Rules for Aces Up.

Very hard.

Aces are high in this game.
This game is won when all 52 cards are played to the single foundation.

1. Foundation.   (Top of screen)
   A. There is only one foundation.
   B. All discarded cards are played to this foundation.

2. Tableau. (Below foundations)
   A. Discard any card that is lower than any other top card of the same suit in a different pile.
   B. Discard any ace.   This should only be done when all 12 cards of the same suit below it are played.
   C. Spaces can be filled with any card.

3. Stock. (Bottom of screen)
   A. After all possible moves are made, four cards in this pile are dealt out to the tableau to create more possibilities.

Rules for Agnes.

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. (Top of screen)
    A. Build up in suit 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.
    D. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
    E. As face down cards become exposed, they can be flipped over and are now available for play.
    F. Empty spaces can only be filled by the rank next lower than the base card.

3. Stock. (Bottom left of screen)
    A. After all possible moves are made, seven more cards from this pile are dealt out to the reserves to create more possibilities.

4. Reserves. (Bottom of screen, to the right of the stock)
    A. These cards are available for play on the foundations and the tableau.
    B. Empty spaces are filled by the stock.

Rules for Algerian Patience.

Very hard.

Cards from the tableau can be played on the stock's waste pile in suit either up or down in rank.

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 up or down in rank and in suit wrapping Aces and Kings when necessary.
   B. The topmost card is available for play on the foundations and other tableau piles.
   C. Spaces are filled by any card.

3. Reserves. (Bottom of screen)
   A. After all possible moves are made, six cards are dealt one each to these piles to create more possibilities.
   B. The topmost card is available for play on the foundations and tableau piles.
   C. Empty spaces can hold one card.

4. Stock. (Bottom left of screen)
   A. After all possible moves are made, six cards in this pile are dealt one each to the reserve piles to create more possibilities.

Rules for Alhambra.

Very hard.

Cards from the tableau can be played on the stock's waste pile in suit either up or down in rank.

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

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. There are two redeals.

Rules for Alternate.

Easy.

1. Foundations. (Top of screen)
    A. Build the two Aces up in alternating colors from Ace to King.
    B. Build the two Kings down in alternating colors from King to Ace.
    C. Complete these piles to win the game.

2. Tableau. (Below foundations)
    A. Place cards on these piles from the stock.
    B. The topmost card is available for play on the foundations.

3. Stock. (Bottom of screen)
    A. Place cards on one of the tableau piles.
    B. There are two redeals.

Rules for Auld Lang Syne.

Extremely 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. The topmost card is available for play on the foundations.
     B. Empty spaces are not filled.

3. Stock. (Bottom of screen)
     A. After all possible moves are made, four cards in this pile are dealt out to the tableau to create more possibilities.

Rules for Baker's Dozen.

Extremely easy.

When Funsol deals this layout, all of the kings are immediatly moved to the bottom of their piles.

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 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 Beleaguered Castle.

Very 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 can be filled with any card.

Rules for Betsy Ross.

Hard.

1. Foundations. (Top of screen)
    A. Build up the first foundation regardless of suit from Ace to King.
    B. Build up the second foundation regardless of suit from Two to King by twos. [2,4,6,8,10,Q,A,3,5,7,9,J,K]
    C. Build up the third foundation regardless of suit from Three to King by threes. [3,6,9,Q,2,5,8,J,A,4,7,10 K]
    D. Build up the fourth foundation regardless of suit from Four to King by fours. [4,8,Q,3,7,J,2,6,10,A,5,9,K]
    E. Complete these piles to win the game.

2. 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. There are two redeals.

Rules for Bisley.

Extremely easy.

1. Foundations. (Top of screen)
    A. Build the top four foundations up in suit from Ace to King.
    B. Build the bottom four foundations down in suit from King to Ace.
    C. Complete these piles to win the game.

2. Tableau. (Middle of screen)
    A. Build up or down in rank in suit.
    B. The topmost card is available for play on the foundations and the other tableau piles.
    C. Aces cannot be built on Kings and Kings cannot be built on Aces.
    D. Empty spaces are not filled.

Rules for Blockade.

Extremly 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. (Top of screen)
    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.
    D. There is no redeal.

4. Reserve. (Below the tableau)
    A. The top card is available for play on the foundations.

Rules for Bristol.

Very easy.

When Funsol deals this layout, all of the kings are immediatly moved to the bottom of their piles.

1. Foundations. (Top of screen)
    A. Build up regardless suit from Ace to King.
    B. Complete these piles to win the game.

2. Tableau. (Below 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 not filled.

3. Stock. (Bottom of screen)
    A. After all possible moves are made, three more cards from this pile are dealt out to the reserves to create more possibilities.

4. Reserves. (Bottom of screen, to the right of the stock)
    A. These cards are available for play on the foundations and the tableau.
    B. Empty spaces are filled by the stock.

Rules for Burnt Paw.

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. Any card is available for play on the foundations and tableau.

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.
    D. There is no redeal.

Rules for Calculation.

Hard.

1. Foundations. (Top of screen)
    A. Build up the first foundation in suit from Ace to King.
    B. Build up the second foundation in suit from Two to King by twos.
[2,4,6,8,10,Q,A,3,5,7,9,J,K]
    C. Build up the third foundation in suit from Three to King by threes.
[3,6,9,Q,2,5,8,J,A,4,7,10 K]
    D. Build up the fourth foundation in suit from Four to King by fours.
[4,8,Q,3,7,J,2,6,10,A,5,9,K]
    E. 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.

3. Reserve. (Bottom of screen)
    A. The topmost card is available for play on the foundations and tableau.

Rules for Canfield.

Very 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. (Top of screen)
    A. Build up in suit 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.
    D. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
    E. Empty spaces are automatically filled by the reserve.   When the reserve is empty, spaces can be filled by any card.

3. Stock. (Bottom of screen)
    A. Turn cards up three at a time from the stock.
    B. The topmost card is available for play on the foundations and tableau.
    C. There are unlimited redeals.

4. Reserve. (Below tableau)
    A. These cards will automatically fill spaces in the tableau.
    B. The topmost card is available for play on the foundations and tableau.

Rules for Canister.

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 regardless suit.
    B. The topmost card is available for play on the foundations.
    C. The topmost, or an entire built sequence of cards can be played on the other tableau piles.
    D. Empty spaces can be filled by any card.

