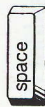


## Keyboard Shortcuts



Turn over next card.



Show all cards that can be played.



, etc.

Highlight all twos, threes, fours, etc.



Highlight all Jacks.



Highlight all Queens.



Highlight all Kings.



Highlight all Aces.



Highlight all Clubs.



Highlight all Diamonds.



Highlight all Hearts.



Highlight all Spades.

AMERICA'S GREATEST

# SOLITARE

GAMES



ALL TIME 37 FAVORITES

America's Greatest Solitaire Games

America's Greatest Solitaire Games

Published by MacSoft®

# America's Greatest Solitaire Games

## MacSoft®



MacSoft

## America's Greatest Solitaire Games

Published by MacSoft®

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## WELCOME

Thank you for purchasing America's Greatest Solitaire Games, the finest solitaire game package available. These games have been hand-picked by our team of solitaire fanatics, and we know they will provide hours of entertainment for you. Enjoy!

If you have any questions regarding the installation or use of this product, please call the technical support telephone number listed on this page.

If you have any comments regarding this or any other MacSoft Product, please contact us at the following address:

MacSoft, a WizardWorks Company  
2300 Berkshire Lane North  
Plymouth, MN 55441

## SYSTEM REQUIREMENTS

Any Macintosh running System 7 or later with 4 MB RAM. Supports both black-and-white and 256 colors.

## TECHNICAL SUPPORT

Technical support for America's Greatest Solitaire Games is available from:  
**Varcon Systems Technical Support**  
10509 San Diego Mission Road, Suite K  
San Diego, CA 92108  
(619) 563-6700 FAX: (619) 563-1986

## How to install America's Greatest Solitaire Games

1. Close all the windows on your computer.
2. Insert the CD-ROM into your CD-ROM Drive. The window for the CD will automatically open on your screen.
3. Copy the application to your hard drive by dragging the "America's Greatest Solitaire" icon to you hard drive and releasing the mouse button. You will see a dialogue showing the progress of the copying.
4. America's Greatest Solitaire Games is now installed!

## How to start America's Greatest Solitaire Games

Double-click on the America's Greatest Solitaire Games icon. After a few moments, the America's Greatest Solitaire Games game screen will appear. The first time you open America's Greatest Solitaire Games, you begin to play the solitaire game Klondike.

## How to play

At the upper left of the game screen you will find a Tool Bar. The buttons in this tool bar allow you to quickly and easily access different functions of the game.

In addition, you use the mouse cursor like a hand, to move cards, redeal, and other game functions. To move cards around, click and hold the cursor over the card you want to move. You will now be able to move the card around the screen. When you have moved the card to where you want to put it down, let go of the mouse button. If the card can be placed there, it will stay. If not, it will return to its original location, or it will go to a new spot where it can be played.

To deal another card or group of cards from the deck, click once on it with the mouse cursor. When you have reached the end of the deck, click on **Repeat** to go through the deck again. The rules for some games will only let you go through the deck once. In these games there will be no **Repeat** button.

Not all of the games will automatically let you know when there are no more plays. If you think you have no more plays to make, you can give up by clicking on the **Give Up** button in the Tool

Bar—this button looks like a door. The game you are playing will end. You can also choose **Give Up** from the **Options** menu to end your game.

To start a new game, you may click on the **New Game** button in the Tool Bar—this button looks like a deck of cards. If you want to try the game over again from the beginning and try a new strategy, choose **Replay Game** from the **File** menu in the menu bar.

### How to go back and try again

Sometimes you may want to undo your last play. Click on the **Undo** button in the Tool Bar—this button looks like a card with an arrow pointing to the left of it. The computer will then undo your last play. You may do this as many times as you like, all the way back to the beginning of the game. If you undo a move by accident, you can click on the **Redo** button in the Tool Bar—this button is immediately to the right of the **Undo** button in the Tool Bar and looks like a card with an arrow pointing to it. You can automatically undo all your moves since the beginning of the game by choosing **Undo All** from the **File** menu in the menu bar. If you choose **Redo All**, the computer will, of course, redo all the plays you had done before.

