

Baroness (aka Thirteen, Five Piles)

- Brain drain: Low Odds:40 to 1
 - Layout: five tableau piles on the left - a row of three above a row of two. One foundation pile upper right; deck, lower right. In the middle are two more tableau piles reserved for the end of the game.
 - To win: play all cards in any order to the single foundation pile to win.
 - Tableau: Aces count as 1, Jacks 11, Queens 12, Kings 13, other cards their rank. Drag either of two uncovered tableau cards which add up to 13 on to the other to send them both to the single foundation. For example, in the game shown above drag the Four onto the Nine and the Jack onto the Deuce (then click on the deck for a new deal of cards to the tableau - the Five is not yet playable). Drag Kings alone onto the foundation pile. Unfortunately, you may not fill an empty tableau pile with a card from another pile or move cards between tableau piles.
- At the end of the game the last two card of the deck are played to the middle two piles and may be used against the top cards on the other tableau piles.
- To Deal: When no moves remain, click on the deck to deal another round of cards to the tableau. No redeal is allowed.

Bristol

- Brain drain: Medium Odds: 2 to 1
- Layout: eight tableau piles in a row with four foundations above them to the left, three reserves above them and to the right of the foundations. Finally, the deck is in the upper right corner.
- To Win: Play all cards to foundations in order by rank from Ace to King but without regard for suit.
- Deal: click on the deck to deal three cards at a time, one to each reserve pile.
- Reserves: Play cards one at a time to foundations or tableau.
- Tableau: build down regardless of suit. Move one card at a time from tableau to tableau or foundations. Empty tableau piles may not be filled.

For example, in the game shown above play the Ace of Spades from the last tableau to any foundation pile. Then play either Deuce from reserves upon the Ace. One might then play the Trey of Diamonds and Four of Hearts from the tableau to foundations, then move the Queen of Hearts upon the King of Diamonds to free the Five of Hearts. This might also be played to foundations to allow the Six of Diamonds on reserves to be played to foundations so not to bury it by the next deal.

- Note: The layout suggested by Moorehead and Mott-Smith has the tableau in eight fans of three. This is more attractive but less practical than a single row of eight, since any number of cards may be built on each tableau and all must be seen to plan moves.

Calculation (aka Broken Intervals)

- Brain drain: Medium Odds: 5 to 1
- Layout: four foundation piles in a row, upper left. Four waste piles beneath them; deck off to the right.
- To win: Play all cards in order to foundations to win.
- Foundations: When you start the foundations contain one card each: Ace, Deuce, Trey, Four. Build on each foundation, not in suit, but in multiples of the starting rank, like so:

A 2 3 4 5 6 7 8 9 10 J Q K (1st fndn)
2 4 6 8 10 Q A 3 5 7 9 J K (2nd fndn)
3 6 9 Q 2 5 8 J A 4 7 10 K (3rd fndn)
4 8 Q 3 7 J 2 6 10 A 5 9 K (4th fndn)
- Play: Play one card at a time off the deck to foundations or waste until the deck is empty. You may play to foundations from waste piles, but not between waste piles. In the game shown above the Four on the first waste could be played to the Deuce on the second foundation, then the Six on the deck could be played to either the second or third foundation. The Ace on the third waste is currently unplayable.
- Deal: no redeals allowed.
- Hint: It is usually wise to reserve one waste pile for Kings, which logjam other piles.

Canfield (aka Fascination, Demon)

- Brain drain: Medium Odds: 5 to 1
- Layout: A pile of thirteen cards called the reserves at middle left. Four foundations across the top, then four tableau piles directly under the foundations. The deck is lower right with a fan and waste above.
- To Win: Play all cards in order by rank and suit to foundations.
- Foundations: The first card of the first foundation is played from the deck to start the game. The other foundations must start with the same rank. Build upon the other foundations as each card of that rank becomes available. (In the game shown above the Four of Clubs on the reserve pile can be played to an empty foundation, then the Five of Diamonds and Clubs could be played on top of the Fours as they come into play.) Build each foundation pile up in circular rank and suit until each foundation pile has thirteen cards.
- Tableau: build down in alternating colours and circular rank. Play from the tableau is restricted: free cards may be played to foundations, but tableau piles can only be transferred as an entire block to another tableau. When a tableau pile becomes empty it is automatically filled from the reserves until the reserves pile is emptied. Thereafter, you may fill an empty tableau pile as you desire.
- Reserves: play to tableau and foundations whenever possible.
- Deal: three cards at a time are dealt to waste until the deck is empty. Redeal the deck as necessary.
- Note: this is, to the best of my knowledge, the historical version of Canfield.