Rules for Captive Queens.

Very easy.

1. Foundations. (Top of screen)
    A. Build the top four foundations down in suit from Five to Ace then the King.
    B. Build the middle four foundations up in suit from Six to Jack.
    C. Place a Queen in each of the bottom four foundations.
    D. Complete these piles to win the game.

2. 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. There are two redeals.

Rules for Carlton.

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 opposite color.
    B. Any face up card in the tableau may be played to another pile as long as all cards above it are built in the proper sequence.
    C. Empty spaces can be filled with any card.
    D. Cards are dealt to these piles from the stock, but all spaces must have at least one card in it before doing so.

3. Stock. (Bottom of screen)
    A. After all possible moves are made and each tableau pile has at least one card in it, eight cards from this pile are dealt out to the tableau to create more possibilities.

Rules for Carpet

Extremly easy.

1. Foundations. (Left and right sides of screen)
    A. Build up in suit from Ace to King.
    B. Complete these piles to win the game.

2. Stock. (Bottom of screen)
    A. Turn up cards one at a time from the stock.
    B. The topmost card is available for play on the foundations.
    C. There is no redeal.
    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 Casket.
Extremly hard.

1. Foundations. (Top of screen)
    A. Build up in suit from Ace to King.
    B. Complete these piles to win the game.

3. Tableau 1 (Below foundations)
    A. Build down in rank and in suit.
    B. The topmost card is available for play on the foundations or other tableau 1 piles.
    C. Empty spaces are automatically filled by the stock.

2. Tableau 2 (Below foundations)
    A. The topmost card is available for play on the foundations or tableau 1.
    B. Empty spaces are filled by clicking reserve 1.   When reserve 1 is empty, spaces can be filled by cards from reserves 2 or the stock.

4. Reserve 1 (Below the tableau)
    A. Click this pile to fill spaces in tableau 2.

5. Reserves 2 (Below the tableau)
    A. Unplayable cards from the stock can be placed here.
    B. Cards in these piles can be played to the foundations or tableau 1.

6. Stock. (Bottom of screen)
    A. The topmost card is available for play on the foundations, tableau 1 or reserves 2.
    B. Cards from this pile automatically fill spaces in tableau 1.
    C. There is no redeal.

Rules for Chameleon.
Very 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. (Top of screen)
    A. Build up in suit 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 regardless of suit.
    B. Build Aces on top of Kings when necessary.
    C. The topmost card is available for play on the foundations.
    D. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
    E. Empty spaces are automatically filled by the reserve.   When the reserve is empty, 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.
    C. There is no redeal.

4. Reserve. (Below tableau)
    A. These cards will automatically fill spaces in the tableau.
    B. The topmost card is available for play on the foundations and tableau.

Rules for Chessboard.

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. (Down the center of screen)
    A. Build up in suit 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. (On both sides of the foundations)
    A. Build up or down in rank in suit.
    B. Build Aces on top of Kings and Kings on top of Aces when necessary.
    C. Only the topmost card can be played to the foundations and to the other
tableau piles.

Rules for Citadel.

Very 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. When the stock is exhausted, the topmost card can be played to the other tableau piles.
    C. The topmost card can be played to the foundations at any time.
    D. Empty spaces may be filled with any card.

3. Stock. (Bottom of screen)
    A. After all possible moves are made, eight more cards from this pile are dealt out to the tableau to create more possibilities.

Rules for Colorado.

Extremly 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 from the stock.
    B. The topmost card is available for play on the foundations only.
    C. Empty spaces are automatically filled by the stock.

3. Stock. (Bottom 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.

Extremly 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.
    D. There is no redeal.

Rules for Contradance.

Very hard.

Queens are high in this game.

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.

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

    C. There is one redeal.

Rules for Coppermine.

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. Any card is available for play on the foundations and tableau.

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.
    D. There is no redeal.

Rules for Crawdad.

Very easy.

1. Foundations. (Top of screen)
    A. The foundations are not built on to directly.
    B. The goal is to create four straights of 13 cards of the same suit from Ace to King.
    C. When Funsol finds a straight, it will play all 13 cards to a foundation automatically.

2. Tableau. (Below foundations)
    A. Build down in rank regardless suit.
    B. Any face up card in the tableau may be played to another pile as long as all cards above it are built in sequence.
    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. Stocks. (Bottom of screen)
    A. After all possible moves are made, seven more cards from these piles are dealt out to the tableau to create more possibilities.

Rules for Czarina.

Very 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. (Top of layout)
    A. Build up in suit 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. (Forming cross in layout)
    A. Build down in rank regardless of suit.
    B. Build Aces on top of Kings when necessary.
    C. The topmost card is available for play on the foundations or 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 and tableau.
    C. This pile automatically fills spaces in the tableau.
    D. There is no redeal.

Rules for Daddy Long Legs.

Very easy.

1. Foundations. (Top of screen)
    A. The foundations are not built on to directly.
    B. The goal is to create four straights of 13 cards of the same suit from Ace to King.
    C. When Funsol finds a straight, it will play all 13 cards to a foundation automatically.

2. Tableau. (Below foundations)
    A. Build down in rank regardless suit.
    B. Any face up card in the tableau may be played to another pile as long as all cards above it are built in sequence.
    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. Stocks. (Bottom of screen)
    A. After all possible moves are made, seven more cards from these piles are dealt out to the tableau to create more possibilities.

Rules for Dartmouth.

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. (Top center of screen)
    A. Build down in rank and in opposite colors.
    B. The topmost card can be moved to the other tableau piles.
    C. Empty spaces can be filled by any card.

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.
    D. There is no redeal.

Rules for Diplomat.
Extremly 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.
    C. There is no redeal.

Rules for Double Canfield.

Very 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. (Top of screen)
    A. Build up in suit 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.
    D. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
    E. Empty spaces are automatically filled by the reserve.   When the reserve is empty, spaces can be filled by any card.

3. Stock. (Bottom of screen)
    A. Turn up cards three at a time from the stock.
    B. The topmost card is available for play on the foundations and tableau.
    C. There are unlimited redeals.

4. Reserve. (Below the tableau)
    A. These cards will automatically fill spaces in the tableau.
    B. The topmost card is available for play on the foundations and tableau.

Rules for Double Fan.

