

Rules for Burnt Paw.

Very easy.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build down in rank in alternating colors.
- B. The topmost card is available for play on the foundations.
- C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
- D. As face down cards become exposed, they can be flipped over and are now available for play.
- E. Empty spaces can only be filled by a King, or a pile whose bottommost card is a King.

3. Stock. (Bottom of screen)

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

Rules for Face Walk.

Hard.

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

2. Tableau. (Below foundations)
 - A. Build down in rank regardless of suit.
 - B. The topmost card is available for play on the foundations or the other tableau piles.
 - C. Empty spaces can be filled with any card.

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

4. Reserves. (Right side of screen)
 - A. Any face card can be placed on these piles.
 - B. These piles can hold up to three cards.

Rules for Kings Up.

Easy.

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

1. Foundation. (Top of screen)

A. There is only one foundation.

B. All discarded cards are played to this foundation.

2. Tableau. (Below foundations)

A. Discard any card that is lower than any other top card of the same suit in a different pile.

B. Discard any King. This should only be done when all 12 cards of the same suit below it are played.

C. Spaces can be filled with any card.

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 Monomoy.

Easy.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.

2. Tableau (Below foundations)

- A. Build down in rank and in suit.
- B. The topmost card is available for play on the foundations.
- C. The topmost card, or an entire built group of cards can be moved to other tableau piles.
- D. Empty spaces are automatically filled by the reserve. When the reserve is empty, spaces can be filled by any card.
- E. These piles can only contain five or less cards at a time.

3. Stock. (Bottom of screen)

- A. Turn cards up one at a time from the stock. (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.
- D. This pile will automatically fill spaces in the tableau.

4. Reserve (Above the stock)

- A. The top card is available for play on foundations and tableau.
- B. This pile will automatically fill spaces in the tableau.

Rules for Pelican.

Easy.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.
- C. The top card is available for play.

2. Tableau. (Below foundations)

- A. Build down in rank and in suit.
- B. The topmost card is available for play on the foundations or the reserves.
- C. The topmost, or an entire built sequence of cards can be played on the other tableau piles.
- D. Empty spaces can 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 Raptor.

Hard.

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

2. Tableau (Top of screen)
 - A. Build down in rank and in suit.
 - B. The topmost card is available for play on the foundations.
 - C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
 - D. Empty spaces are automatically filled by the stock.
 - E. These piles can only hold three or less cards at a time.

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

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

5. Lower reserve. (Bottom left of screen)
 - A. Cards can be placed here regardless of suit or rank.
 - B. The topmost from this pile can be played to the foundations or tableau.

Rules for Spaire.

Very easy.

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

A. Discard pairs of cards of equal rank.

Rules for Tarantula.

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 in the same suit.

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

C. Nothing can be placed on an Ace.

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

E. Empty spaces can be filled by any card.

Rules for Timber Hawk.

Easy.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.

2. Tableau (Below foundations)

- A. Build down in rank and in suit.
- B. The topmost card is available for play on the foundations.
- C. The topmost card, or an entire built group of cards can be moved to other tableau piles.
- D. Empty spaces are automatically filled by the reserve. When the reserve is empty, spaces can be filled by any card.
- E. These piles can only contain three or less cards at a time.

3. Stock. (Bottom of screen)

- A. Turn cards up one at a time from the stock. (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.
- D. This pile will automatically fill spaces in the tableau.

4. Reserve (Above the stock)

- A. The top card is available for play on foundations and tableau.
- B. This pile will automatically fill spaces in the tableau.

5. Reserve (Left of stock)

- A. This pile can hold one face card.

Rules for Great Bear.

Hard.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build down in rank in alternating colors.
- B. The topmost card is available for play on the foundations.
- C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
- D. As face down cards become exposed, they can be flipped over and are now available for play.
- E. Empty spaces can only be filled by a King, or a pile whose bottommost card is a King.

3. Stock. (Bottom of screen)

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

Rules for Daddy Long Legs.

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.
 - B. Any face up card in the tableau may be played to another pile as long as all cards above it are built in sequence.
 - C. Nothing can be placed on an Ace.
 - D. As face down cards become exposed, they can be flipped over and are now available for play.
 - E. Empty spaces can be filled with any card.
 - F. Cards are dealt to these piles from the Stock.

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

Rules for Equinox.

Easy.

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

2. Tableau. (Below foundations)
 - A. Build down in rank regardless of suit.
 - B. The topmost card is available for play on the foundations or the other tableau piles.
 - C. Empty spaces can be filled by any card.

3. Stock. (Bottom of screen)
 - A. Turn cards up one at a time from the stock.
 - B. The topmost card is available for play on the foundations and tableau.

4. Reserve. (Bottom left of screen)
 - A. Any face card can be placed here.

Rules for Mackenzie.

Easy.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build down in rank in alternating colors.
- B. The topmost card is available for play on the foundations.
- C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles.
- D. As face down cards become exposed, they can be flipped over and are now available for play.
- E. Empty spaces can only be filled by a King, or a pile whose bottommost card is a King.

3. Stock. (Bottom of screen)

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

Rules for Mrs Lamminen.

Very hard.

1. Foundations. (Top of screen)

- A. Build up in suit from Ace to King.
- B. Complete these piles to win the game.

2. Tableau. (Below foundations)

- A. Build down in rank in alternating colors.
- B. The topmost card is available for play on the foundations.
- C. The topmost card, or an entire built unit of cards can be moved to the other tableau piles or the reserve.
- D. Empty spaces can only be filled by a King, or a pile whose bottommost card is a King.
- E. Cards are dealt to these piles from the stock piles.

3. Stocks. (Left of screen)

- A. After all possible moves are made, eight cards from one of these piles are dealt out to the tableau to create more possibilities.

