

Super Solitaire FAQ

by Nerthing

Updated to v1.1 on Jun 26, 2006

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FAQ

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-{1. Games}-  
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-{1a. Klondike}-  
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Object: The object of the game is to build up 4 Foundation Piles by suit

from Ace to King in ascending order.

Moves: Cards in the Tableau are packed in descending order and alternating color. Cards can be moved individually or as complete sequences. When the top card of a column is removed, the card beneath it is turned over. An empty column can be filled with only a King or a series of cards starting with a King. Aces are placed in the Foundation Piles as soon as they appear.

Cards from the Stock Pile are flipped over and can be played either on the Tableau or the Foundation Piles. The top cards of the Foundation Piles can be moved back to the Tableau at anytime.

Play continues until all the cards are moved to the Foundation Piles, or until no more cards can be moved in the Tableau.

Terms: Foundation Pile - the 4 piles at the top of the screen which are built up by suit in ascending order from Ace to King.

Tableau - the 7 columns below the Foundation Piles. Cards are packed in descending order and alternating color.

Stock Pile - the cards which remain after the Tableau has been laid out. They are turned over and can be played on either the Tableau or the Foundation Piles if possible, or discarded.

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-{\b. Free Cell}-  
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Object: The object of the game is to build up 4 Foundation Piles by suit from Ace to King in ascending order.

Moves: Cards in the Tableau are packed in descending order and alternating color. Cards can be moved to any one of the 4 Free Cells on the top, left of the screen where they can be held until they're needed later in the game.

Cards in a series are moved individually rather than as a block. Therefore, to move a series of cards, enough empty Cells or columns are needed to move the cards one at a time.

An empty column can be filled with any card or a series of cards. Aces are placed in the Foundation Piles as soon as they appear. Once a card is moved to a Foundation Pile, it cannot be used again in the Tableau.

Play continues until all the cards are moved to the Foundation Piles, or until no more cards can be moved in the Tableau.

Terms: Foundation Pile - the 4 piles at the top, right of the screen which are built up by suit in ascending order from Ace to King.

Tableau - the 8 columns below the Free Cells and the Foundation Piles. Cards are packed in descending order and alternating color.

Free Cells - the 4 empty squares at the top of the screen, on the left, where cards from the Tableau are moved temporarily.

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-{\c. Golf}-  
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Object: The object of the game is to move all the cards from the Tableau to the Discard Pile.

Moves: Cards are moved from the Tableau onto the Discard Pile either in descending or ascending order regardless of suit. The exceptions are: no card can be played on a King, and only a 2 may be placed on an Ace (this rule can be changed in the Variations Menu).

When no cards can be played from the Tableau, the next card is turned over in the Stock Pile. Play continues until all the cards in the Tableau are moved to the Discard Pile, or when all the cards in the Stock Pile have been turned over.

Terms: Tableau - the 7 columns on the screen. Cards are removed from the Tableau to the Discard Pile.

Stock Pile - the cards remaining after the Tableau has been laid out are placed in a pile and turned over one at a time.

Discard Pile - Cards cleared from the Tableau and turned over from the Stock Pile are placed face up.

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-{1d. Cruel}-  
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Object: The object of the game is to build up 4 Foundation Piles by suit from Ace to King in ascending order.

Moves: Cards are moved up from the card piles in the Tableau to the Foundation Piles by suit and in ascending order. Once a card is placed on a Foundation Pile, it cannot be moved again.

Cards can be moved within the Tableau by placing them on other cards of the same suit in descending order. As a card is moved from a pile, the card beneath it is revealed.

When no more cards can be moved in the Tableau, the Deal button is pressed and the cards are redealt in piled of 4 cards. Card sequences are kept together when the cards are redealt.

Play continues until all the cards are moved to the Foundation Piles, or until no more cards can be moved in the Tableau.

Terms: Tableau - the 12 piles of 4 cards each. Cards are packed by suit in descending order.

