

Flower Garden

This interesting game features a reserve of sixteen cards called the bouquet, from which any card can be plucked and moved to adorn the garden (tableau), or sent to the foundations.

Layout Size: Can be played on a medium screen without scrolling.

Difficulty: Flower Garden varies in difficulty, with some games unwinding easily to a win while others may require considerable ingenuity to win. A determined and skilled player can win more than one third of all games.

Rules: Begin by laying out six tableaus of six cards each, face-up and fanned down. The remaining 16 cards are fanned horizontally; this is the bouquet. The four foundations start the game empty.

Top cards of tableaus are available for play on the foundations, which build up in suit from the Ace. Tableaus build down regardless of color or suit. Empty tableaus may be filled with any available card.

The cards in the bouquet are all available for play on tableaus or foundations: any one of them can be removed at any time.

The goal, as usual, is to play all cards to the foundations.

(See picture: Flower Garden. The Aces of Clubs and Spades can be immediately played to the foundations. Then the 2 and 3 of Spades can be removed from the bouquet and played to the foundations atop the Ace. In the tableaus, the Jack of Spades can be moved onto the Queen of Hearts, exposing the 10 of Spades which can then be moved onto the Jack.)

On the Screen: Solitaire Till Dawn will lay out the game for you, as usual. The rules state that you can move only one card at a time. But as a shortcut, Solitaire Till Dawn will allow you to move a full or partial build if there are enough empty tableau piles, because you would have been able to accomplish the same effect by temporarily moving the extra cards into the empty tableaus.