HOYLE
SOLITAIRE
RULEBOOK

SIERRA

Tutorial

Introduction
The following information provides an overview of how to use Hoyle Solitaire.

Main Menu Screen
The Main Menu screen will allow you to select from "PLAY GAME", "GAME CREDITS", "ABOUT HOYLE", "TUTORIAL", "GLOSSARY", and "QUIT." The Glossary defines standard terms used in solitaire.

Game Selection Screen
The "PLAY GAME" button places you into the Game Selection screen which lists the 28 solitaire games available. To choose a game, left mouse click on the title of the game you want to play. You can also use the "Tab" and "shift-Tab" keys to cycle forward and backward through the titles; use "Enter" to select the game. The game selection screen will also display a diamond symbol next to any game that has been won. You can hone your card flicking skills by clicking on the "CARD FLICK" icon.

Card Flick
Whenever you win a game, you will have the opportunity to "Take a Shot" – flicking a card into a "hat". Successfully flicking a card from a moving hand into a "hat" rewards you with an animation. Left mouse click when you want "your" hand to flick the card. You can hone your card flicking skills by clicking on the "CARD FLICK" button in the Game Selection screen. Watch out! It is quite addicting! Note: If Card Flick performance is slow, turning the background music off may help speed up animations.

Solitaire Gameplay Overview
In general, a solitaire game begins with cards laid out in a Tableau (original layout). Gameplay begins by clicking on a Stock pile (undealt cards), to turn up new cards as you try to build up Columns of cards which match in rank, color, suit, etc... Cards from the Columns are usually played to Foundations, which are designated on the Game screen by "marbled" card shapes. Hitting the "Tab" key while in a Game screen will display labels over the different components (e.g. the Foundation) of the Game screen. The "GLOSSARY" available from the Main Menu screen defines useful Solitaire terms.

Selecting Cards
In general, cards are moved via the "drag and drop" method. To move a card in this manner, place your cursor on the desired card and select it by depressing the left mouse button; keeping the button depressed, move the card to the desired spot and release the button. Any differences from the "drag and drop"

method (e.g. to move pairs to a Foundation) are described in the Rules for each game. Often, pointing at the desired card and clicking the right mouse button will provide a shortcut way to move a card to a desired position, such as to a Foundation. Specific right mouse click functions are described in the Rules for each game. When necessary, you may peek at the bottom card of a Foundation by clicking on the Foundation.

Resign Icon
Click on the "Resign" icon on the Game screen when you are ready to resign the current hand and try the same game again. Your score statistics are accumulated throughout a game session when you use the Resign icon. See "OPTION" Button and "QUIT" Button descriptions above for information on how to save score statistics between game sessions.

Undo Icon
Click on the "Undo" icon on the Game screen to undo your last move. You can normally undo as many moves as you want.

Using HELP for Menus
Each Game screen has a "Button Bar" on the bottom of the screen which allows you to easily access a number of menus. Most menus in Hoyle Solitaire (e.g. "Control" menu or "Options" menu) have a "HELP" button. To use HELP, click on the "HELP" button. Your cursor will turn into a "?". Position the "?" over a topic or feature (such as a slider bar) and left mouse click to access HELP for that topic or feature.

"RULES" Button
When you have chosen a game, the on-line rules for that game can be accessed by left mouse clicking on the "RULES" button on the button bar at the bottom of the Game screen. It is highly recommended that you read these rules prior to playing each game.

"ROOM" Button
You may choose from an assortment of backgrounds, background music and card deck styles. To do this, left mouse click on the "ROOM" button on the button bar at the bottom of the Game screen. Note: The "ROOM" button is only available on the CD-ROM version of Hoyle Solitaire.

"CONTROL" Button
The "CONTROL" button places you into a menu where you can adjust the game volume and pace, as well as set other options. The "TUTORIAL" button in this menu allows you to select whether or not tutorial messages are shown when invalid plays are attempted. For more assistance, use HELP within the Control menu as described above. Note: Changing between Timer modes resets the score statistics for that game.

