

This space can be filled with any available card.
This allows for great flexibility in some games.

Other aspects of solitaire.

Besides building cards and types piles, there are several other aspects one needs to know.

Here is a list of these other rules.

1. Spaces made by emptying a pile.
2. The redeal.
3. Pile size limitations.
4. Moving cards in groups.
5. Emptying piles before playing cards to other piles.
6. Dealing out cards.
7. Removing pairs of cards.
8. Automatic removal of full straights and suites.
9. Sorted piles.
10. Re-arranging cards after the deal.
11. Different ranks can be high.

The auto menu allows the player to autoplay cards to foundations.
All cards possible will be played to the foundations.
This could lead to completion of the game.

Here is a great book.

You may want to get a solitaire book to get pointers on the games. More detailed rules would also be available. It would take an entire book to write the detailed rules to all the games. Suggestion:

The Complete Book of Solitaire and Patience Games

By Albert H. Morehead and Geoffrey Mott-Smith

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Types of building.

Piles can be built in several different ways.

The two main components of building is by rank and by suit (or color).

1. Building up by rank.
2. Building down by rank.
3. Building by same suit.
4. Building by different suit.
5. Building by opposite color.

The card back design can be chosen here.

The card back shows up whenever a face down (non visible) card is displayed.

The card counter can either keep track of the stock or the tableau

The card counter displays all cards in the Tableau or Stock that are still face down (not visible).

The cards are displayed in sorted order so the actual locations of the cards are unknown.

A grid is used with rank being displayed horizontally and suit vertically.

Card counter grid:

	A	2	3	4	5	6	7	8	9	10	J	Q	K
S	_	_	_	_	_	_	_	_	_	_	_	_	_
H	_	_	_	_	_	_	_	_	_	_	_	_	_
D	_	_	_	_	_	_	_	_	_	_	_	_	_
C	_	_	_	_	_	_	_	_	_	_	_	_	_

There is a menu attached to this window that allows one to count the stock instead of the tableau.

This menu opens the Funsol database. The currently select game's database is shown. All attempts and completions can be scrolled through in chronological order. A description can be entered for each game. The seed, description and status are shown.

In almost all games, the computer deals out all the cards for each game.

In some games, the player deals out cards from a stock one at a time to a waste pile.

In other games, several cards are dealt from a stock to each tableau.

All possible plays are made between these deals.

Sometimes when the stock is exhausted, the player can redeal the stock.

Building by different suit means the next suit in sequence cannot match.

Double clicking the left mouse button on a pile will attempt to play the top card of that pile to a foundation.

This allows the player to avoid dragging the card all the way to the foundation pile.

Building down by rank means building in descending numerical order.
Building down by rank: [K,Q,J,10,9,8,7,6,5,4,3,2,A](#)

Clicking the left mouse button on a pile and holding the button down while moving the mouse is called dragging.

This technique is used to move cards around from pile to pile.

The card can be dropped at any time by letting go of the left mouse button.

If the card is not over a valid pile, it will move back to where it came from.

The last card in a pile will darken if a valid move is possible.

No cards can be played to this space.
It is basically a "dead" spot in the layout for the rest of the game.

Exit game allows the player to exit Funsol once and for all.
Hopefully this does not happen until several hours of enjoyment has transpired.

File menu.

The file menu handles all game selection, loading and saving. Many of these actions can have verification prompts.

1. New game.
2. Open game.
3. Save game.
4. Save As.
5. Restart game.
6. Select game.
7. Exit Funsol.

Foundation piles are where the game is won. Cards are usually built in ascending rank.

The goal of all the solitaire games is to fill all foundations up to capacity.

This opens a graph window. The completion percentages of the currently selected game is shown. If more than 50 games have been tried, then only the last 50 games are graphed.

Some games require selecting a group of cards and discarding them to a waste pile. Undo is disabled until all cards in the group are done being selected.

- A. Two of a kind.
- B. Four of a kind.
- C. Any King, Queen and Jack combination.
- D. Any pair of cards whose total ranks add up to a specific total. Usually eleven, thirteen or fourteen are used.
- E. Any groups of cards whose total ranks add up to fifteen.

The high card is usually a king, but can vary depending on rules of the game.
Other high cards can be aces or queens or it can vary each time the game is played.

Funsol keyboard usage.

Funsol uses the keyboard for some functions.

1. The **Page Up** key will step the game seed up and redeal.
2. The **Page Down** key will step the game seed down and redeal.
3. The **Cursor** keys are used to move piles around the screen in edit mode.
4. The **Tab** key is used to step through the piles in edit mode.
5. The **Enter** key is used to change the direction in which pile is drawn in edit mode.