Chameleon

- Brain drain: Medium Odds:4 to 1
 - Layout: a pile of thirteen cards called the reserves at middle left. Four foundations traverse the top, then four tableau piles lay directly under the foundations. The deck is lower right with a fan and waste above.
 - To Win: Play all cards in order by rank and suit to foundations.
 - Foundations: The first card of the first foundation is played from the deck to start the game. The other foundations must start with the same rank. Build upon the other foundations once each card of that rank becomes available. Build each foundation pile up in circular rank and suit until each foundation pile has thirteen cards.
 - Tableau: tableau piles, build down in circular rank regardless of suit. Four example play the King of Diamonds on the Ace of Hearts in the game shown above. This will automatically pull the Jack of Diamonds from reserves to the now empty tableau pile. Move the Ten of Clubs upon the Jack of Diamonds, then the Nine of Spades from waste upon the Ten of Clubs.
- Any free card on the reserve, the tableau, and waste may be played to the tableau. When a tableau pile becomes empty it is automatically filled from the reserve, until the reserve is emptied. Thereafter, you may fill an empty tableau pile as you desire. Groups of cards may be moved together between tableau piles.
- Reserves: play to tableau and foundations whenever possible.
 - Deal: one card at a time until the deck is empty. No redeal is permitted.
 - Hint: while Chameleon lets you build cards on the tableau without regard to suit, use the capability of moving partial piles to keep suits together as much as possible.
 - Note: officially Chameleon only has three tableau piles, which makes it more frustrating than fun. With four tableau it resembles Canfield in looks but not in play - which I admit can be confusing.

Dutchess (aka Glenwood)

- Brain drain: Medium Odds: 3 to 1
- Layout: four reserves fans of three cards each run from top to bottom left. Four foundations run across the top middle with four tableau piles directly under the foundations. The deck is lower right with waste above.
- To Win: Play all cards in order by rank and suit to foundations.
- Foundations: Move any available card from reserves to the first foundation to start the game. Start the other foundations as each of the other cards of the same rank becomes available. For example, in the game shown above the Ace of Diamonds on the reserves would be a good choice to start foundations. Then both Aces on the tableau could also be played to foundations, then the Deuce of Clubs from the reserves could be played upon the Ace of Clubs.

Build each foundation pile up in circular rank and suit until each foundation pile has thirteen cards.

- Tableau: build down in alternating colours and circular rank. For example, play the Jack of Clubs on either red Queen in the game above.

When a tableau pile becomes empty you must fill it from the reserves until the reserves are emptied. Thereafter, you may fill an empty tableau pile as you desire.

Play between tableau piles is restricted: tableau piles may only be transferred as an entire block to another tableau.

- Reserves: play to tableau and foundations whenever possible.
- Deal: one card at a time until the deck is empty. One redeal is allowed.

Eight Off

- Brain drain: Medium Odds: 2 to 1
- Layout: four foundations top centre, eight reserves below them in a row from left to right. Four of the eight reserves are dealt a single card each at the start of the game. Eight tableau piles in a row below the reserve. Each tableau pile starts with six cards. Finally, the deck is in the upper right corner and is empty at the start of the game from dealing the initial layout.
- To Win: Play all cards to foundations in order by rank and suit from Ace to King.
- Reserves: Play cards one at a time to foundations or tableau. Any free card may be moved from the tableau to any empty reserve pile. but only one card may be stashed on a reserve pile at any given time.

Free reserve piles are your most valuable resource. They act as temporary docking stations to free up needed cards buried in the tableau.

- Tableau: build down by rank and suit. Move one card at a time from tableau to tableau or to any empty reserve or to foundations as rules permit. Empty tableau piles may only be filled with Kings.

For example, the game shown above has already been started. Moving the Jack of Spades on to the Queen of Spades on the seventh tableau frees the Six of Spades for play to the Five of Spades on foundations. Once this is done the Seven of Spades - already free on the Tableau - can be moved to foundations, as can the Eight of Spades on the reserves. Now the Deuce of Hearts is free to send to foundations, as well. Things are rarely this easy!

- Hint: when building down on a tableau pile, be wary of trapping a lower card of the same suit. For example in the game shown above, the last tableau pile has a build of the Six, Five, and Four of Hearts. Were the Deuce of Hearts in the same pile and above the run, it would be trapped unless two or more vacant reserve piles were free.