"OPTIONS" Button
The "OPTIONS" button places you into a menu where you can make game specific choices, such as toggling between "Easy" and "Difficult" play mode. The "SAVE STATS" button in this menu allows you to save your cumulative

score statistics for a specific game. Use the "RESTORE" button to restore your score statistics when you re-enter the game. This menu also allows you to redeal or replay a hand without affecting your score statistics. Note that some setting changes restart the game being played. For more assistance, use HELP within the Option menu as described above. Note: Changing between "Easy" and "Difficult" play resets the score statistics for that game.

"SCORE" Button
The "SCORE" button shows your current point score for the game being played, as well as your overall average score. These statistics are normally cleared each time you leave a game session, but you can save your score statistics between game sessions. See "OPTION" Button and "QUIT" Button descriptions for more information. Note: Changing between "Easy" and "Difficult" play modes (Option menu) and between Timer modes (Control menu) resets the score statistics for that game.

"QUIT" Button
The "QUIT" button allows you to select a different game or quit Hoyle Solitaire altogether. Click on the "SAVE STATS" button in this menu to save your score

Aces Up

Objective: Finish with all four Aces at the top of the Columns, one Ace per Column.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with one card dealt to each of four Columns. A single Foundation is on the right of the Tableau, and a single Waste pile is below the Stock pile. From among the topmost cards of each Column, remove all but the highest ranking card of each suit to the Foundation. Aces rank highest. Up to five cards may be placed onto the Waste pile.

When play comes to a standstill, click on the Stock pile to deal another row of four cards, one to each Column, then continue play. Repeat this process until all cards from the Stock pile have been played and no further moves can be made. Empty spaces in a Column can be filled with any topmost card of another Column. No other plays are allowed between Columns.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except no Waste pile is available.

Right Mouse Click: Moves topmost card to the Foundation when a valid card is selected.

Baker's Dozen

Objective: Build the four Foundations up, in suit, from Ace to King.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with all cards dealt to thirteen Columns, each containing four cards (three face up, one face down). On the deal, Kings are automatically moved to the bottom of the Columns. Build Columns down, regardless of suit. Each Column can hold a maximum of eleven cards. Only the topmost card can be moved from one Column to another Column or to a Foundation. Empty Columns cannot be filled.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except two cards are dealt face down in each Column, instead of one.

Right Mouse Click: Moves topmost Column card to a Foundation when a valid card is selected.

Beleaguered Castle

Objective: Build the four Foundations up from Ace to King, regardless of suit.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with all cards dealt face up to eight Columns, each containing six cards. All four Aces are automatically placed on the Foundations, which are located in the middle of the Tableau. Build Columns down, regardless of suit. Only the topmost card may be moved from a Column to a Foundation or to another Column. Each Column can hold a maximum of 13 cards. Empty Columns may only be filled with Kings.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except the Foundations are built up in suit.

Right Mouse Click: Moves topmost card to a Foundation when a valid card is selected.

Bowling

Objective: Score the highest possible bowling score by filling in as many "pins" each frame as possible. A score of 200 or greater wins the game. Up to four bowlers can play against each other.

Scoring: Scoring follows normal bowling scoring rules.

Gameplay – Easy: The game begins with ten empty spaces organized in a grid. This grid represents bowling "pins", and the spaces are numbered from one to ten as follows:

<div align="center">

7 8 9 10

4 5 6

2 3

1

</div>

There are two Waste piles at the left side of the Tableau. Each Waste pile represents one of the two bowling balls "thrown" for each frame. A standard bowling scorecard is used to keep track of the points scored by each player (from one to four players). All cards begin in the Stock pile and are dealt one at a time. Each card is placed onto the 10-pin grid if possible, according to the following rules:

1) In order to place a card on a given pin number, the card must be of lower rank than cards already placed on higher pin numbers. Aces rank lowest. For example, if an Ace had been placed on pin #1, and a Four on pin #3, only a Two or Three could be placed on pin #2.

2) Cards of identical rank may be placed on the same pin slot.