Extremly 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 and in 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 Double Fourteen.

Extremly easy.

1. Match up all the cards in the deck according to the following rules to win this game.

    A. Discard any pair of cards that total fourteen.   Jacks are worth 11, Queens 12 and Kings 13.

    B. Only the topmost cards can be paired.

Rules for Double Klondike.

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 up cards three at a time from the stock.
    B. The top card is available for play on the foundations and tableau.
    C. There are unlimited redeals.

Rules for Double Scorpion.

Hard.

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. (Center of screen)
    A. Build down in rank in the same suit.
    B. Any face up card and all the cards above it can be moved to the other tableau piles.
    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 only be filled by a King or pile whose topmost card is a King.

Rules for Doublets.

Very hard.

1. Foundation.   (Top of screen)
    A. There is only one foundation.
    B. All discarded cards are played to this foundation.
    C. Get all of the cards to this pile to win the game.

2. Tableau. (Below foundation)
    A. Discard pairs of cards of equal rank from other tableau piles.
    B. Only the topmost cards can be paired.
    C. As face down cards become exposed, they can be flipped over and are now available for play.
    D. Empty spaces are automatically filled by the reserve.

3. Reserve. (Bottom of screen)
    A. These cards will automatically fill spaces in the tableau.

Rules for Duke of Earl.

Very hard.

1. Foundations. (Top of screen)
    A. Build up in suit from Ace to King.
    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.
    D. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
    E. Empty 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.
    C. There are two redeals.

4. Reserves. (Below the tableau)
    A. The topmost cards are available for play on the foundations and tableau.

Rules for Dutchess.

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. (Top middle of screen)
    A. Build up in suit 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.
    D. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
    E. Spaces are filled by the reserve.   When the reserves are empty, 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.
    C. There is one redeal.

4. Reserve. (Below the tableau)
    A. The topmost card is available for play on the foundations and tableau.
    B. The topmost card can be used to fill spaces in the tableau.

Rules for Eagle Wing.

Extremly 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. (Top of screen)
    A. Build up in suit 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. The topmost card is available for play on the foundations.
    B. Empty spaces are automatically filled by the reserve.   When the reserve is
empty, 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.
    C. There are two redeals.

4. Reserve (Below the tableau)
    A. These cards will automatically fill spaces in the tableau.

Rules for Easthaven

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 bottom card is a King.

3. Stock. (Bottom of screen)
    A. After all possible moves are made, seven more cards from this pile are dealt out to the tableau to create more possibilities.

Rules for Eight Off.

Extremly 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, the other tableau
piles or the reserves.
    C. Empty spaces can only be filled by a King.

3. Reserves. (Bottom of the screen)
    A. These cards are available for play on the foundations and the tableau.
    B. Each reserve can hold one card.

Rules for Elevens.

Very easy.

1. Match up all the cards in the deck according to the following rules to win this game.

   A. Discard pairs of cards that total eleven.   Face cards are not matched here.

   B. Discard face-card triplets consisting of one Jack, one Queen and one King.

Rules for Equinox.

Easy.

1. Foundations. (Top of screen)
    A. Build up in suit from Ace to King.
    B. The top card is available for play.
    C. Complete these piles to win the game.

2. Tableau. (Below foundations)
    A. Build down in rank regardless of suit.
    B. The topmost card is available for play on the foundations or the other tableau piles.
    C. Empty 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.
    C. There is no redeal.

4. Reserve. (Below the tableau)
    A. Any face card can be placed here.

Rules for Face Walk.

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 regardless of suit.
    B. The topmost card is available for play on the foundations or the other tableau piles.
    C. Empty spaces can be filled with any card.

3. Stock. (Bottom of screen)
    A. The topmost card is available for play on the foundations and tableau.

4. Reserves. (Below the tableau)
    A. Any face card can be placed on these piles.
    B. These piles can hold up to three cards.

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. (Top of screen)
    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.
    D. There is no redeal.

4. Reserve. (Below the tableau)
    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. (Top of screen)
    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.
    B. The topmost card is available for play on the foundations and tableau.
    C. There are two redeals.

4. Reserves. (Middle 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. Reserve. (Below the tableau)
    A. The topmost card is available for play on the foundations only.

4. Stock. (Bottom of screen)
    A. The topmost card is available for play on the foundations and tableau.

Rules for Fifteens

Very easy.

1. Match up all the cards in the deck according to the following rules to win this game.

    A. Discard any combination of cards that total fifteen.   Tens and face cards are not matched here.

    B. Discard quadruplets consisting of four Tens, Jacks, Queens or Kings.

Rules for Figure Eight.

Easy.

1. Foundations. (Top of screen)
    A. Build up in suit from Eight to Seven playing Aces on Kings.
    B. Complete these piles to win the game.

2. Tableau. (Below foundations)
    A. Build down regardless of 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.

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. There is no redeal.

Rules for Five Piles.

Easy.

1. Foundation.   (Top of screen)
    A. There is only one foundation.
    B. All discarded cards are played to this foundation.
    C. Get all of the cards to this pile to win the game.

2. Tableau. (Below foundation)
    A. Discard pairs of cards that total thirteen.   Jacks are worth 11 and Queens 12.   Kings are discarded singly.
    B. Only the topmost cards can be paired.

3. Stock. (Bottom of screen)
    A. After all possible moves are made, five cards in this pile are dealt out to the tableau to create more possibilities.

Rules for Flower Garden

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 regardless of suit.
    B. The topmost card is available for play on the foundations or the other tableau piles.
    C. Empty spaces can be filled by any card.

3. Reserve. (Bottom of screen)
    A. Any card is available for play on the foundations and the tableau.

Rules for Fortress.

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 up or down in rank in suit.
    B. Only the topmost card can be played to the foundations and to the other tableau piles.

Rules for Fortune's Favor.

Extremly 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 and 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 top card is available for play on the foundations and tableau.
    C. There is one redeal.

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.
    C. There is no redeal.

Rules for Four Seasons.

Very 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. (Each corner of layout)
    A. Build up in suit 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. (Forming cross in layout)
    A. Build down in rank regardless of suit.
    B. Build Aces on top of Kings when necessary.
    C. The topmost card is available for play on the foundations or the other tableau piles.
    D. Empty 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.
    C. There is no redeal.

Rules for Fours a Crowd.

