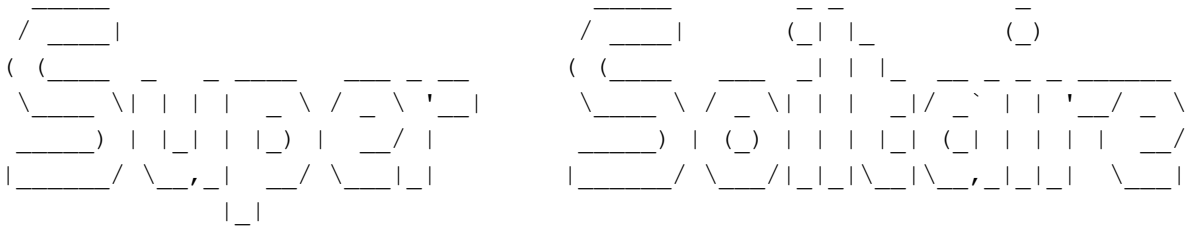


# Super Solitaire FAQ

by KeyBlade999

Updated to vFinal on Jan 3, 2013



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|           Super Solitaire           |
|           An FAQ                     |
|           By KeyBlade999             |
|                                       |
|           File Size: 18.7 KB         |
|           Current Version: Final     |
|           Previous Update: 3:37 AM  |
|           12/25/2012                 |
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Section Negative One: Donations          **ACESUP_-1**
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While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

[keyblade999.faqs@gmail.com](mailto:keyblade999.faqs@gmail.com)

By the way, this is also my contact e-mail, so if you want to contribute something to this or any of my other FAQs, or have a question to ask about one of them, go ahead and use this e-mail.

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Section Zero: Table of Contents          **ACESUP_0**
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Section One: Introduction

\*\*ACESUP\_1\*\*

Welcome to another FAQ of mine. This one covers the SNES video game, Super Solitaire, a video game that contains a few varieties on one of the most famous card games for a lone person: solitaire.

...

Yeah, I don't have much to say about this; not real good with this, you know. But try to enjoy.

Section Two: Version History

\*\*ACESUP\_2\*\*

Final - First and likely only version of this FAQ completed.  
3:37 AM 12/25/2012

Section Three: Legalities

\*\*ACESUP\_3\*\*

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

Allowed sites for my FAQs	Forever-Banned Sites
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)

Section Four: Basics of the Game

\*\*ACESUP\_4\*\*

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Game Controls  
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~ D-Pad : Move cursor.  
~ A Button : Open a pause menu.  
~ B Button : Confirm selection; select a card.  
~ X Button : Send cursor to stock pile.  
~ Y Button : Cancel choices.  
~ L Button : Display a valid move.  
~ R Button : Undo previous move.  
~ Start Button : N/A.  
~ Select Button: N/A.

=====

We'll just cover each game variety. First, some terms.

FOUNDATION: The place where you move cards to in a specific order.

RESERVE PILE: Random temporary storage place for cards.

STOCK PILE: A deck from which you may choose cards. It is face down until you click on it, then you see (usually) three cards, with only the top one being usable.

TABLEAU PILE: The main pile of usually-face-up cards you may sometimes choose from.

-----  
Klondike  
-----

Cost: 32 points

Goal: Build the foundations up from Ace to King, in suit.

Setup: The game begins with twenty-eight cards dealt to seven tableau columns. The first column has one card, the second two cards, and so on. All cards are face down except for the topmost card of each column, which is face up.

How to Play:

Move cards from the tableau to the foundations, building the foundations up from Ace to King, in suit. You can build tableau columns down in alternating colors. Single cards and packed cards can be moved between columns. Empty columns can only be filled with Kings (or packed cards starting with Kings).

Select the stock pile to flip cards 1 or 3 at a time; the upcard can be played to a foundation or a tableau column. You can redeal as often as you like.

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Freecell  
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Cost: 42 points

Goal: Move cards in ascending order to the top-right foundations.