When a card cannot be placed on the grid without breaking the placement rules, the card must be placed onto the Waste pile for the current ball being thrown (the top pile is for the first ball). Three cards in a Waste pile constitutes

one ball "thrown." If all ten pin spaces are filled before there are three cards in a Waste pile, a Strike is scored for that frame. If all ten pin spaces are filled with three to five cards in the Waste piles, a Spare is scored. If a total of six cards are placed in the Waste piles, gameplay ends and the score for that frame is one point for each pin spaced filled.

Gameplay – Difficult: Same as Easy play, except that only two cards are allowed in each Waste pile per ball "thrown."

Right Mouse Click: Moves Stock card either on top of a card of the same rank in the grid, or moves it onto a Waste pile, when a valid card is selected.

Bristol

Objective: Build the four Foundations up, regardless of suit, from Ace to King.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with twenty-four cards dealt to eight Columns, each Column containing three cards. The remaining cards make up the Stock pile. Build Columns down, regardless of suit. Cards are flipped from the Stock pile three at a time, one to each of three Waste piles. Only the topmost card of a Waste pile or Column can be moved to another Column or Foundation. Empty Columns cannot be filled. Empty spaces in the Waste piles can only be filled with cards from the Stock pile.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except the Foundations are built up, in suit, and empty Columns can be filled with Kings.

Right Mouse Click: Moves topmost card to a Foundation when a valid card is selected.

Calculation

Objective: Build the four Foundations up, regardless of suit, according to a defined numerical order for each Foundation.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with an Ace, Two, Three, and Four removed from the deck and placed next to the four Foundations as "guides." There are five blank Columns at the top of the Tableau. Build each Foundation according to the following table:

> Ace Guide: 2 3 4 5 6 7 8 9 10 J Q K
>
> Two Guide: 4 6 8 10 Q A 3 5 7 9 J K
>
> Three Guide: 6 9 Q 2 5 8 J A 4 7 10 K
>
> Four Guide: 8 Q 3 7 J 2 6 10 A 5 9 K

Stock pile cards are flipped, one at a time. Play the flipped card either to a Foundation, or onto one of the five Columns. The flipped card can be played on any card in the Columns, but once played, it can only be moved to a Foundation.

Only the topmost card of a Column can be played to a Foundation. Note: with Tutorial mode on, clicking on a Foundation displays which card is needed next.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except four Columns are used instead of five.

Right Mouse Click: Moves card to a Foundation when a valid card is selected.

Canfield

Objective: Build the four Foundations up, in suit, from a randomly selected starting rank, wrapping from King to Ace as necessary.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with four Columns dealt, each containing a single card, and with ten cards dealt to a Reserve pile. The starting rank of the first card played to a Foundation is randomly selected and dealt to a Foundation. As other cards of the same rank become available, play them to the other Foundations. Build the Foundations up, in suit, from the rank of this first card. Wrap cards from King to Ace, as necessary.

Build Columns down, in alternating colors. Any number of Packed Cards may be moved between Columns, following the alternating colors rule. Cards from the Stock pile are flipped three at a time onto a single Waste pile. The topmost card of the Waste pile can be played to either a Foundation or a Column. Uncovered cards in the Waste pile are also available for play. The top card of the Reserve pile can be played to a Foundation or to a Column. Empty Columns are automatically filled with cards from the Reserve pile. If the Reserve pile is empty, an empty Column may be filled with the topmost card of the Waste pile.

No limit on redeals.

Gameplay – Difficult: Same as Easy play, except the Reserve pile has fourteen cards instead of ten, and all Packed Cards must be moved as a complete unit between Columns.

Right Mouse Click: Moves card to a Foundation when a valid card is selected.

Cribbage Square

Objective: Score the highest possible Cribbage hand in each of the four rows and columns, thus scoring the highest possible overall score. To win, the total score must be at least 75 points.

Scoring: Scoring follows normal cribbage scoring as follows:

Double Pair Royal:	12 points	(4 of a kind)
Pair Royal:	6 points	(3 of a kind)
Each Pair:	2 points	
Each 15:	2 points	

Each Run:	1 point per card	(3 or more cards)
Flush:	1 point per card	
Nobs:	1 point	
Starter Nobs:	2 points	

The total score must be 75 points or greater to win the game.