Foundation Pile - the 4 piles at the top of the screen. The Aces are already in position and cards are built up by suit in ascending order.

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-{1e. Pyramid}-  
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Object: The object of the game is to clear all the cards in the Tableau by matching up the pairs of cards which add up to 13.

Moves: Pairs of cards are matched by selecting the 1st card and then selecting a 2nd card. Both cards are then placed in the Waste Pile. Aces are valued at 1 point; Jacks at 11 points; Queens at 12 points and Kings

at 13 points. Kings are removed individually.

When cards cannot be matched in the Tableau, cards from the Stock Pile are turned over and used to match pairs of cards. If a card is turned over from the Stock Pile and can be paired with the card in the Discard Pile, both cards are placed in the Waste Pile.

Play continues until all the cards in the Tableau are cleared, or until all the cards in the Stock Pile have been turned over.

Terms: Tableau - the Pyramid made up of 28 cards. Pairs of cards are matched up and removed when their total is 13.

Stock Pile - the remaining 24 cards are placed in a pile and turned over to be matched up with those in the Tableau or the top card in the Discard Pile.

Discard Pile - the cards that are turned over from the Stock Pile are placed in the Discard Pile with the top card always available for play.

Waste Pile - as cards are removed from the Tableau and the Stock Pile, they are placed in the Waste Pile.

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-{\lf. Stonewall}-  
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Object: The object of the game is to build up 4 Foundation Piles by suit from Ace to King in ascending order.

Moves: Cards in the Tableau are packed in descending order and alternating color. When a face down card is exposed, it is turned over. Cards can be moved individually or as complete sequences. An empty column can be filled with any card or sequence of cards.

Cards in the Reserved can be played at anytime on the Foundation Piles or the Tableau Cards in the Foundation Piles cannot be moved.

Play continues until all the cards have been placed in the Foundation Piles, or until no more cards can be moved in the Tableau.

Terms: Tableau - the 6 columns of cards to the right of the Reserve column. Cards are packed in descending order and alternating color.

Foundation Piles - The 4 piles at the top, right of the screen which are built up by suit in ascending order from Ace to King.

Reserve - the column of 16 cards on the left side of the screen. These cards can be used in Tableau or placed on the Foundation Piles.

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-{\lg. Dozen't Matter}-  
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Object: The object of the game is to build up each of the 12 Base Piles to the number of its corresponding position in the row. Example: build the 4 of clubs up to the 7 of clubs.

Moves: Cards are moved from the Tableau to the Base Piles by suit and in ascending order. Once the clock position number is reached, the Base Pile

is turned over.

Cards in the Tableau can be moved in descending order regardless of suit. Cards can only be moved one at a time.

Play continues until all the cards have been placed in the Base Piles, or until no more cards can be moved in the Tableau.

Terms: Tableau - the 8 columns of cards. Cards can be packed in descending order and alternating color.

Base Piles - the 12 cards dealt at the start. Each pile is built up by suit to its corresponding position.

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-{\lh. Aces Up}-  
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Object: The object of the game is to deal 4 cards at a time from the Stock Pile, eliminating cards of lower rank so that the player ends up with all 4 Aces alone.

Moves: Four cards are dealt in a row at the start. Cards of the same suit but lower rank than other exposed cards are removed to the Waste Pile. Four cards are dealt again and cards removed if possible.

Blank columns are filled with any card from the Tableau to allow for cards beneath to be exposed.

Play continues until all 4 Aces are alone on the Tableau, or until no other cards can be removed.

Terms: Tableau - the 4 columns produced by dealing cards from the Stock Pile.

Stock Pile - the deck of cards which are turned over and dealt to the 4 columns.

Waste Pile - the cards removed from the Tableau.

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-{\li. Florentine}-  
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Object: The object of the game is to build up the 4 corner Foundation Piles by suit in ascending order. The Foundation Pile in the top left corner is started already, and all other Foundation Piles must start with the same rank card.