### How to check the rules

Click on the **Rules** button in the Tool Bar to display the rules for the game you are playing—this button looks like a question mark. The rules window will be displayed. There are a few terms you will need to be familiar with to understand the rules descriptions. *Foundations* are the piles to which you need to move the cards in order to win the game. For example, in Klondike, foundations are the four piles at the top of the screen where you play the aces first. The *Tableau* is the main play area of the game. In Klondike the starting seven piles of cards form the tableau.

### How to choose which game to play

Click and hold the mouse button on the word **Game** in the menu bar. Move your mouse to the game you wish to try. If you choose **Random**, you will start a random game. Each game is different, and you can find the rules as detailed in the *How to check the rules* section above.

For a list of the games, see *Appendix C* on page 12.

---

## How to change the game settings

If you would like to change the cards or background, choose the appropriate entry in the **Options** menu. **Background** allows you to change the background—the playing surface of the game.

**Card Backs** allows you to change the design on the backs of the cards. **Highlight Color** allows you to change the color the cards are tinted when they are highlighted. Move the mouse to the word **Preferences...** and let go of the mouse button. **Preferences** allows you to change various settings such as whether Autoplay is on or whether you want the game to ask you to verify when you choose **New Game** or **Give Up**. You can also activate this Preferences dialog by clicking on the **Preferences** button in the Tool Bar.

---

## Appendix A: The Menu Bar

### File

*New Game - ⌘ N*

*Replay Game*

If you want to replay the last game you just played select “replay game”. You will get dealt the same card set up you had in the previous game. This feature allows you to use different strategies on the same card set.

*Quit - ⌘ Q*

### Edit

*Undo - ⌘ Z*

This function will undo your last move.

*Redo - ⌘ R*

This function will redo your last undo.

*Undo All*

This function will undo all your plays from the beginning of the game.

*Redo All*

This function will redo all the plays back to the way they were before your *Undo All*. The difference between *Redo All* and *Replay Game* is that you can go study the plays you made during the *Undo All*. Select *Redo All* and study the

plays again. You can then continue your game from the point at which you left off. *Replay Game* gives you a chance to replay the same game from the beginning.

### Options

*Show Scores* - Show the scores recorded for the current game.  
*Clear Scores* - Clear the scores recorded for the current game.  
*Background* - Change the background for the game.  
*Card Backs* - Change the design on the cards.  
*Highlight Color* - Change the highlight color of the cards.  
*Preferences* - See Changing the game settings, above.  
*Give Up* - End the current game, recording your score.

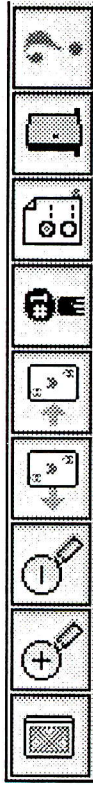
### Game

The various solitaire games may be selected using this menu.

### Help

You can access the rules for the current game using this menu.

## Appendix B: The Tool Bar



### New Game

Click on this button to start a new game.



### Zoom Out

Click on this button to zoom out your view of the game window.



### Zoom In

Click on this button to zoom in your view of the game window.





**Undo**

Click on this button to undo the previous play. You may continue to click this button to undo moves prior to the current move displayed.



**Redo**

Click on this button to redo the last play undone. You may continue to click this button to redo moves after to the current move displayed.



**Show Scores**

Click on this button to show the list of scores for the current game type.



**Preferences**

Click on this button to access the Preferences dialog box.



**Give Up**

Click on this button to end the current game, recording your score.



**Rules**

Click on this button to display the rules for the current game.

## Appendix C: The Games

|                          |                           |
|--------------------------|---------------------------|
| <i>Auld Lang Syne</i>    | <i>Baker's Dozen</i>      |
| <i>Baroness</i>          | <i>Beleaguered Castle</i> |
| <i>Carpet</i>            | <i>Deuces</i>             |
| <i>Double Klondike</i>   | <i>Easy Aces</i>          |
| <i>Eight Off</i>         | <i>Elaine</i>             |
| <i>Face Up</i>           | <i>Flower Garden</i>      |
| <i>Fortress</i>          | <i>Fortune's Favor</i>    |
| <i>Forty Thieves</i>     | <i>Fourteen Out</i>       |
| <i>Free Cell</i>         | <i>Golf</i>               |
| <i>Good Measure</i>      | <i>Idiot's Delight</i>    |
| <i>Klondike (Common)</i> | <i>Klondike (Strict)</i>  |
| <i>La Belle Lucie</i>    | <i>Miss Milligan</i>      |
| <i>Prince Albert</i>     | <i>Pyramid</i>            |
| <i>Raglan</i>            | <i>Rank &amp; File</i>    |
| <i>Reverse Pyramid</i>   | <i>Secret Squares</i>     |
| <i>Shamrock</i>          | <i>Tam O'Shanter</i>      |
| <i>Towers</i>            | <i>Trefoil</i>            |
| <i>Westheavan</i>        | <i>Whitehead</i>          |
| <i>Yukon</i>             |                           |