Setup: The tableau consists of four rows of seven cards and four rows of six cards. Home foundation cells are in the top-right, and storage cells are in the top-left.

How to Play:

You'll want to move cards of each suit in ascending order to the foundation cells from the tableau. In the tableau, you can only mess with the bottommost card. Aces automatically get moved to the top-right, as do the next cards when they become available. You can move other cards on top of others to open up more - the moved card must be of a value that is one less, and of the opposite color. Double-select a card to move it to the top-left cells, which hold one card each, and you'll be able to move them when you need to to the other stacks.

----  
Golf  
----

Cost: 41 points

Goal: Move all the cards to the foundation. In Golf, you score based on the number of cards left in the columns. As in real golf, the lower the score, the better.

Setup: The game begins with one foundation and seven tableau columns, each containing five cards.

How to Play:

First, choose any card from any column and move it to start the foundation. Move cards from the tableau columns to the foundation, building the foundation pile up or down, regardless of suit. Ace is low and King is high. You cannot wrap from King to Ace or from Ace to King. Cards cannot be moved between columns.

When play comes to a standstill, select the stock pile to flip a card onto the foundation and continue play. Keep playing until no cards remain in the stock pile.

-----  
Cruel  
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Cost: 32 points

Goal: Basically make straights with your cards. That's the easy way to say it.

Setup: You'll have 12 stacks of cards on the tableau, plus four Aces at the top.

How to Play:

Basically, move cards onto other cards of the same suit to make straights. You need to stack them descending - 2 onto 3 onto 4 ... onto King - got it? That

will easily summarize this. If you find there to be no possible move, if you have moved some cards already, you are able to use "DEAL" to get some new cards.

-----  
Pyramid  
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Cost: 52 points

Goal: Move all the cards from the tableau to the foundation.

Setup: The game begins with twenty-eight cards dealt face up in a pyramid-shaped tableau, seven reserve piles containing one card each, and one waste pile.

How to Play:

Remove cards from the tableau, the reserve piles, and the waste pile in pairs which total 13. Aces are worth 1, Jacks are worth 11, Queens are worth 12, and Kings are worth 13. (Kings can be removed by themselves). All other cards are worth their face value. Therefore, the cards that can be removed are Ace and Queen, 2 and Jack, 3 and 10, 4 and 9, 5 and 8, 6 and 7, and a lone King.

To select a pair of cards to remove, select the first card (the card gets a hand on it), then select another card. If the cards add up to 13, they are automatically moved to the foundation.

Select the stock pile to flip cards one at a time. Cards you don't use are automatically moved to a waste pile. The topmost card of the waste pile can also be used to form pairs once the stock runs out.

-----  
Stonewall  
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Cost: 32 points

Goal: Send cards in ascending order and of the same suit to the foundations.

Setup: You'll have an open stack of cards to the left, with a six-by-six tableau on the right, with half of the cards open, but only the bottommost ones being playable. At the top-right are the foundations.

How to Play:

You'll need to build the foundations up from Ace to King in order, and in the same suit. You can pick any card from the stack at the left, but only the bottom cards of the tableau. Everything else is fairly self-explanatory.

-----  
Dozen't Matter  
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Cost: 40 points

Goal: Build the twelve base piles to the corresponding position in its row

in an ascending manner. For example, if the sixth card is a two of clubs, build up to a six of clubs.

Setup: Twelve base piles/foundations plus a tableau of 40 cards in a 8x5 setup.

How to Play:

Simply move cards to meet the main goal. Only the bottommost card of a tableau column is selectable. They can be moved among the tableau in a descending order to free up others.

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Aces Up  
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Cost: 32 points

Goal: Finish with all four Aces at the top of the tableau columns, one Ace per column, and no other cards in the columns.

Setup: The game begins with one foundation and four tableau columns containing one card each. A waste pile can hold up to five cards.