Gameplay – Easy: The game begins with an empty 4 x 4 grid and all cards in the Stock pile. As Cards are flipped one at a time from the Stock pile, fill in each space in the grid. Place each card in the most advantageous place to form the best cribbage hands. There are a total of eight hands - four rows and four columns. Once a card is placed in the grid, it cannot be moved. Each grid space can only contain one card. The Waste pile can hold up to four cards. When all sixteen grid spaces are filled, the hand is over. The final card dealt is the "starter" for calculating the score of all cribbage hands on the grid.

Gameplay – Difficult: Same as Easy play, except no Waste pile is available.

Right Mouse Click: Moves card to Waste pile when a valid card is selected.

Eagle Wing

Objective: Build the four Foundations up, in suit, from a randomly selected starting rank, wrapping from King to Ace as necessary.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with eight Columns dealt, each containing a single card, and fourteen cards dealt to a Reserve pile. The rank of the first card played to a Foundation is randomly selected and dealt to a Foundation. As other cards of the same rank become available, play them to the other Foundations. Build the Foundations up, in suit, from the rank of this first card. Wrap cards from King to Ace, as necessary.

Build Columns down, in suit, wrapping as necessary. Columns cannot exceed three cards. The topmost card of a Column or a set of Packed Cards may be moved between Columns. The Stock pile is flipped one card at a time onto a single Waste pile. The flipped card may be played either on a Foundation or a Column. The top card of the Reserve pile may be played either on a Foundation or a Column. Empty Columns are filled automatically with cards from the Reserve pile. When no cards are left in the Reserve pile, empty Columns may be filled with cards from other Columns or the Waste pile.

Cards are redealt once.

Gameplay – Difficult: Same as Easy play, except the Reserve pile is dealt seventeen cards instead of fourteen.

Right Mouse Click: Moves card to a Foundation when a valid card is selected.

Eight Off

Objective: Build the four Foundations up, in suit, from Ace to King.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with all cards dealt to eight Columns, four Columns with seven cards and four Columns with six cards. Build Columns down and in suit. There are eight Reserve piles at the bottom of the Tableau. Each Reserve pile can only hold one card. The topmost card in any Column may be played to a Foundation, any Column, or any Reserve pile. Any Reserve card may be played to a Foundation or any Column. Empty Columns may be filled with any topmost card from a Column or any Reserve pile.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except empty Columns can be filled only with Kings, and four of the eight Reserve piles have a card dealt to them at the start of the game.

Right Mouse Click: Moves card to a Foundation when a valid card is selected.

Eliminator

Objective: Remove all cards from the four Columns, using as few Foundations as possible.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with all cards dealt face up into four Columns, thirteen cards each. There are eight Foundations on the right of the Tableau. The topmost card of any Column can be moved to any Foundation. Build Foundations up or down, regardless of suit, wrapping cards from King to Ace, or Ace to King as necessary. Cards cannot be moved between Columns. Empty Columns cannot be filled.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except the Foundations are built in alternating colors. Also, a special Reserve pile is included (on the lower left) that can hold one card at a time.

Right Mouse Click: Moves card to a Foundation when a valid card is selected.

Flower Garden

Objective: Build the four Foundations up, in suit, from Ace to King.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with thirty cards dealt to six Columns, five cards each. The remaining twenty-two cards make up the Reserve pile. All twenty-two Reserve cards are dealt face up at the bottom of the Tableau. Build Columns down, regardless of suit. Only the topmost card of a Column can be played to a Foundation or another Column. Any Reserve card can be played on a Foundation or Column. Empty Columns can be filled with any available card.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except the game begins with sixteen cards dealt to the Reserve pile, and each Column has an additional card.

Right Mouse Click: Moves card to a Foundation when a valid card is selected.