While the rules are conveniently available from within the America's Greatest Solitaire Games application, we have reproduced them here for your assistance.

## Auld Lang Syne:

**Foundations:** The four aces are initially placed on the foundation piles. Build up from aces to kings regardless of suit.

**Play:** Cards are turned up four at a time from the stock and placed on the four different reserve piles. The top card of each of these piles is available for play on the foundations. Empty spaces in the reserve can only be filled by cards turned up from the stock. There is no redeal.

**Scoring:** The score starts at zero. One point is awarded for each card moved to the foundation. The highest possible score is 48.

**Baker's Dozen:**

*Layout:* The entire deck is dealt in 4 rows of 13 cards each. Each king is then automatically moved to the bottom of its pile.

*Foundations:* Build up in suit from aces to kings.

*Tableau:* Build down regardless of suit. The top card of any tableau pile is available to be built on another tableau pile or on the foundation. Empty spaces in the tableau cannot be filled.

*Scoring:* The score starts at zero. One point is awarded for each card moved to the foundation. The highest possible score is 52.

---

**Baroness:**

*Layout:* Five cards are dealt face up in a horizontal row.

*Play:* The object is to match available cards that total thirteen. Aces = 1, Jacks = 11, Queens = 12, and Kings = 13. The remaining cards are taken at their face values. When a match is made both cards are discarded. Kings are discarded singly.

When all matches have been made in a row, deal another row of five, either on top of the previous five or in the spaces left by discards. Each new row of cards buries the cards beneath until the cards above are discarded. Continue until the entire deck is dealt. To win the game, you must discard the entire deck.

*Scoring:* The score starts at zero. One point is awarded for each card discarded. The highest possible score is 52.

---

**Beleaguered Castle:**

*Layout:* The four aces are initially dealt into a column to start the foundation piles. The remaining cards are dealt into 8 piles of 6 cards each.

*Foundations:* Build up in suit from aces to kings.

*Tableau:* Build down regardless of suit. The top card of any tableau pile is available to be built on another tableau pile or on the foundation. A space made by clearing an entire column may be filled by any available card.

*Scoring:* The score starts at zero. One point is awarded for each card moved to the foundation. The highest possible score is 48.

---

**Carpet:**

*Layout:* The four aces are initially laid out into two columns to start the foundations. Between the columns four rows of five cards each are dealt. These twenty cards form the reserve.

*Foundations:* Build up in suit from aces to kings.

*Play:* Turn up cards from the stock one at a time, putting unplayable cards into a single wastepile. The top card of the wastepile, as well as all of the cards from the reserve are available to be built on the foundations. Empty spaces in the reserve can be filled by cards from the wastepile.

*Scoring:* The score starts at zero. One point is awarded for each card moved to the foundation. The highest possible score is 48.

---

**Deuces:**

*Layout:* The eight deuces in the double deck are laid out as foundations in two horizontal rows of four cards each. A tableau of two horizontal rows of five cards each is dealt below the foundations. The remaining cards in the double deck form the stockpile.

*Foundations:* Build up in suit from deuces to aces.

*Tableau:* Build down in suits. Build cards one on top of the other, moving them only one at a time. The top card of each pile in the tableau is available for play (either in the tableau or on the foundations). Cards in the stockpile are dealt one by one into a trashpile, and the top card in the trashpile is available for play. Spaces in the tableau may be filled only from the trashpile.

*Scoring:* The score starts at zero. One point is awarded for each card moved to the foundation. The highest possible score is 96.