Clicking the left mouse button is used to flip over top cards that are face down (not visible) in piles.

This action is also used to deal cards or redeal piles in some games.

Most commonly, dealing from the Stock to the Waste pile.

This will reset the log file. All logs are lost, so use this command with caution!

Using the menus.

The Funsol menus are fairly self explanatory.
Each item is explained below.

1. File menu.
2. Options menu.
3. Classic games menu.
4. Unique games menu.
5. Undo menu.
6. Auto menu.
7. Step menu.
8. Rules menu.

This menu will display the rules for the current game.

Using the mouse.

Using the mouse in funsol is fairly simple.
There are only four ways to be concerned with.

1. Left button click.
2. Left button click and drag.
3. Right button click.

Clicking the right mouse button will attempt to play a card to the foundations.
It can also be set in preferences to get rules for individual piles.

New game allows the player to deal out a new game with a randomly selected seed.

The deck is reshuffled and a new combination of cards is dealt out.

The randomly selected seed is actually determined by the length of time Windows has been running.

Open game allows the player to open any previously saved game.
All moves are stored, so the player will still be able to undo as if the game had never been

Building by opposite color means the suits must be the opposite color.

Building by opposite color: Red,Black,Red,Black,Red...

Red suits are Hearts and Diamonds.

Black suits are Spades and Clubs.

Options menu.

The options menu allows the user to configure the game.
All configurations are saved in funsol.ini.

1. Show all cards.
2. Preferences.
3. Card counter.
4. Graph.
5. Database.
6. Reset log file.
7. Edit mode.
8. Edit current pile.

This allows one to arrange the positions of the piles. A **black box** will appear in the upper left corner of the current pile that can be moved with the cursor keys.

The different pile types in solitaire.

Piles come in five basic types.

Not all games have all types of piles, but games can contain several of one type of pile.

1. Foundation Piles
2. Tableau Piles
3. Waste Piles
4. Stock Piles
5. Reserve Piles

Preferences.

The preferences box allows plenty of flexibility for the player. There are a few "cheat" options too.

1. Display prompt.
2. Allow display all cards.
3. Allow card counter.
4. Allow undo.
5. Display game seed.
6. Allow deal three.
7. Allow unlimited redeals.
8. Enable sounds.
9. Show pile sizes.
10. Card back.
11. Table back.
12. Processor.
13. Right button.

Funsol will display the amount of cards in a pile on the top of each pile if this option is selected.

The rate cards are moved around the screen can be regulated with this option.

This option is used to determine whether to display the game seed in the title bar.

This option is used to determine whether to display all the cards in the layout.

Display prompt allows the player to enable prompts on different actions. These prompts ask the player if they really want to perform certain actions. These actions include loading, saving, exiting, restarting, selecting and starting a new game.

The card movement rate determines how fast the cards move around the screen. This occurs during dealing, alignment of cards and error corrections.

- A. 286 Very fast!
- B. 386 Fairly fast.
- C. 486 Average.
- D. 586 (Pentium) Slow.

In some games the cards may undergo some rearranging immediately after they are dealt.

In these cases, the kings of each pile will be brought to the bottom (lowest card) of its pile.

The player can sometimes redeal parts of the layout when all possible plays have been completed or when a stock pile is exhausted.

If an empty pile says REDEAL on it, then pressing the left mouse button on it will redeal the pile.

The amount of redeals depends on the game and preferences settings.

Most games allow two redeals.

Reserve piles are usually a temporary holding place for cards.
There are usually no build restrictions on reserves.

Restart game allows the player to restart the same game from scratch with the same seed.

This is like replaying the game with the exact same shuffle or order of cards.

Building by same suit means the next suit in sequence must match.

The game can be saved at any time, even if the game has been completed.
The positions of all cards and ALL moves made are also saved.
This allows the player to continue a game at a later time and still use the undo feature.
Any customizations done with the Funsol editor are saved as well.

Save As is identical to save except the player will be able to select a filename for this saved game.

Save game uses the current filename if it exists.

Select game allows the player to choose any one of four billion game seeds.
The seed can be entered directly with the numeric entry box.
The up and down buttons allow the player to step through games one at a time and view the layout.
A "preferred" game can be selected this way.

Show all cards allows the player to see all the cards in the layout.

The face down cards are grayed, so the player can distinguish between face up and face down cards.

This is cheating however, but can be helpful if the game gets difficult.

Some piles have a limitation on their size.

Some size limitations come naturally when a build is complete, such as a foundation.

Others are part of the game, and will be indicated in the rules for the game.