Fortress

Objective: Build the four Foundations up, in suit, from the rank of the first card played to a Foundation. The rank of the first card played to a Foundation is selected by the player.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with all cards dealt face up, in ten Columns. Choose the starting rank of the first card played to a Foundation. As other cards of the same rank become available, play them to the other Foundations. Build the Foundations up, in suit, from the rank of this first card. Wrap cards from King to Ace, as necessary. Build Columns up or down, regardless of suit. Only the topmost card can be moved to another Column or Foundation. Empty Columns can be filled with any available card.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except that the Foundations must start with Aces, and Foundations are built up from Ace to King, in suit. Also, empty Columns can be filled only with Kings.

Right Mouse Click: Moves card to a Foundation when a valid card is selected.

Gaps

Objective: Arrange four rows of cards, one row of each suit, sequentially from Two to King. Gaps, even in easy mode, is the most difficult game to win. Good Luck!

Scoring: One point for each card positioned correctly. Best Time tracking.

Gameplay – Easy: The game begins with all cards dealt face up, in four rows. All Twos are automatically placed at the left end of each row. After all of the cards have been dealt, the Aces are automatically removed and set aside, forming four gaps. Fill gaps with the next higher card of the same suit as the card on the left of the gap, or with the next lower card of the same suit as the card on the right of the gap. To move a card, left click the mouse on the card once (card becomes shaded), then click on the destination gap. Wrapping from King to Ace is not allowed.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except a card can be played to a gap only if it is of the same suit and of one rank higher than the card to the immediate left of the gap. Note that no card may be moved into a gap at the right of a King. Continue filling gaps as they are created, until all are blocked by Kings. When play comes to a standstill, all cards that are not in the proper order are gathered, the four Aces added back, and the deck shuffled and redealt. The Aces are then removed again to form gaps and play continues. The cards are redealt by clicking on the "Redeal" icon in the lower right corner. The cards

can be redealt twice.

Right Mouse Click: Not applicable.

Golf

Objective: Clear all cards from the Tableau onto a single Foundation.

Scoring: The score is the number of cards left in the Columns. As in real golf, the lower the score, the better.

Gameplay – Easy: The game begins with seven Columns, each containing five cards, dealt on the Tableau. Choose any card from a Column to start the single Foundation. Build the Foundation pile up or down, regardless of suit. The Ace is low and the King is high. No wrapping from King to Ace or vice versa is allowed.

Only the topmost card of any Column can be played to the Foundation. When play comes to a standstill, flip one card from the Stock pile onto the Foundation and continue play. Keep playing until no cards remain in the Stock pile. Cards cannot be moved between Columns.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except play begins with six Columns, each containing six cards, dealt on the Tableau. In addition, no cards can be placed on Kings, neither Aces or Queens - Kings are "the end of the line."

Right Mouse Click: Moves card to a Foundation when a valid card is selected.

Klondike

Objective: Build the four Foundations up, in suit, from Ace to King.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with twenty-eight cards dealt to seven Columns and the Stock pile placed on the Tableau. Only the topmost card in each Column is face up; all the rest are face down. Build Columns down in alternating colors. To move cards from one Column to another Column, any number of Packed Cards can be moved as a unit. The top card of the unit must be one rank lower and of the alternate color of the lowest card of the destination Column. Only the topmost card of a Column can be played to a Foundation.

Cards from the Stock pile are flipped three at a time and placed onto a Waste pile. The topmost card of the Waste pile can be played to any Column or to a Foundation. Empty Columns can only be filled with Kings.

No limit on redeals.

Gameplay – Difficult: Same as Easy play, except cards from the Stock pile are flipped over one at a time, and there is no redeal.

Right Mouse Click: Moves card to a Foundation when a valid card is selected.

La Belle Lucie

Objective: Build the Foundations up, in suit, from Ace to King. All Aces are automatically placed as the first card on each Foundation.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with all Aces placed on their Foundations and all remaining cards dealt face up in sixteen Columns, each containing three cards. Build Columns down, in suit. No more than seven cards can be played to a Column. Only the topmost card of a Column can be moved between Columns or to a Foundation. Empty Columns cannot be filled. When play comes to a standstill, all cards in the Columns are gathered, reshuffled, and redealt. Cards can be redealt three times. Click on the "Redeal" icon on the right side of the Tableau to redeal. Note: unlike the official Hoyle rules, this game is "merci"-less; namely, after the last redeal, any one card CANNOT be pulled out and played.

