

Rules for Aces Up.

Very hard.

Aces are high in this game.

This game is won when just the four aces are left alone in the tableau.

The end game sequence will not execute in this special game.

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. 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.

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 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 Baker's Dozen.

Extremely easy.

When **Funsol** deals this layout, all of the kings are immediately 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 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. (Below foundations)

- 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 Bristol.

Very easy.

When Funsol deals this layout, all of the kings are immediately 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 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 one at a time from the stock. (The "three at a time" option may be enabled)
- B. The topmost card is available for play on the foundations and tableau.
- C. This pile can be redealt according the options selected in preferences.

4. Reserve. (To the left of the foundations and 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 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. (The "three at a time" option may be enabled)
- B. The topmost card is available for play on the foundations.
- C. This pile can be redealt according the options selected in preferences.

Rules for Carpet

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

3. Reserves. (Middle of screen)
 - A. These cards are available for play on the foundations.
 - B. Empty spaces are filled by the stock.

Rules for 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. (The "three at a time" option may be enabled)
- B. The topmost card is available for play on the foundations and tableau.
- C. This pile can be redealt according the options selected in preferences.

4. Reserve. (To the left of the foundations and 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 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. (The "three at a time" option may be enabled)
- B. The topmost card is available for play on the foundations.
- C. This pile can be redealt according the options selected in preferences.

4. Reserve. (Left and right sides of the screen)

- 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.

Extremely 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. (The "three at a time" option may be enabled)
- B. The topmost card is available for play on the foundations and tableau.
- C. This pile can be redealt according the options selected in preferences.

4. Reserve (In the middle of 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.

Extremely easy.

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

2. Tableau. (Below foundations)
 - A. Build down in rank and in suit.
 - B. The topmost card is available for play on the foundations, 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 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 one Ten, one Jack, one Queen and one King.

Rules for Five Piles.

Easy.

1. Foundation. (Bottom right 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. (Top of screen)
 - 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 left 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. (Left side 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 Fortunes Favor.

Extremely easy.

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 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. (Top left corner 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.

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.

Rules for Fourteen Out.

Extremely 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 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.

4. Reserves. (Left side of the screen)

- A. The topmost card is available for play on the foundations, tableau or empty tableau spaces.

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. (To the left of the foundation)
 - A. Turn cards up one at a time from the stock to be played to the foundation to open up more possibilities for play.

Rules for Good Measure.

Extremely easy.

When **Funsol** deals this layout, all of the kings are immediately 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 King Albert.

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

Rules for 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 according to preferences to allow more play possibilities.

Rules for Nestor.

Very hard.

1. Foundation. (Center 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. (Top of screen)

- 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 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 immediately above it.

C. Complete these piles to win the game.

2. Stock. (Bottom of screen)

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

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

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

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 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 immediately above it.

C. Complete these piles to win the game.

2. Stock. (Bottom of screen)

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

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

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

3. Reserves. (To the left of the foundations)

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

Rules for Perseverance.

Hard.

When **Funsol** deals this layout, all of the kings are immediately 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 according to preferences to allow more play possibilities.

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

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. (The "three at a time" option may be enabled)
- B. The topmost card is available for play on the foundations and tableau.
- C. This pile can be redealt according the options selected in preferences.

4. Reserve. (To the left of the foundations and 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 Russian.

Extremely 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. (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 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 Shamrocks.

Very easy.

When **Funsol** deals this layout, all of the kings are immediately 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.

Extremely 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.

Rules for Spiderette.

Very 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. (Top center of screen)

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

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

C. Nothing can be placed on an Ace.

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

E. Empty spaces can be filled with any card.

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

3. Stock. (Bottom left of screen)

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

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. (The "three at a time" option may be enabled)
- B. The topmost card is available for play on the foundations and tableau.
- C. This pile can be redealt according the options selected in preferences.

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

4. Reserve. (To the left of the foundations and 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 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 one Ten, one Jack, one Queen and one King.

Rules for Thirteens

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 Thirteen. Jacks are worth 11 and Queens 12.
- 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.

3. Stock. (Bottom of screen)

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

Rules for 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 according to preferences to allow more play possibilities.

Rules for Westcliff.

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 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.

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. **IMPORTANT:** Any face up card in the tableau may be played to another pile as long as all cards above it are built in sequence AND in suit.
- D. Empty spaces can be filled by any card or built unit of cards in suit.

3. Stock. (Bottom of screen)

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

Rules for Will O' the Wisp.

Very easy.

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

A. The foundations are not built on to directly.

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

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

2. Tableau. (Top center of screen)

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

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

C. Nothing can be placed on an Ace.

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

E. Empty spaces can be filled with any card.

3. Stock. (Bottom left 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 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.