Threes are high in this game.
Very hard.

1. Foundations. (Top of screen)
    A. Build up in suit from Four to King then Ace to Three.
    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.
    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.
    C. There is no redeal.

Rules for Fourteen Out.

Extremly easy.

1. Match up all the cards in the deck according to the following rules to win this game.

    A. Discard any pair of cards that total fourteen.   Jacks are worth 11, Queens 12 and Kings 13.

    B. Only the topmost cards can be paired.

Rules for Free Cell.

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. Any built unit of cards can be moved to another tableau pile as long as there are enough free reserves to hold them.
    D. Empty spaces can be filled by any card.

3. Reserves. (Bottom of the screen)
    A. These are the "cells".
    B. Cards in these piles can be played on the foundations and the tableau.
    C. Each reserve can hold one card.

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. Reserve. (Below the tableau)
    A. The topmost card is available for play on the foundations only.

4. Stock. (Bottom of screen)
    A. The topmost card is available for play on the foundations and tableau.

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.
    B. The top card is available for play on the foundations and tableau.
    C. There is one redeal.

Rules for Gate.

Very hard.

1. Foundations. (Top middle 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. Empty spaces must be filled by a card from one of the reserves.   When the reserves are empty, 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 or the tableau.
     C. There is no redeal.

4. Reserves. (Bottom of the screen)
     A. The topmost card is available for play on the foundations, tableau or empty tableau spaces.

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. (Top of screen)
    A. Build up in the same suit 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.
    B. The topmost card is available for play on the foundations and tableau.
    C. There is one redeal.
    D. Cards from this pile automatically fill spaces in the tableau.

4. Reserve. (Below the tableau)
    A. The topmost card is available for play on the foundations.

Rules for Gila Monster.

Easy.

1. Foundations. (Top of screen)
    A. The foundations are not built on to directly.
    B. The goal is to create four suites of 13 cards 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.
    B. The topmost card or group of cards built IN SUIT may be played to another tableau pile.
    C. Nothing can be placed on an Ace.
    D. Empty spaces can be filled by any card.

Rules for Golf.

Very hard.

1. Foundation.   (Top of screen)
    A. There is only one foundation.
    B. Build up or down in suit.
    C. Complete this pile to win the game.

2. Tableau. (Below foundations)
    A. The topmost card is available for play on the foundation.

3. Stock. (Bottom of screen)
    A. Turn cards up one at a time from the stock to be played to the foundation to open up more possibilites for play.
    B. There is no redeal.

Rules for Good Measure.

Extremely easy.

When Funsol deals this layout, all of the kings are immediatly moved to the bottom of their piles.

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 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 Grand Duchess.

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 twice.

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 twice.

Rules for Grandfather's Clock.

Very easy.

1. Foundations. (The 'clock' on the top   middle of screen)
    A. Build up in suit from the base card to the 'hour' position on the clock.   For example: the Nine of clubs at the top would build up to the Queen (12 o'clock)
    B. The Jack equals 11 o'clock and the Queen equals 12 o'clock.
    C. All the piles will get four cards, except the Ten, Jack, Queen and King, which will get five cards each.
    D. Complete these piles to win the game.

2. Tableau. (Bottom of screen)
    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 can be filled with any card.

Rules for Great Bear.

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.
    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. Any available card is available for play on the foundations and tableau.

Rules for Hawaii.

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 up or down in suit.
    B. The topmost card is available for play on the foundations.
    C. Any face up card and all the cards above it 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.

Rules for Haystack.

Very hard.

1. Foundation.   (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, the other tableau piles and reserve.
    C. Spaces can be filled by any card.

3. Reserve. (Bottom of screen)
    A. The topmost card is available for play on the foundations and tableau.
    B. Any card can be moved to this pile.
    C. There is a limit of 20 cards in this pile.

Rules for Horizontal.

Very hard.

1. Foundation.   (Top of screen)
    A. There is only one foundation.
    B. All discarded cards are played to this foundation.
    C. Get all of the cards to this pile to win the game.

2. Tableau. (Below foundation)
    A. Discard pairs of cards of equal rank from other tableau piles or one of the reserves.
    B. Only the topmost cards can be paired.

3. Reserves. (Bottom of screen)
    A. Discard pairs of cards of equal rank from the one of the reserves and the tableau.

Rules for Horseshoe Crab.

Very easy.

1. Foundations. (Top of screen)
    A. The foundations are not built on to directly.
    B. The goal is to create four straights of 13 cards of the same suit from Ace to King.
    C. When Funsol finds a straight, it will play all 13 cards to a foundation automatically.

2. Tableau. (Below foundations)
    A. Build down in rank regardless suit.
    B. Any face up card in the tableau may be played to another pile as long as all cards above it are built in sequence.
    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. Stocks. (Bottom of screen)
    A. After all possible moves are made, seven more cards from these piles are dealt out to the tableau to create more possibilities.

Rules for House on the Hill.

Extremly 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 and in 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 Icehouse.

Very 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. (Top of screen)
    A. Build up in suit 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. Inner 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.
    D. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
    E. Spaces can be filled by any card.

3. Outer 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.
    D. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
    E. Spaces can be filled by any card.

4. 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. There are two redeals.

5. Reserve. (Below the tableau)
    A. The topmost card is available for play on the foundations and tableau.

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.
    C. There is no redeal.

Rules for Invert.

Extremely hard.

1. Match up all the cards in the layout according to the following rules to win this game.

    A. Discard pairs of cards that total Thirteen.   Jacks are worth 11 and Queens 12.   Discard Kings singly

2. Foundation. (Top of screen)

    A. Matched up cards will end up here.

    B. Complete this pile to win the game.

3. Tableau. (The Inverted Pyramid below the foundation)

    A. All uncovered cards can be paired off with any other exposed card.

4. Reserves. (Below the tableau)

    A. The topmost cards are available for play.

    B. After all possible moves are made, two more cards are dealt from the stock to these piles to create more possibilities.

5. Stock. (Bottom left of screen)

    A. After all possible moves are made, two more cards from these piles are dealt out to the reserves to create more possibilities.

Rules for Irish Patience.

Hard.

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. (Center of screen)
    A. Build down in rank regardless of suit.
    B. The topmost card is available for play on the foundations and other tableau piles.
    C. Empty spaces are not filled.

Rules for Kellman.