Gameplay – Difficult: Same as Easy play, except cards can only be redealt two times.

Right Mouse Click: Moves card to a Foundation when a valid card is selected.

Nestor

Objective: Play all cards to the single Foundation.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with six Columns dealt, seven cards in each Column. The remaining ten cards are laid face up as the Reserve. Play pairs of cards of the same rank to the Foundation. Pairs may be played to the Foundation in any sequence. To select a pair of cards, click on the first card once (card becomes shaded), then click on its match once. The cards are automatically removed to the Foundation. Only the topmost card of any Column may be played. Any card in the Reserve may be used to make a pair. Cards cannot be moved between Columns.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except eight cards are dealt to each Column, instead of seven, and only four cards are dealt to the Reserve.

Right Mouse Click: Not applicable.

Penguin

Objective: Build the four Foundations up, in suit, from a randomly selected starting rank, wrapping from King to Ace as necessary.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins will all cards dealt face up, in seven Columns containing seven cards each. The starting card rank for all Foundations is randomly selected, and three cards of that rank are removed from the deck

and placed on three Foundations to start. The last Foundation card is randomly placed among the Columns. There are seven Reserve piles at the bottom of the Tableau, each able to hold only one card at a time.

Build Columns down, in suit, wrapping from Ace to King as necessary. The topmost card of any Column can be played to a Foundation, another Column, or to one of the Reserve piles. Packed cards can be moved as a unit to another Column. Cards in Reserve piles can be played back to a Column or to a Foundation. Empty Columns can be filled with any available card.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except that the fourth Foundation card is always dealt to the bottom of the first Column, and empty Columns can be filled only with a card that is one rank lower than the starting rank of the Foundations.

Right Mouse Click: Moves card to a Foundation when a valid card is selected.

Poker Square

Objective: Score the highest possible poker hand in each of the five rows and columns, thus scoring the highest possible overall score. To win, the total score must be at least 100 points.

Scoring: Each poker hand is scored according to the following table:

Royal Flush:	100
Straight Flush:	60
Four of a Kind:	30
Straight:	25
Full House:	20
Three of a Kind:	15
Flush:	10
Two Pair:	5
One Pair:	2

Note: The hands are not ranked as in Poker, but in accordance with their relative difficulty in the solitaire game (per Hoyle rule book).

Gameplay – Easy: The game begins with a 5 x 5 grid of Rows and Columns and all cards in the Stock pile. As Cards are flipped one at a time from the Stock pile, fill in each space in the grid. Place each card in the most advantageous position to form the best poker hands. There are a total of ten hands - five rows and five columns. Once placed, a card cannot be moved again. Each grid space can only contain one card. The Waste pile can hold up to five cards. When all twenty-five grid spaces are filled, the hand is over.

Gameplay - Difficult: Same as Easy play, except no Waste pile is available.

Right Mouse Click: Moves card to Waste pile when a valid card is selected.

Pyramid

Objective: Remove all cards off the Tableau by playing all cards on the pyramid and Reserve piles to a single Foundation.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with twenty-eight cards dealt face up in a pyramid, and seven cards dealt face up along the bottom of the Tableau as the Reserve. The rest of the cards make up the Stock pile. Move cards in pairs which total thirteen off the pyramid onto the Foundation. Only Fully Exposed cards can be moved. Kings total thirteen in themselves, and are moved singly. For example, valid cards played to the Foundation include A-Q, 2-J, 3-10, 4-9, 5-8, 6-7, and King. To select a pair of cards, click on the first card once (card becomes shaded), then click on its match once. The cards are automatically removed to the Foundation.