Some large face up piles are sorted by rank, so the cards will be easier to find. This may be in ascending or descending rank.

Enable sounds allows the player to enable and disable the game sounds. Each time the cards are shuffled, or a card is dropped a sound is played. A sound card and MCI drivers are required for these sounds to be heard. The PC speaker is not used.

Spaces made by emptying a pile.

There are several ways to handle an empty space.

1. Spaces are kept empty.
2. Spaces can be filled with any card.
3. Spaces can be filled by the high card.
4. Spaces are filled automatically from the stock.

The step menu allows the player to play one card at a time to the foundations.
This differs from auto which plays ALL possible cards to the foundations.

Stock piles are where the undealt cards go.

Cards are usually drawn from the stock either one or three cards at a time.

The cards drawn from the stock end up either in a waste pile, reserve or tableau.

A suite is a group of thirteen cards built in rank and in suit from A-K.

A full straight is a group of thirteen of cards built in rank, but not necessarily in suit, from A-K.

The table back design can be chosen here. The table back is the playing surface.

Tableau piles are usually built on in descending rank.
Cards are usually played from a tableau to a foundation.

Allow deal three lets the player enable or disable the deal three option.
Some games deal three cards at a time from the Stock to the Waste Pile.
This option can disable this, so only one card at a time is always dealt.
This is a form of cheating, but can save an already lost game.

Tips on playing solitaire games.

Playing solitaire games is actually very simple.
Getting adept at it is the hard (but fun) part.

1. The different pile types in solitaire
2. Types of building.
3. Other aspects of solitaire.

The undo menu allows the player to undo the last move. Undo is unlimited.
The player can undo all the way back to the beginning of the game, if they so wish.

In most cases, only the top card in a pile can be moved at a time.
However, in some cases a group of cards can be moved as a unit to another pile.
These groups can only be picked up if the cards in the group are in the proper build sequence.

Allow unlimited redeals lets the player enable or disable unlimited redeals.

Some games only allow a set amount of redeals.

With unlimited redeals enabled, this restriction is overridden and an unlimited amount of redeals is allowed.

This is a form of cheating, but can save an already lost game.

Building up by rank means building in ascending numerical order.
Building up by rank: A,2,3,4,5,6,7,8,9,10,J,Q,K

Using the Funsol Program.

Funsol is easy to learn and use.

No tricks here. Just click, drag, press and enjoy.

1. Using the menus.
2. Using the mouse.
3. Using the keyboard.

The top card of a pile will turn dark if a valid move is possible.
This is helpful in learning a new game.

Waste piles receive any cards that are dealt from a stock.
Usually only the top card is available for play.

Welcome to Funsol (tm).

We hope you enjoy Funsol solitaire.

This help menu should answer most questions about this card game.

1. [Information on using Funsol.](#)
2. [Tips on playing solitaire games.](#)
3. [Editing Funsol games.](#)

The funsol game editor.

Want to change the rules?

Want an almost infinite number of games?

Want your own personal layout?

1. In edit mode one can arrange the layout any way they wish.
2. Each individual pile can be edited. An almost infinite number of games can be created and saved this way.
3. When a game is saved, all changes are saved with it. To play more games with a custom layout, simply load a game with the layout and select a new game.
4. One can change the rules using the Rules Editor.
5. Funsol can still be played while in edit mode.

The rules editor.

Here is where the rules can be changed. An almost infinite amount of games are possible.

WARNING: It is possible to create unwinnable games with this editor.

1. **Initial pile size:** This simply displays the size of the pile. It cannot be edited.
2. **Initial face down:** This allows one to determine how many cards are face down in the layout. (not visible)
3. **Size limit:** This allows one to add a limit to the amount of cards a pile can hold. (Set to zero if no limit is desired)
4. **Card Removal:** This where one can decide how cards can be removed from piles.
 - A. No cards: Nothing can be removed from the pile.
 - B. Any cards: Any single card can be removed from anywhere in the pile.
 - C. Top card only: Only the top card can be removed from the pile.
 - D. Down...: A built group of cards can be removed. Select the group requirement.
5. **Card placement:** Here is where card placement restrictions are chosen.
 - A. None. No cards can be placed on this pile.
 - B. One card. Only one card can be placed on the pile at a time.
 - C. Any amount. Any amount of cards can be placed on the pile at a time.
6. **Rank build:** This is where the rank build rules for a pile can be selected.
7. **Suit build:** This is where the suit build rules for a pile can be selected.
8. **Pile start:** One can choose which card(s) are used to start an empty pile. Aces or kings are the most common choices.