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 card is available for play on the foundations.
    C. Any face up card and all the cards above it can be moved to the other tableau piles.
    D. 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.
    B. The top card is available for play on the foundations and tableau.
    C. There is no redeal.

Rules for King Albert.

Extremly easy.

1. Foundations. (Right side of screen)
     A. Build up in suit from Ace to King.
     B. Complete these piles to win the game.

2. Tableau. (Top of screen)
     A. Build down in rank in alternating colors.
     B. The topmost card is available for play on the foundations or to the other tableau piles.
     C. Empty spaces can only be filled by any card.

3. Reserve. (Bottom left of screen)
     A. Any card is available for play on the foundations and the tableau.

Rules for Kings.

Hard.

1. Foundations. (Top of screen)
     A. Build up in any suit from Ace to King.
     B. Complete these piles to win the game.

2. Tableau. (Below foundations)
     WHILE THERE ARE STILL CARDS IN THE STOCK.
     A. Build on to the foundation piles directly above each tableau pile in up rank regardless of suit.
     B. After all possible moves are made, eight cards are dealt from the stock to each tablea pile to create more possibilities..
     AFTER THE STOCK IS EMPTY.
     C. Build up in rank and in any suit on ANY foundation pile.
     D. The topmost card is available for play on the foundations and other tableau piles.
     E. Spaces can be filled by any card.
3. Stock. (Bottom of screen)
     A. After all possible moves are made, eight cards from this pile are dealt out to the tableau to create more possibilities.

Rules for Kings and Aces.

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 card is available for play on the foundations only.
    C. Empty spaces are not filled.

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. There is no redeal.

Rules for Kings Up.

Easy.

This game is won when all 52 cards are played to the single foundation.

1. Foundation.   (Top of screen)
    A. There is only one foundation.
    B. All discarded cards are played to this foundation.

2. Tableau. (Below foundations)
    A. Discard any card that is lower than any other top card of the same suit in a different pile.
    B. Discard any King.   This should only be done when all 12 cards of the same suit below it are played.
    C. Spaces can be filled with any card.
    D. IMPORTANT: If one of each suit is dealt, all four are AUTOMATICALLY played to the foundations to prevent unwinnable blockages.

3. Stock. (Bottom of screen)
    A. After all possible moves are made, four cards in this pile are dealt out to the tableau to create more possibilities.

Rules for Klonder.

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 regardless of suit.
    B. The topmost card is available for play on the foundations.
    C. The topmost card, or an entire built unit of cards built IN SUIT can be moved to the other tableau piles.
    D. Empty spaces can only be filled by a King, or a pile whose bottommost card is a King.
    E. After all possible moves are made, seven more cards from these piles are dealt out from the stock to create more possibilities.

3. Stock. (Bottom of screen)
    A. After all possible moves are made, seven more cards from these piles are dealt out to the tableau to create more possibilities.

Rules for Klondike.

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.
    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 up cards three at a time from the stock.
    B. The top card is available for play on the foundations and tableau.
    C. There are two redeals.

Rules for La Belle Lucie.

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 card is available for play on the foundations or to the other tableau piles.
    C. Empty spaces are not filled.
    D. When all possible moves are made the entire tableau can be redealt twice to allow more play possibilities.

Rules for Letter 'H'.

Hard.

1. Foundations. (The 'H' in the middle of the screen)
    A. Build up regardless of suit from the base card in each pile.
    B. Each pile can only contain eight cards.
    C. Complete these piles to win the game.

2. Reserves. (Inside bottom part of the 'H')
    A. Place unplayable cards here from the stock.
    B. The topmost cards are available for play on the foundations only.

3. Stock. (Bottom of screen)
    A. The topmost card is available for play on the foundations and reserve.

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.
    C. There is no redeal.

Rules for Limpet.

Very easy.

1. Foundations. (Top of screen)
    A. Build the left four foundations up in suit from Ace to King.
    B. Complete these piles to win the game.
    C. The right four foundations are not built on to directly.
    D. The goal is to create a suite of 13 cards of the same suit from Ace to King.
    E. When Funsol finds a suite, it will play all 13 cards to a right foundation automatically.

2. Tableau. (Below foundations)
    A. Build down in rank regardless of suit.
    B. The topmost card is available for play on the left foundations.
    C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
    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.
    B. The topmost card is available for play on the foundations and the tableau.
    C. There are unlimited redeals.

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.
   C. There is no redeal.

Rules for Mackenzie.

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. Any 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.
    C. There is no redeal.

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 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. (Below the tableau)

    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 Monomoy.

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 group of cards can be moved to other taleau piles.
    D. Empty spaces are automatically filled by the reserve.   When the reserve is empty, spaces can be filled by any card.
    E. These piles can only contain five or less cards at a time.

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. This pile will automatically fill spaces in the tableau.
    D. There is no redeal.

4. Reserve (Above the stock)
    A. The top card is available for play on foundations and tableau.
    B. This pile will automatically fill spaces in the tableau.

Rules for Mount Olympus.

Extremly 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 Mrs Lamminen.

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 piles.

3. Stocks. (Bottom of screen)
    A. After all possible moves are made, eight cards from one of these piles are dealt out to the tableau to create more possibilities.

Rules for Napoleon's Square.

Extremly 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.
    C. There is no redeal.

Rules for Nestor.

Very hard.

1. Foundation.   (Top of screen)
    A. There is only one foundation.
    B. All discarded cards are played to this foundation.
    C. Get all of the cards to this pile to win the game.

2. Tableau. (Below foundation)
    A. Discard pairs of cards of equal rank from other tableau piles or one of the reserves.
    B. Only the topmost cards can be paired.

3. Reserves. (Bottom of screen)
    A. Discard pairs of cards of equal rank from the one of the reserves and the 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.
    C. There is no redeal.

Rules for Old Patience.

Easy.

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 card is available for play on the foundations.
    C. IMPORTANT: The four cards dealt from the stock must be built onto the tableau before any cards can be played to the foundations.

3. Stock. (Bottom left of screen)
    A. After all possible moves are made, four cards in this pile are dealt out and played to the tableau to create more possibilities.

Rules for Osmosis.
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. (Down center of screen)
    A. Build in suit regardless of rank.
    B. IMPORTANT: On the bottom three foundations, only play cards whose rank already exists in the pile immediatly above it.
    C. Complete these piles to win the game.

