the middle row. You may move two same color Aces, and two same color Kings into the middle row, but the Aces must be the opposite color of the Kings. An example would be red Aces and black Kings. It is your choice as to which pairs or colors you choose. Middle piles with Aces are built up in suit to Kings, and middle piles with Kings are built down in suit to Aces.

Cards from the bottom row may only be built on middle row piles directly above them until the deck is completely dealt. Then they can be built on any middle row pile. Top row cards may be played on middle row piles anywhere.

Click on the deck to deal cards to the top and bottom rows. Once all cards are dealt top row piles may be built on each other up or down (circular) regardless of suit.

You win when all cards are in the middle row. You lose when you can't make any more moves.

Magic Carpet

With so many cards available you should have little trouble winning this simple game.

The four aces in the corners are built up by suit from the middle piles (Carpet) and waste pile. Once a card is moved from the carpet you can fill the space from the waste pile. Click the deck to deal one card at a time.

You win when all cards are in the corners. You lose when you can't make any more moves.

Osmosis

Also known as 'Treasure Trove' it combines several uncommon principles not found in other games.

The first card in the top right hand column is the base value for which the rest of the right hand column piles are built. If this card is a 6 then only 6's can be used to start the next right hand pile below. Once started a pile may be built on regardless of value and in any order by suit.

A card may only be moved to a right hand pile if the corresponding card is found in the right hand pile above it. For example, if the top right hand pile contains the 6 and 7 and 3 of hearts and the second right hand pile contains the 6 and 3 of spades, only the 7 of spades can be moved into the second right hand pile.

You deal 3 cards at a time by clicking on the deck. Once all cards are dealt you can redeal simply by clicking on the empty deck again.

You win when all cards are in the right hand column. You lose when you can't make any more moves.

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