Moves: The Tableau, the 4 cards which make up a "cross", is packed in descending order regardless of suit. The Foundation Piles are built by suit in ascending order. The cards wrap from Ace to King in the Tableau and Foundation Piles.

Cards from the Stock Pile are turned over and either played on a Foundation or Tableau Pile, an empty Reserve space, or it can be placed in the Discard Pile. As the other Foundation cards appear, place them in the remaining 3 corners. Once cards are placed in the Foundation Piles, they cannot be moved.

The center card is the Reserve Card and cannot be built upon, but may be

moved to either the Foundation Piles or to another pile in the Tableau.

Terms: Tableau - the 4 cards which make up a "cross" on the screen. Cards are packed in descending order, regardless of suit.

Foundation Piles - the 4 corner cards, the 1st Foundation Pile is already set at the start of play. The same rank of card is used to start each Foundation Pile.

Reserve Card - the center card in the Tableau. This card cannot be built upon.

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- {1j. Poker} -  
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Object: The object of the game is to make up 5 Poker hands to achieve the highest possible with the cards provided.

Moves: Cards are turned over from the Stock Pile and placed in the 5 rows provided. Each row is a separate hand. Once a card is placed in a row, it cannot be moved again.

At the end of the game, the hands are scored individually and the total is displayed.

Terms: Stock Pile - The 25 cards which are turned over 1 at a time and placed in 1 of the 5 Poker Hands.

Poker Hands - the 5 rows made up of 5 cards each.

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- {1k. Canfield} -  
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Object: The object of the game is to build up 4 Foundation Piles by suit in ascending order. The first Foundation Pile is started already, and all other Foundation Piles must start with the rank card. Game variations include: starting with all Foundation cards in place and selecting the Foundation card from the first 4 cards dealt in the Tableau.

Moves: Cards in the Tableau are packed in descending order and alternating color. Cards wrap from Ace to King in the Tableau and Foundation Piles. Cards can be moved individually or as complete sequences.

The Reserve Pile is made up of 13 cards dealt at the start of the game. The top card is turned over and must be played when possible. When cards from the Reserve or Tableau cannot be used, the Stock Pile is turned over. Cards from the Reserve and Stock Piles can be played on either the Tableau or the Foundation Piles. Once cards are placed in the Foundation Piles, they cannot be moved.

Play continues until all Foundation Piles are built up, or until no cards can be used from the Tableau or Stock and Reserve Piles.

Terms: Tableau - the 4 columns of cards below the Foundation Piles.

Foundation Piles - the 4 cards at the top of the screen which are built up by suit in ascending order.

Reserve Pile - the 13 cards which are dealt at the start of the game. Only

the top card is available.

Stock Pile - the remaining cards which are turned over when no cards can be played from the Reserve or Tableau.

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-(11. Scorpion)-  
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Object: The object of the game is to arrange all the cards in the Tableau into 4 columns arranged by suit and in descending order, King to Ace.

Moves: The exposed cards at the bottom of a column may have cards of the same suit and next lowest in rank placed upon it. No card can be placed on top of an Ace. All cards on top of the card being moved get moved along with it.

For example, if there is an exposed 7 of clubs at the bottom of a column and there is a 6 of clubs in another column, the 6 can be placed on top of the 7 with all cards on top of the 6 moving with it.

As face down cards are exposed, they're turned over automatically. An empty column can only be filled with a King or a sequence of cards starting with a King.

The 3 Reserve cards can be dealt at anytime, but it is usual to wait until no cards can be moved in the Tableau before dealing them out.

Play continues until all 4 suits are completed, or until no cards can be moved in the Tableau after the Reserve has been dealt.

Terms: Tableau - the 51 cards which are dealt in 7 columns. Cards are built by suit in descending order.

Reserve - the 3 remaining cards which are kept face down until dealt later in the game.

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-(2. Updates)-  
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Version 1.0 (5/26/06)

Started Guide

Version 1.1 (6/26/06)

Fixed some minor errors.

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-(3. Copyright)-  
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