**Double Klondike:**

Double Klondike is similar to standard Klondike, except that it's played with two decks.

*Foundations:* Build up in suit from aces to kings.

*Tableau:* On the face up cards, build down in alternating colors. The top of any pile is always available for play on the foundations or on the top of another tableau pile. All of the face up cards in a tableau pile may be moved when the bottom card of that pile can be played on the top card of another pile. Spaces created in the tableau can only be filled by a king and any cards built on the king.

*Play:* Cards are turned up from the stock one at a time and placed on the wastepile. The top of the wastepile is always available to be played on the foundations or tableau. There are unlimited redeals.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 104.

**Easy Aces:**

*Layout:* Two decks are used. Twelve cards are dealt face up in three horizontal rows of four cards each. The remainder of the two decks forms the stockpile. As the Aces appear in either the tableau the stockpile, place them as foundations in two horizontal rows of four cards each, one above the tableau and one below.

*Foundations:* Build up in suit from aces to kings.

*Tableau:* Build down in suits. Build cards one on top of the other, moving them only one at a time. The top card of each pile in the tableau is available for play only on the foundations. Cards in the stockpile are dealt one by one into a trashpile, and the top card in the trashpile is available for play on the foundations or the tableau. Spaces in the tableau may be filled only from the trashpile. No redeal of the trashpile is allowed.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 104.

---

**Eight Off:**

*Layout:* Eight piles of six cards each are dealt to the tableau. The remaining four cards are dealt to the reserve.

*Foundations:* Build up in suit from aces to kings.

*Play:* Build the tableau down in suit. The top card of any tableau pile as well as any card from the reserve can be played on the foundation piles, built on the tableau, or moved to an empty space in the reserve. Empty spaces in the tableau may only be filled by a king.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 52.

---

**Elaine:**

This is one of the many simplified variations of Forty Thieves.

*Layout:* The eight aces from the two decks are laid out in row to form the foundations. Eight columns of four overlapping face-up cards each are dealt below the foundations in the tableau. The remaining cards are in the stockpile.

*Tableau:* Build down in alternating colors. The top of any pile is always available for play on the foundations or another tableau pile. Any pile of cards in a tableau pile may be moved when the pile forms an alternating color sequence and the bottom card of that pile can be played on the top card of another pile. Empty spaces may be filled by any available card from the tableau or wastepile, or by an alternating color sequential pile.

*Play:* Cards are turned up from the stock one at a time and placed on the wastepile. The top of the wastepile is always available to be played on the foundations or tableau. There are no redeals.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 96.

---

**Face Up:**

*Foundations:* Build up in suit from aces to kings.

*Tableau:* Build down in alternating colors. The top of any pile is always available for play on the foundations. Any pile of cards in a tableau pile may be moved when the pile forms an alternating color sequence and bottom card of that pile can be played on the top card of another pile. Spaces created in the tableau can only be filled by a king and any cards built on the king.

*Play:* Cards are turned up from the stock three at a time and placed on the wastepile. The top of the wastepile is always available to be played on the foundations or tableau. There are unlimited redeals.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 52.

---

**Flower Garden:**

*Tableau:* Build down regardless of suit or color. Topmost cards may be moved to other tableaus or to foundations. Empty tableaus may be filled with any available card.

*Bouquet:* The bouquet is the horizontal fan near the top of the layout. All of its cards (not just the topmost one) are available for play onto tableaus or foundations.

*Foundations:* Build up in suit from aces to kings.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 52.

**Fortress:**

*Layout:* The deck is dealt into 8 piles of 5 cards each and 2 piles of 6 cards each.

*Foundations:* Build up in suit from aces to kings.

*Play:* On the tableau, build in suit either up or down. The top card of any tableau pile is available to be built on another tableau pile or the foundation. A space made by clearing an entire column may be filled by any available card.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 52.

**Fortune's Favor:**

*Layout:* The four aces are removed from the deck and placed in a row for the foundation.. Two rows of six cards each are dealt in the tableau

*Tableau:* Build down in suit. One card at a time may be moved from the top of a pile to another tableau pile or a foundation. Fill spaces in the tableau from the wastepile, or, if there is none, from the stock.

*Play:* Turn up cards from the stock one at a time, playing them on foundations or tableau. Put unplayable cards in a single wastepile. The top of this pile is always available.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 48.