2. Stock. (Bottom of screen)
    A. Turn up cards three at a time from the stock.
    B. The topmost card is available for play on the foundations.
    C. There are unlimited redeals.

3. Reserves. (To the left of the foundations)
    A. Only the top card is available for play on the foundations.
    B. As face down cards become exposed, they can be flipped over and are now available for play.

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 twice.

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 twice.

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.
    B. The topmost card is available for play on the foundations.
    C. There is one redeal.
    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 Peek.

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. (Down center of screen)
    A. Build in suit regardless of rank.
    B. IMPORTANT: On the bottom three foundations, only play cards whose
rank already exists in the pile immediatly above it.
    C. Complete these piles to win the game.

2. Stock. (Bottom of screen)
    A. Turn up cards three at a time from the stock.
    B. The topmost card is available for play on the foundations.
    C. There are unlimited redeals.

3. Reserves. (To the left of the foundations)
    A. Only the top card is available for play on the foundations.

Rules for Pelican.

Easy.

1. Foundations. (Top of screen)
    A. Build up in suit from Ace to King.
    B. Complete these piles to win the game.
    C. The top card is available for play.

2. Tableau. (Below foundations)
    A. Build down in rank and in suit.
    B. The topmost card is available for play on the foundations or the reserves.
    C. The topmost, or an entire built sequence of cards can be played on the other tableau piles.
    D. Empty spaces can be filled by any card.

3. Reserves. (Bottom of the screen)
    A. These cards are available for play on the foundations and the tableau.
    B. Each reserve can hold one card.

Rules for Pentsexta.

Easy.

Fives are high in this game.

1. Foundations. (Top of screen)
    A. Build the left four foundations up in suit from Six to King, Ace then on to the Five.
    B. Build the left four foundations down in suit from Five to Ace, King then on to the Four.
    C. Complete these piles to win the game.

2. Tableau. (Below foundations)
    A. Build the left three tableau piles down in rank regardless of suit wrapping from King to Ace.
    B. Build the right three tableau piles up in rank regardless of suit wrapping from Ace to King.
    C. The topmost card is available for play on the foundations or other tablea piles.
    D. Empty spaces can be filled by any card.

2. 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 or tableau piles.
    C. There is no redeal.

Rules for Perseverance.

Hard.

When Funsol deals this layout, all of the kings are immediatly moved to the bottom of their piles.

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 can be played to 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 not filled.
    E. When all possible moves are made the entire tableau can be redealt twice to allow more play possibilities.

Rules for Polish Patience.

Very hard.

1. Foundations. (Top of screen)
   A. Build up in regrdless suit wrapping from Ace to King as necessary.
   B. Build Kings on top of Aces when necessary.
   C. Each pile can hold 13 cards.
   D. Complete these piles to win the game.

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. There is one redeal.

Rules for Portugese Patience.

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 regardless of suit.
   B. The topmost card can be played to the foundations and to the other tableau piles.
   C. Empty spaces can be filled by any card.

Rules for Puss in Corner.

Very easy.

1. Foundations. (Top of screen)
   A. Build up in color from Ace to King.
   B. Complete these piles to win the game.

2. Tableau. (Below foundations)
   A. Build down in any suit.
   B. The topmost card is available for play on the foundations.
   C. IMPORTANT: The four cards dealt from the stock must be built onto the tableau before any cards can be played to the foundations.

3. Stock. (Bottom left of screen)
   A. After all possible moves are made, four cards in this pile are dealt out and played to the tableau to create more possibilities.
   B. There is one redeal.

Rules for Pyramid.

Extremely hard.

1. Match up all the cards in the layout according to the following rules to win this game.

   A. Discard pairs of cards that total Thirteen.   Jacks are worth 11 and Queens 12.   Discard Kings singly

2. Foundation. (Top of screen)

   A. Matched up cards will end up here.

   B. Complete this pile to win the game.

3. Tableau. (The Pyramid below the foundation)

   A. All uncovered cards can be paired off with any other exposed card, including the stock.

4. Stock. (Bottom of screen)

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

   B. The topmost cards can be paired off with any other exposed card, except the foundation.

   C. There are two redeals.

Rules for Queens and Kings.

Very easy.

Queens are high in this game.

1. Foundations. (Top of screen)
    A. Build up in suit from King to Ace and then on up to Queen.
    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.

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. There is one redeal.

Rules for Raglan.

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 or the other tableau piles.
    C. As face down cards become exposed, they can be flipped over and are now available for play.
    D. Empty spaces can only be filled by any card.

3. Reserve. (Bottom of screen)
    A. These cards are available for play on the foundations ONLY.

Rules for Rainbow.
 Very 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. (Top of screen)
    A. Build up in suit 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.
    D. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
    E. Empty spaces are automatically filled by the reserve.   When the reserve is empty, 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.
    C. There are two redeals.

4. Reserve. (Below tableau)
    A. These cards will automatically fill spaces in the tableau.
    B. The topmost card is available for play on the foundations and tableau.

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.
    C. There is no redeal.

Rules for Raptor.

Hard.

1. Foundations. (Top of screen)
    A. Build up in suit from Ace to King.
    B. Complete these piles to win the game.
    C. The top card is available for play.

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 by the stock.
    E. These piles can only hold three or less cards at a time.

4. Reserves one. (Below tableau)
    A. The top card is available for play on the lower reserves, tableau and foundations.
    B. IMPORTANT: When all of these reserves are empty, cards from the stock can be placed on the lower reserve.

3. Reserves two. (Bottom left of screen)
    A. The top card is available for play on the foundations and tableau.
    B. This pile automatically fills spaces in the tableau.
    C. When the reserves are empty, cards can be played to the lower reserve.

5. Reserve three. (Bottom right of screen)
    A. Cards can be placed here regardless of suit or rank.
    B. The topmost from this pile can be played to the foundations or 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.
    D. There is no redeal.

Rules for Regiment.

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 foundations)
    A. Build up or down in rank in alternating colors.
    B. The topmost card is available for play on the foundations.
    C. Empty spaces are filled automatically from the stock piles directly above or below each pile.

3. Stock. (Middle of screen)
    A. These piles automatically fill spaces in the tableau directly above and below each pile.

Rules for Rock Garden

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 or the other tableau piles.
    C. Empty spaces can be filled by any card.