Four Seasons (aka Corner Card)

- Brain drain: Medium Odds: 4 to 1
- Layout: five tableau piles in a cross. Four foundations fill the intersections of the cross. Deck, middle right; waste above.
- To win: Play all cards in order by rank and suit to foundations.
- Foundations: The first card of the first foundation is played from the deck to start the game. The other foundations must start with the same rank. Build upon the other foundations as each card of that rank becomes available. For example, in the game shown above play the Six of Diamonds from Waste to any empty foundation. Build each foundation pile up in rank and suit until each foundation pile has 13 cards by means of circular rank if necessary.
- Tableau: build down regardless of suit using circular rank if necessary. Move one card at a time from a tableau pile elsewhere. Fill an empty tableau pile as desired. In the game above build the Four of Clubs on the Five of Clubs and the Trey on the Four to free two tableau piles for play from waste. The two tens cannot initially be played to.
- Deal: one card at a time until the deck is empty. Once the deck is exhausted, no redeals are allowed.

Golf

- Brain drain: Low Odds:40 to 1
- Layout: Before play begins cards are dealt to the reserve in seven piles of five across the top. There is one foundation pile which also serves as waste at bottom center. The deck is bottom right. No tableau piles.
- To win: play all cards to the foundation pile to win.
- Reserves: send any free card from the reserves to foundation if it is one lower or higher in rank from the card currently showing on the foundation pile. You can go higher or lower by one rank for each card you play. For example, in the game shown above play the King of Hearts from reserves to the Queen of Hearts on the foundation pile. Then play the Queen of Diamonds from reserves to the King of Hearts on the foundation.
- Note: officially, you are not allowed to play a Queen to a King. I'll leave that up to you.

King's Clover

- Brain drain: High Odds:2 to 1
- Layout: sixteen tableau fans in rows of five, each with three cards. Four foundations on the bottom. The game starts with the four Aces dealt to foundations. If no Deuces are available on the fans, reshuffle - play cannot proceed, as you'll see from the rules below.
- To Win: build foundations up in rank and suit to Kings on all four foundations to win.
- Tableau: move free cards from fan to fan in the tableau, building up or down by rank. You may build both up and down in the same fan, but each fan can contain no more than three cards. Only the King of Clubs may be moved to an empty pile. For example, in the game above the Deuce, Trey, and Four of Clubs can all be played to the foundation Ace of Clubs. The Deuce, Trey, and Four of Diamonds can be played to the Ace of Diamonds. Next, one might move the now available Five of Diamonds or the Five of Hearts upon the Six of Clubs to expose another Deuce for play to foundations.
- Note: this game is my own variation on the game Shamrocks. In Shamrocks the foundations start empty - you move the Aces out as you expose them. This requires a tableau of eighteen fans, which is too crowded for VGA. Shamrocks also differs in that empty tableau fans may not be filled, but Kings may be moved under cards of the same suit in the same fan.

Klondike

- Brain drain: Medium Odds: 25 to 1
- Layout: Four foundations across the top centre. Seven tableau piles directly under the foundations: pile 1 has one card, pile 2 has two cards, and so on to pile 7. The deck is lower right with a fan and waste above.
- To Win: Play all cards in order by rank and suit to foundations.
- Foundations: As each Ace appears play it to an empty foundation. On each foundation Ace play the Deuce, the Trey, etc up to King of the same suit as that Ace.
- Tableau: build down in alternating colours. For example, in the game shown above move the Four of Diamonds upon the Five of Spades and the Four of Clubs upon the Five of Hearts. Single cards or groups of consecutive cards may be moved from pile to pile as long as the cards in their new location continues building down in alternating colours. Empty piles may only be started with a King.
- Deal: three cards at a time are dealt to waste until the deck is empty. Redeal the deck as necessary.
- Note: this is the version of solitaire that comes with Windows.