**Forty Thieves:**

*Layout:* Forty Thieves is a double deck solitaire game. Ten columns of four cards each are dealt face up. The remaining 64 cards make up the stock.

*Foundations:* Build up in suit from aces to kings.

*Tableau:* Build down in suit. The top of any pile is always available for play on the foundations or another tableau pile. Only one card at a time may be moved. Empty spaces may be filled by any available card from the tableau or wastepile.

*Play:* Cards are turned up from the stock one at a time and placed on the wastepile. The top of the wastepile is always available to be played on the foundations or tableau. There are no redeals.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 104.

**Fourteen Out:**

*Layout:* The deck is dealt into 4 piles of 5 cards each and 8 piles of 4 cards each.

*Play:* The object is to discard pairs of available cards that total 14. Aces = 1, Jacks = 11, Queens = 12, and Kings = 13. The remaining cards are taken at their face values. In Fourteen Out a card is available if it is on the top of a pile.

*Scoring:* Score starts at 0. One point is awarded for each card discarded. Best possible score is 52.

**Free Cell:**

*Layout:* The deck is dealt into 4 piles of 7 cards each and 4 piles of 6 cards each. There are 4 empty Free Cells available at the start of the game.

*Tableau:* Build down in alternating colors. The top card of any tableau pile is available to be built on another tableau pile, on the foundation, or on a free cell. Empty spaces in the tableau can be filled with any available card. Free Cells may hold only one card at a time.

*Foundations:* Build up in suit from aces to kings.

*Scoring:* Score starts at 0. One point is awarded for each card discarded. Best possible score is 52.

**Golf:**

*Layout:* Seven columns of five cards each are dealt to the tableau. The remaining 17 cards make up the stock.

*Play:* Cards are turned up from the stock one at a time and placed on the wastepile. The object is to move all of the cards from the tableau to the wastepile. Cards are built on the wastepile in sequence, up or down, regardless of suit. The ranking is not continuous. Only a two may be played on an ace, and a king stops the sequence.

*Scoring:* Score starts at 0. One point is added for each tableau card moved to the wastepile. Best possible score is 35.

---

**Good Measure:**

*Layout:* Two aces are initially moved to the first two foundation piles. The remaining deck is then dealt in 5 rows of 10 cards each. Each king is then automatically moved to the bottom of its pile.

*Foundations:* Build up in suit from aces to kings.

*Tableau:* Build down regardless of suit. The top card of any tableau pile is available to be built on another tableau pile or on the foundation. Empty spaces in the tableau cannot be filled.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 50.

---

**Idiot's Delight:**

*Play:* Cards are turned up four at a time from the stock and placed on four reserve piles. Discard any card on the top of a reserve pile that is lower in value but of the same suit as a card on the top of another reserve pile. When possible, empty spaces must be filled by any card on the top of a reserve pile before dealing more cards from the stock. When no more plays are possible, deal another four cards to the reserve piles. The object is to move all of the cards except the aces to the wastepile.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 48.

---

**Klondike (Common):**

*Foundations:* Build up in suit from aces to kings.

*Tableau:* On the face up cards, build down in alternating colors. The top of any pile is always available for play on the foundations. All of the face up cards in a tableau pile may be moved when the bottom card of that pile can be played on the top card of another pile. Spaces created in the tableau can only be filled by a king and any cards built on the king.

*Play:* Cards are turned up from the stock three at a time and placed on the wastepile. The top of the wastepile is always available to be played on the foundations or tableau. There are unlimited redeals.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 52.

---

**Klondike (Strict):**

*Foundations:* Build up in suit from aces to kings.

*Tableau:* On the face up cards, build down in alternating colors. The top of any pile is always available for play on the foundations. All of the face up cards in a tableau pile may be moved when the bottom card of that pile can be played on the top card of another pile. Spaces created in the tableau can only be filled by a king and any cards built on the king.

*Play:* Cards are turned up from the stock one at a time and placed on the wastepile. The top of the wastepile is always available to be played on the foundations or tableau. There are no redeals.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 52.

---

**La Belle Lucie:**

*Layout:* The deck is dealt into 17 piles of 3 cards each and 1 pile of 1 card.