3. Reserve. (Bottom of screen)
    A. Any card is available for play on the foundations and the tableau.

Rules for Rouge et Noir.

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 or other tableau piles.
    C. 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.
    D. There is one redeal.

Rules for Royal Families.
Easy.

1. Foundations. (Top of screen)
    A. Build the Aces up in suit by twos from Ace to Jack.
    B. Build the Twos up in suit by twos from Two to Queen.
    C. Place the four Kings in the left and right ends of the top row.
    D. Complete these piles to win the game.

2. Tableau. (Below the tableau)
    A. Build down in rank by twos and in suit.
    B. The topmost card is available for play on the foundations or other tableau
piles.
    C. 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 and tableau.
    C. Spaces in the reserves are filled automatically from this pile.
    D. There is one redeal.

Rules for Royal Rendezvous.

Extremly 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. (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 reserves are filled automatically from this pile.
    D. There is no redeal.

3. Reserves. (Below the tableau)
    A. These cards are available for play on the foundations.
    B. Empty spaces are filled by the stock.

Rules for Royalton.

Hard.

1. Foundations. (Top of screen)
    A. Build the left four foundations regardless of suit from Ace to King.
    B. Build the right four foundations regardless of suit from King to Ace.
    C. Complete these piles to win the game.
    D. The topmost card is available for play on other foundations.

2. Stock (Bottom of screen)
    A. The topmost card is available for play on the foundations and tableau.
    B. This pile automatically fills spaces in the tableau.

3. Tableau. (Below foundations)
    A. These cards are available for play on the foundations.
    B. Each tableau pile can hold one card.
    C. Empty spaces are automatically filled by the stock.

4. Reserves. (Below the tableau)
    A. The topmost card is available for play on the foundations and the tableau.

Rules for Russian Solitaire.

Extremly 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 card is available for play on the foundations.
    C. Any face up card and all the cards above it 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.

Rules for Scorpion.

Hard.

1. Foundations. (Leftt side 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 of screen)
    A. Build down in rank in the same suit.
    B. Any face up card and all the cards above it can be moved to the other tableau piles.
    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 only be filled by a King.

3. Stock. (Bottom left of screen)
    A. After all possible moves are made, the three cards in this pile are dealt out to the tableau to create more possibilities.

Rules for Seahaven Towers.
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 card is available for play on the foundations.
    C. Any built unit of cards can be moved to another tableau pile as long as there are enough free reserves to hold them.
    D. Empty spaces can be filled by any card.

3. Reserves. (Bottom of the screen)
    A. These are the "cells".
    B. Cards in these piles can be played on the foundations and the tableau.
    C. Each reserve can hold one card.

Rules for Seven Witches.

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 or the other tableau piles.
    C. As face down cards become exposed, they can be flipped over and are now available for play.
    D. Empty spaces can only be filled by any card.

3. Reserve. (Below tableau)
    A. The topmost card is available for play on the foundations ONLY.

4. 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 or tableau piles.
    C. There is no redeal.

Rules for Sevens and Sixes.

Very hard.

Queens are high in this game.

1. Foundations. (Top of screen)
>   A. Build the top eight foundations down in suit from Six to Ace.
>   B. Build the bottom eight foundations up in suit from Seven to King.
>   C. Complete these piles to win the game.

2. Reserves. (Middle of screen)
>   A. These cards are available for play on the foundations.
>   B. Each reserve can hold one 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 or reserves.
>   C. There is no redeal.

Rules for Shamrocks.

Very easy.

When Funsol deals this layout, all of the kings are immediatly moved to the bottom of their piles.

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.
   D. Each pile cannot contain more than three cards.

Rules for Simplicity.

Extremly 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. (Each corner of layout)
     A. Build up in suit 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.
     D. Empty spaces can be filled by any card.

2. Tableau. (Forming the rest of the layout)
     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 or the other
tableau piles.

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. There is no redeal.

Rules for Sir Tommy.

Extremely 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. Place cards on these piles from the stock.
    B. The topmost card is available for play on the foundations.

3. Stock. (Bottom of screen)
    A. Place cards on one of the tableau piles.

Rules for Spaire.

Very easy.

1. Match up all the cards in the deck according to the following rules to win this game.

    A. Discard pairs of cards of equal rank.

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. 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 Spiderette.

Very hard.

1. Foundations. (Top 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. (Below foundations)
    A. Build down in rank regardless suit.   However, it is best to try and build in suit if possible.
    B. 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, but all spaces must have at least one card in it before doing so.

3. Stock. (Bottom of screen)
    A. After all possible moves are made and each tableau pile has at least one card in it, seven cards from this pile are dealt out to the tableau to create more possibilities.

Rules for Spiral.

Very easy.

1. Foundation. (Top of screen)
    A. Build cards from the tableau in either direction regardless of suit.   Aces and Kings can wrap if necessary
    B. Complete this pile to win the game.

2. Tableau. (Middle of screen)
    A. Build cards to the foundation in either direction regardless of suit.   Aces and Kings can wrap if necessary

Rules for Square.
Very easy.

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.
    D. There is no redeal.

Rules for St Helena.

Extremly easy.

1. Foundations. (Middle of screen)
     A. Build the top four piles down in suit from King to Ace.
     B. Build the bottom four piles up in suit from Ace to King.
     C. Complete these piles to win the game.

2. Tableau. (All around 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.
     D. When all possible moves are made the entire tableau can be redealt twice to
allow more play possibilities.

Rules for Stalactites.

Very hard.

1. Foundations. (Top of screen)
    A. Build up regardless of suit wrapping Ace/King until there are 13 cards in each pile.
    B. Complete these piles to win the game.

2. Tableau. (Below foundations)
    A. The topmost card can be played to the reserves or foundations.

3. Reserves. (Bottom of screen)
    A. Cards are available for play on the foundations.
    B. Each reserve can hold one card.

Rules for Storehouse.

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 by the reserve.   When the reserve is empty, 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.
    C. There are two redeals.

4. Reserve. (Below the tableau)
    A. These cards will automatically fill spaces in the tableau.
    B. The topmost card is available for play on the foundations and tableau.

Rules for Storm.

Easy.

1. Foundations.   (Top of screen)
    A. Build up regardless of suit wrapping Ace/King until there are 13 cards in each pile.
    B. Complete these piles to win the game.