Any of the seven Reserve cards can be used to make a pair. Cards cannot be moved between the pyramid and the Reserve. Flip the Stock cards one at a time to a Waste pile. If the flipped card cannot be used to make a pair, it is automatically moved to a reserve Waste pile. The topmost card of this additional Waste pile can also be used to form pairs.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except there are no Reserve cards.

Right Mouse Click: Not applicable.

Scorpion

Objective: Build four sets of cards down on the Tableau from King to Ace, in suit.

Scoring: One point is scored for every card put into a correct position. Best Time tracking.

Gameplay – Easy: The game begins with all but three cards dealt into seven Columns, seven cards each. Two cards are dealt face down to the first four Columns. The remaining Columns of cards are dealt face up. The remaining three cards are dealt to the Stock pile.

Build Columns down, in suit. Any card that is face up (either partially or completely exposed) can be played to a Fully Exposed card in another Column, as long as the build rules are followed. Cards on top of the moved card move with it. When play comes to a standstill, click on the Stock pile and flip the three cards to the first three Columns. Continue play, if possible. Empty Columns can be filled with any card or group of cards.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except the game begins with three cards dealt face down in four of the Columns, and empty Columns can only be filled with Kings.

Right Mouse Click: Not applicable.

Shamrocks

Objective: Build the four Foundations up, in suit, from the rank of the first card played to a Foundation. The rank of the first card played to a Foundation is selected by the player.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with all cards dealt face up to eighteen Columns. All but one of the Columns contain three cards. The last Column has only one card. The starting rank of the first card played to a Foundation is selected by the player. As other cards of the same rank become available, play them to the other Foundations. Build the Foundations up, in suit, from the rank of this first card. Wrap cards from King to Ace, as necessary.

Build Columns up or down, regardless of suit. No Column can contain more than three cards at any one time. Only the topmost card of a Column can be played to a Foundation. Empty Columns are not filled.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except the Foundations are built from Ace to King.

Right Mouse Click: Moves card to a Foundation when a valid card is selected.

Slide

Objective: Arrange cards in the 6 x 4 grid so that three cards of the same rank are aligned vertically. Form as many three-of-a-kind sets as possible. A score of 300 or greater wins the game.

Scoring: The first three-of-a-kind set scores 1 point times the rank of the set of three cards. The second three-of-a-kind set scores 2 points times the rank of the set. The third three-of-a-kind set scores 3 points times the rank of the set, and so on, up to 13 points times the rank of the set. Aces rank low.

Gameplay – Easy: The game begins with twenty-four cards dealt face up in a 6 x 4 grid. The remaining cards make up the Stock pile. Cards are moved left or right on the grid by "sliding" them. Click on the slider arrows on the ends of each Column to move the cards. When three cards of the same rank align vertically, the set of three cards is removed from play and set to the side. When cards are removed, empty spaces are filled either by directly placing a card in the space from the Stock pile, or by sliding a card to the space.

As cards slide to the right or left, a new card is automatically placed at the beginning of the row from the Stock pile. The cards that slide off the end of a row are automatically placed onto the Waste pile. However, if the row has two cards of the same rank (including the new card), the card that slides off the end of the row is placed at the bottom of the Stock pile and is available to be played again.

Gameplay – Difficult: Same as Easy play, except that all cards that slide off the end of a row go to the Waste pile.

Right Mouse Click: Not applicable.

Spiderette

Objective: Build four sets of cards from King to Ace on the Tableau, regardless of suit. The completed sets are removed from the Tableau.

Scoring: One point is scored for every card put into a correct position. Best Time tracking.

Gameplay – Easy: The game begins with seven Columns of cards, each containing two cards face down, and one card face up. The remaining cards make up the Stock pile. There are no Foundations. Build Columns down from King to Ace, regardless of suit. When a Column is completed, King to Ace, the set is removed from the Tableau. Either the topmost card or a complete set of Packed Cards can be moved from one Column to another. Empty Columns can be filled with any available card or set of Packed Cards from a Column.

When play comes to a standstill, click on the Stock pile and the next group of seven cards will be dealt, one to each Column. Continue play, if possible.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except the game begins with three cards dealt face down in each Column, instead of two.

Right Mouse Click: Not applicable.