*Tableau:* Build down in suit. Top cards may be played on tableaux or foundations. Empty tableaux may not be filled.

*Foundations:* Build up in suit from aces to kings.

*Redeal:* Redeal by clicking the hand. All remaining tableau cards are shuffled and laid out again. You may redeal twice.

*The Draw:* After your last redeal, you may move any card in the tableaux to the top of its pile, or play it on a tableau or foundation. You may draw only once.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 52.

---

**Miss Milligan:**

*Layout:* One card is dealt to each of the 8 tableau piles. The remaining 96 cards make up the stock. An empty pocket is available to play a card into.

*Tableau:* Build down in alternating colors. Full or partial builds are available. Empty tableaus may be filled with Kings or with builds beginning with a King. Top cards of tableaus may be moved to the pocket, if it is empty. Deal a card onto each tableau by clicking the hand.

*Foundations:* Build up in suit from aces to kings.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 104.

**Prince Albert:**

*Layout:* Forty-five cards are dealt in a tableau of nine piles of overlapping cards, the number of cards per pile increasing from one to nine. The remaining seven cards are placed in a reserve above the tableau.

*Foundations:* Move the four aces, as they become available, to a row above the tableau. Build them up in suit to kings.

*Tableau:* Build down in alternate colors. One card at a time may be lifted from the top of a pile to be built on foundations or on the top card of another pile. A space made by removing an entire pile may be filled by any available card. All cards of the reserve are available for play on foundations or tableau.

*Scoring:* Score starts at 0. One point is awarded for each card discarded. Best possible score is 52

**Pyramid:**

*Layout:* The tableau is made up of 28 cards dealt in the shape of a pyramid. The remaining 24 cards make up the stock.

*Play:* The object is to match available cards that total thirteen. Aces = 1, Jacks = 11, Queens = 12, and Kings = 13. The remaining cards are taken at their face values. In the pyramid, a card is available if it is not partially covered by another card. When a match is made both cards are discarded. Kings are discarded singly. Cards are turned up from the stock one at a time and placed on the reserve. The card that was previously in the reserve is moved to the top of the wastepile. A match can be made using the reserve card, any available card in the pyramid, and the top card of the wastepile.

*Scoring:* Score starts at 0. One point is awarded for each card discarded. Best possible score is 52.

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**Raglan:**

*Layout:* The four aces are dealt face up in a row at the top, forming the foundation. The tableau is made up of 9 columns of cards. The remaining 6 cards are dealt face up in a reserve row above the tableau. The reserve cards may only be played to the foundations, not to the tableau.

*Foundations:* Build up in suit from ace to king.

*Tableau:* On the face up cards, build down in alternating colors. The top card of any pile is always available for play on the foundations. As columns become empty during the course of play they may be filled with any available card from the tableau.

*Scoring:* Score starts at 0. One point is awarded for each card discarded. Best possible score is 48.

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### Rank and File:

*Layout:* Rank and File is a double deck solitaire game. Ten columns of four cards each are dealt. Only the top of each column is dealt face up. The remaining 64 cards make up the stock.

*Foundations:* Build up in suit from aces to kings.

*Tableau:* Build down in alternating colors. The top of any pile is always available for play on the foundations or another tableau pile. All of the face up cards in a tableau pile may be moved when the bottom card of that pile can be played on the top card of another pile. Empty spaces may be filled by any available card from the tableau or wastepile.

*Play:* Cards are turned up from the stock one at a time and placed on the wastepile. The top of the wastepile is always available to be played on the foundations or tableau. There are no redeals.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 104.

### Reverse Pyramid:

*Layout:* The tableau is made up of 28 cards dealt in the shape of a pyramid, with the wide part of the pyramid at the top of the screen. The remaining 24 cards make up the stock.

*Play:* The object is to match available cards that total thirteen. Aces = 1, Jacks = 11, Queens = 12, and Kings = 13. The remaining cards are taken at their face values. In the pyramid, a card is available if it is not partially covered by another card. When a match is made both cards are discarded. Kings are discarded singly. Cards are turned up from the stock one at a time and placed on the reserve. The card that was previously in the reserve is moved to the top of the wastepile. A match can be made using the reserve card, any available card in the pyramid, and the top card of the wastepile.