2. Tableau. (Center of screen)
    A. The topmost card can be played to the reserves or foundations.
    B. After all possible moves are made, eight more cards from the stock are dealt out to these piles to create more possibilities.

3. Stock. (Bottom of screen)
    A. After all possible moves are made, eight more cards from these piles are dealt out to the tableau to create more possibilities.

Rules for Strategy.

Easy.

1. Foundations. (Top of screen)
    A. Build up in suit from Ace to King.
    B. The stock must be empty before cards can be played here.
    C. Complete these piles to win the game.

2. Tableau. (Below foundations)
    A. Build in any suit and in any rank.
    B. After the stock is empty, the topmost card is available for play to the foundations.

3. Stock. (Bottom of screen)
    A. The top card is available for play to 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.
    C. There is no redeal.

Rules for Streets and Alleys.

Very 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 can be filled with any card.

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.
    B. The topmost card is available for play on the foundations.
    C. There are two redeals.
    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.

Rules for Super Flower Garden.

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 regardless suit.
    B. The topmost card is available for play on the foundations or to the other tableau piles.
    C. Empty spaces are not filled.
    D. When all possible moves are made the entire tableau can be redealt twice to allow more play possibilities.

Rules for Superior Demon.
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. (Top of screen)
    A. Build up in suit 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.
    D. Any face up card and all the cards above it can be moved to the other tableau piles.
    E. Empty spaces can be filled with any card.

3. Stock. (Bottom of screen)
    A. Turn up cards three at a time from the stock.
    B. The topmost card is available for play on the foundations and tableau.
    C. There are unlimited redeals.

4. Reserve. (Below the tableau)
    A. Any card is available for play on the foundations and the tableau.

Tam O'Shanter.

Extremely 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. The topmost card is available for play on the foundations.
    B. Empty spaces are not filled.

3. Stock. (Bottom left of screen)
    A. After all possible moves are made, four cards in this pile are dealt out to the tableau to create more possibilities.

Rules for Tarantula.

Easy.

1. Foundations. (Top 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. (Below foundations)
    A. Build down in rank in the same suit.
    B. Any face up card and all the cards above it can be moved to the other tableau piles.
    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 by any card.

Rules for Tens.

Extremely easy.

1. Match up all the cards in the deck according to the following rules to win this game.

    A. Discard pairs of cards that total Ten.

    B. Discard quadruplets consisting of four Tens, Jacks, Queens or Kings.

Rules for Thirteens

Extremly easy.

1. Match up all the cards in the deck according to the following rules to win this game.

    A. Discard pairs of cards that total Thirteen.　Jacks are worth 11 and Queens 12.　Discard Kings singly

Rules for Thumb and Pouch.

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 any suit, except the same 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. As face down cards become exposed, they can be flipped over and are now available for play.
    E. Empty spaces can be filled by any card or built unit of cards.
    F. These piles can only hold three cards or less.

3. Stock. (Bottom of screen)
    A. Turn up cards three at a time from the stock.
    B. The top card is available for play on the foundations and tableau.
    C. There are two redeals.

Rules for Tiles

Very easy.

Form thirteen piles of "four of a kind" to complete this game.

1. Tableau. (Middle of screen)
    A. Build in the SAME rank.
    B. The topmost card is available for play on other tableau piles.
    C. Empty spaces can be filled by any card.
    D. Each pile can only hold four or less cards.

Rules for Timber Hawk.
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 group of cards can be moved to other taleau piles.
    D. Empty spaces are automatically filled by the reserve.   When the reserve is empty, spaces can be filled by any card.
    E. These piles can only contain three or less cards at a time.

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. This pile will automatically fill spaces in the tableau.
    D. There is no redeal.

4. Reserve (Below tableau)
    A. The top card is available for play on foundations and tableau.
    B. This pile will automatically fill spaces in the tableau.

Rules for Tortoise.

Easy.

1. Foundations. (Top 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. (Below foundations)

    A. Build down in rank in the same suit.

    B. Any face up card and all the cards above it can be moved to the other tableau piles.

    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 by any card.

Rules for Trefoil.

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 card is available for play on the foundations or to the other tableau piles.
     C. Empty spaces are not filled.
     D. When all possible moves are made the entire tableau can be redealt twice to allow more play possibilities.

Rules for Twenty Piles.

Extremly 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. The topmost card is available for play on the foundations only.
    B. Empty spaces are automatically filled by the stock.
    C. After all possible moves are made, 20 cards are dealt out to these piles from the stock to create more possibilities.

3. Stock. (Bottom of screen)
    A. After all possible moves are made, 20 cards from this pile is dealt out to the tableau to create more possibilities.
    B. Cards from this pile automatically fill spaces in the tableau.

Rules for Westcliff.

Extremly 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 any card or built unit of cards.

3. Stock. (Bottom of screen)
    A. Turn cards up one at a time from the stock.
    B. The top card is available for play on the foundations and tableau.
    C. There is no redeal.

Rules for Whitehead.

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 the same color.
    B. The topmost card is available for play on the foundations.
    C. 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.
    D. Empty spaces can be filled by any card or built unit of cards in suit.

3. Stock. (Bottom of screen)
    A. Turn up cards three at a time from the stock.
    B. The top card is available for play on the foundations and tableau.
    C. There are two redeals.

Rules for Will O' the Wisp.

Very easy.

1. Foundations. (Top 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. (Below foundations)
    A. Build down in rank regardless suit.   However, it is best to try and build in suit if possible.
    B. 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.

3. Stock. (Bottom of screen)
    A. After all possible moves are made, seven more cards from this pile are dealt out to the tableau to create more possibilities.

Rules for Windmill.

Very hard.

1. Foundations. (Each corner of layout AND the very center)
    A. Build the outer four foundations down regardless of suit from King to Ace.
    B. Build the center foundation up regardless of suit until the pile contains 52
cards.
    C. Complete these piles to win the game.

2. Reserves. (Forming cross in layout)
    A. These cards are available for play on the foundations.
    B. Empty spaces are automatically filled by the stock.
    C. Each pile can only contain one 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.
    C. This pile automatically fills spaces in the tableau.
    D. There is no redeal.

Rules for Yellowknife.

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. Any card is available for play on the foundations and tableau.

Rules for Yukon.

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. Any face up card and all the cards above it 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.