Strategy

Objective: Build the four Foundations up, in suit, from Ace to King.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with no cards dealt to the Tableau and all Aces placed on their Foundations. Cards are flipped automatically from the Stock pile, one card at a time. Play each flipped card to any of the eight Columns, regardless of suit or rank.

Once a card is played to a Column, it cannot be moved until all cards have been played from the Stock pile to the Columns. After all cards have been played to the Columns, play as many cards as possible to the Foundations, building up from Ace to King, in suit. Cards cannot be moved between Columns. Each Column can hold a maximum of thirteen cards.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except that there are only six Columns, instead of eight.

Right Mouse Click: Moves card to a Foundation when a valid card is selected.

Triplets

Objective: Play all cards, except one card of the highest rank possible, to the single Foundation.

Scoring: Traditional scoring, except that if the last card left is a King, the score

triples. Best Time tracking.

Gameplay – Easy: The game begins with all cards dealt face up to sixteen Columns containing three cards, and two Columns containing two cards. Remove topmost cards in sets of three, each card of sequential rank, wrapping from King to Ace as necessary. For example, 7-8-9, K-A-2, and so on. To select a set of three cards, click on the first card once (card becomes shaded), then click on the second and third cards once. When a valid triplet is selected, the set is automatically removed to the Foundation. Triplets can be of any suit. Cards cannot be moved between the Columns. Aces rank low.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except the three cards in the triplet cannot be of the same suit.

Right Mouse Click: Not applicable.

Yukon

Objective: Build the four Foundations up, in suit, from Ace to King.

Scoring: Traditional scoring. Best Time tracking.

Gameplay – Easy: The game begins with all cards dealt to seven Columns, from one card to eleven cards in length. From one to six cards are face down in each Column. Build Columns down in any suit other than the suit being built upon (for example, a Five of Spades can be played on a Six of Clubs, Hearts, or Diamonds, but not on a Six of Spades). Any card that is face up in the Tableau (either partially or completely exposed) can be played to another Column. When a card is moved to another Column, all cards on top of it are also moved. Empty Columns can only be filled with Kings.

There is no redeal.

Gameplay – Difficult: Same as Easy play, except Columns are built down in alternating colors.

Right Mouse Click: Moves card to a Foundation when a valid card is selected.

Glossary of Solitaire Playing Terms

Build Up

Assembling cards into a sequence from low rank to high (usually from Ace to King).

Build Down

Assembling cards into a sequence from high rank to low (usually from King to Ace).

Best Time Tracking

Keeping track of the shortest time taken to win a specific game.

Columns

Cards dealt or placed (either vertically or horizontally) on the Tableau in a specific order before being played to the Foundation.

Filling a Column

Placing a card or group of cards into an empty Column space from which all cards have been removed.

Foundation(s)

The area(s) of the Game screen (designated by marbled card outlines) where cards are moved in a certain order as you progress toward your goal of winning the game. The location of Foundation(s) varies from game to game.

Fully Exposed Cards

Cards which are face-up on the Tableau and have completely visible faces.

Hidden Cards

Cards which are face-down on the Tableau. They are not playable until turned over.

Packed Cards

A group of cards, usually in a Column, which have been Built Up or Built Down according to the rules of the game.

Reserve Pile(s)

One or more piles for temporarily holding cards from a Column or the Stock.

The Stock

Cards remaining in the deck after the Tableau has been dealt. The Stock is used to provide additional cards necessary to continue playing the game, usually by exposing one or three cards at a time. Left mouse click on the Stock to reveal new cards.

The Tableau

The "layout" of cards on the screen where the game is played. Cards are usually played onto Columns on the Tableau, and then moved to the Foundation as you try to win the game.

Traditional Scoring

One point is scored for each card correctly placed onto the Foundation.

The Waste Pile

A pile of cards that is usually made up of unused cards as they are played from the Stock. Fully Exposed cards on the Waste pile are usually available for play.

Wrapping

When the sequence of cards (either Building Up or Building Down) is continued by playing an Ace on a King or a King on an Ace.