*Scoring:* Score starts at 0. One point is awarded for each card discarded. Best possible score is 52.

**Secret Squares:**

*Layout:* Two empty horizontal rows of four spaces each form the foundation. A tableau of two horizontal rows of five cards each is dealt below the foundations. The remaining cards in the double deck form the stockpile.

*Foundations:* Build up in suit from deuces to aces.

*Tableau:* Build down in suits. Build cards one on top of the other, moving them only one at a time. The top card of each pile in the tableau is available for play (either in the tableau or on the foundations). Cards in the stockpile are dealt one by one into a trashpile, and the top card in the trashpile is available for play. Spaces in the tableau may be filled only from the trashpile.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 104.

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**Shamrock:**

*Layout:* The deck is dealt in seventeen piles of three cards each, with one card left over. Kings are moved to the bottom of their piles if there is a card of the same suit above it.

*Foundations:* Build up in suit from aces to kings.

*Play:* On the tableau, build up or down in sequence regardless of suit. No pile may have more than three cards in it. One card at a time may be lifted off a pile for play on foundations or another pile. A space made by playing off an entire pile is never filled.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 52.

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**Tam O'Shanter:**

*Foundations:* Build up from aces to kings regardless of suit.

*Play:* Cards are turned up four at a time from the stock and placed on the four different reserve piles. The top card of each of these piles is available for play on the foundations. Empty spaces in the reserve can only be filled by cards turned up from the stock. There is no redeal.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 52.

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**Towers:**

*Tableau:* Build down in suit. Top cards of tableaux are available for building on tableaux and foundations. Available kings may be played to empty tableaux. Any available card may be moved to an empty Tower. Towers may hold at most one card at a time.

*Foundations:* Build up in suit from aces to kings.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 52.

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**Trefoil:**

*Layout:* The deck is dealt into 16 piles of 3 cards each.

*Tableau:* Build down in suit. Top cards may be played on tableaus or foundations. Empty tableaus may not be filled.

*Foundations:* Build up in suit from aces to kings. The ace for each foundation is dealt to that foundation at the start of the game.

*Redeal:* Redeal by clicking the hand. All tableau cards are shuffled and laid out again. You may redeal twice.

*The Draw:* After your last redeal, you may move any card in the tableaus to the top of its pile, or play it on a tableau or foundation. You may draw only once.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 48.

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**Westheavan:**

*Layout:* Ten columns of three cards each are dealt. Only the top of each column is dealt face up. The remaining 22 cards make up the stock.

*Foundations:* Build up in suit from aces to kings.

*Tableau:* On the face up cards build down in alternating colors. The top of any pile is always available for play on the foundations. All of the face up cards in a tableau pile may be moved when the bottom card of that pile can be played on the top card of another pile. Spaces created in the tableau can only be filled by a king and any cards built on the king.

*Play:* Cards are turned up from the stock one at a time and placed on the wastepile. The top of the wastepile is always available to be played on the foundations or tableau. There are no redeals.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 52.

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**Whitehead:**

*Layout:* A tableau of 28 cards is dealt all face up, otherwise laid out as in Klondike.

*Foundations:* Build up in suit from aces to kings.

*Tableau:* Build down in the same colors, regardless of suit. The top card of any pile is always available for play on the foundations. If you want to move a group of cards to another column, the cards you move must be not only be in sequence but of the same suit-or you may move only the bottom card. Spaces created in the tableau can be filled by any available card or group of cards.

*Play:* Cards are turned up from the stock three at a time and placed on wastepile. Top of the wastepile is always available to be played on the foundations or tableau. Redeals are unlimited.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 52.

**Yukon:**

*Foundations:* Build up in suit from aces to kings.

*Tableau:* On the face up cards, build down in alternating colors. No build may be made on an ace. Any card may be moved to make a build, regardless of how deep it is buried. However, when a card is moved, all of the cards attached to it must also be moved as a unit. Spaces created in the tableau can only be filled by a king and any cards built on the king. An ace on the top of a pile can only be moved to the foundation. It can not be played on any other tableau pile.

*Play:* The top of any pile is always available for play on the foundations.

*Scoring:* Score starts at zero. One point is awarded for each card moved to the foundation. Highest possible score is 52.