How to Play:

From among the topmost cards of each tableau column, move all but the highest ranking card of each suit to the foundation. (Aces rank highest.)

When play comes to a standstill, select the stock pile to deal another row of four cards, one to each column, then continue to play. You can move cards to the waste pile, up to five cards total. Cards cannot be removed from the waste pile.

Continue until all the cards from the stock pile have been played and no further moves can be made. Empty columns can be filled with the topmost card of another column. No other plays are allowed between columns.

-----  
Florentine  
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Cost: 47 points

Goal: Build up the four corner foundations by suit ascendingly. Cards will wrap from Ace to King.

Setup: You'll have a stock pile. The 3x3 set of cards has the foundations in the corners and the tableau in the squares between, with the reserve spot in the exact center.

How to Play:

Another simply described game. Flip over cards from the stock pile and place them on either the foundations or tableau, a reserve space, or the discard pile.

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## Poker (Square)

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Cost: 0 points

Goal: Score the highest possible poker hand in each rows and column, thus scoring the highest possible overall score. To win, you must get a total score of at least 100 points.

Setup: The game begins with a tableau containing 25 spaces (five rows and five columns). Each space in the tableau can only contain one card.

How to Play:

Cards are flipped from the stock pile one at a time. Each card must be placed in the tableau or on the waste pile. The waste pile can hold up to five cards.

Try to place cards in the most advantageous positions 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. When all the tableau spaces are filled, the game is over.

Scoring:

Hand	Points	Definition
Royal Flush	100	Ace, King, Queen, Jack, 10 in the same suit
Straight Flush	60	Five-card straight that is also a flush
Four of a Kind	30	Four cards of the same number
Full House	25	Three of a kind and one pair (6, 6, 6, 7, 7)
Flush	20	All five cards in the same suit
Straight	15	All five cards in sequence
Three of a Kind	10	Three cards of the same number
Two Pair	5	Two pairs of cards
One Pair	2	One pair of cards of the same rank

## Canfield

Cost: 42 points

Goal: Build the foundations up, in suit, starting from a randomly selected card.

Setup: The game begins with four foundations, one containing a randomly selected card. Four tableau columns each contain one card, and ten cards are dealt to a reserve pile.

How to Play:

Move cards from the tableau to the foundations, building the foundations up, in suit, from the rank of the randomly selected card in the first foundation. Wrap from King to Ace, if necessary.

You can build tableau columns down in alternating colors, wrapping from King to Ace, as necessary. Single cards and packed cards can be moved between columns.

Empty columns are automatically filled with cards from the reserve pile; when the reserve pile is empty, empty columns can be filled with an upcard from the stock pile.

Select the stock pile to flip cards 1 or 3 at a time onto a waste pile; the upcard can be played to a foundation or a tableau column. Cards you uncover are also available for play. You can redeal as often as you like.

The topmost card of the reserve pile can be played to a foundation or a tableau column.

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Scorpion  
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Cost: 52 points

Goal: Build cards down on the tableau from King to Ace, in suit.

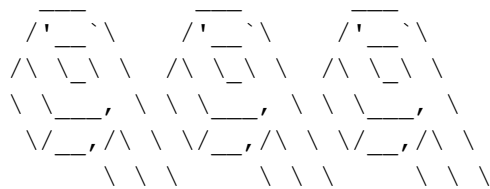
Setup: The game begins with seven tableau columns containing seven cards each (two cards face down in the first four columns). The remaining three cards form the stock pile.

How to Play:

You can build tableau columns down, in suit. Any card that is face up (either partially or completely exposed) can be moved to the topmost card of another column, as long as the column is built down in suit from the topmost card. Cards below that card move with it. Empty columns can be filled with any card or group of cards.

When play comes to a standstill, click the stock pile to flip the three cards in it to the first three columns. Continue play, if possible.

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|           This is the end of KeyBlade999's           |
|           FAQ for the SNES game                       |
|           Super Solitaire.                            |
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