Little Spider

- Brain drain: High Odds: 5 to 1
 - Layout: eight tableau piles in a row with four foundations above them. Deck, upper right.
 - To Win: Play all cards in order by rank and suit to foundations.
 - Foundations: As they appear on the tableau, move up two Aces and two Kings - Aces red and Kings black or vice versa to foundations. Build up from Aces or down from Kings in the same suit.
 - Tableau: there are two stages to Little Spider. In the first stage, click on the deck to deal one card on each tableau pile, then pause to play any allowed cards to foundations before dealing another round. In this stage no play between tableau piles is allowed. In the sample game shown above play is ready to begin. One might play the Ace and Deuce of Hearts and the King of Clubs up to foundations before dealing the next round.
- Once the deck pile is emptied, the second stage begins. Continue play to foundations when possible. The top card of each tableau pile is available for play. Build up or down in order, regardless of suit. Kings may be played upon Aces and vice versa. Empty tableau piles may not be filled.
- Note: The layout suggested by Moorehead and Mott-Smith has the tableau in two rows of four with the foundations between. This is impractical on-screen, hence the single row of eight. Officially, during the deal phase only the starting Aces and Kings may be played freely from tableau piles four through eight. During the deal succeeding cards may be played from tableau four to foundation one, tableau five to foundation two, etc. You may want to follow this rule, but because of the change in layout, it hasn't been enforced.

Osmosis

- Brain drain: Low Odds: 2 to 1

Osmosis is harder in the telling than the playing --

- Layout: Four reserves piles in a column on the left. Four foundations in column to the right of the reserves. Deck lower right; waste above it.

- To win: play all cards to the foundation pile to win.

- Foundations: build foundation piles with cards of the same suit regardless of order. The first card of the first (top) foundation is played from the deck to start the game. Play to the lower foundations as each card of the same rank as the first card on the first foundation becomes available.

On the first foundation pile play any card of the same suit as it becomes available. On the other three foundations, you can only play a card of the appropriate suit if its match in rank can be found on the first foundation.

For example, the game shown above is ready to get off to a hot start. The Six of Spades from the waste fan and the Four and Queen of Spades from reserves can be played upon first foundation's the Deuce of Spades. Hopefully, the Deuce of Hearts at the bottom of the waste fan will become available soon. When that happens the Queen of Hearts on waste will also be playable to foundations because the Queen of Spades is out.

- Reserves: there are no tableau piles. To the left of the foundations are four reserves piles. The top card of each reserves is available for play to the appropriate foundation when rules allow

- Deal: three cards at a time are dealt to waste until the deck is empty. Redeal the deck as necessary.

Penguin

- Brain drain: High Odds: 2 to 1
- Layout: four foundations top centre, seven reserves (called flippers) below them in a row from left to right. Seven tableau piles in a row below the reserves. Each tableau pile starts with seven cards. The first card dealt to the tableau is called the penguin. The penguin's rank establishes the foundations. As each other card of that rank turns up in dealing the tableau, it is moved up before play begins to start one of the four foundations. (The penguin must be unburied to start the first foundation.)
- To Win: Play all cards to foundations in order by circular rank and suit.
- Reserves: Any free card may be moved from the tableau to any empty reserve pile. but only one card may be stashed on any one reserve pile at any given time. Play cards one at a time from reserves to foundations or tableau.

Free reserve piles are your most valuable resource. They act as temporary docking stations to free up needed cards buried in the tableau.
- Tableau: build down by rank and suit. Move cards from tableau to tableau or to any empty reserve or to foundations as rules permit. Empty tableau piles may only be filled with cards one less in rank than the penguin. A block of cards in sequence may be moved from one pile to another.

In the game shown above the Jack of Hearts on the second tableau pile may be sent to foundations. The Three of Hearts on the seventh tableau could be played to reserves, freeing the Jack of Clubs for play to foundations.
- Note: This fiendish game was invented by David Parlett and may be found in his superb collection of some 500 solitaires, The Penguin Book of Patience.

Perpetual Motion

- Brain drain: Low Odds: 1 to 1
- Layout: four tableau in a staggered row to the left. A single foundation upper right, and deck below it.
- To win: play all cards to the foundation pile to win.
- Tableau: when two cards are of the same rank, drag the one to the right atop the the one to the left. When all four are the same rank, press F to clear them off to the single foundation pile.

In the sample game shown above the Six of Spades can be dragged upon the Six of Hearts to start the game. Clicking on the deck will deal another round of cards to the tableau to continue play.

- Deal: click on the deck pile to deal a card to each of the four tableau piles. When the deck is exhausted, all the tableau cards will be collected in order and returned to the deck pile.
- Note: officially, the deck is rebuilt by collecting the tableau piles from right to left, then playing from the bottom of the newly formed deck pile. The King's Solitaire plays from the top, making the game slightly more winnable. In fact, if anyone manages to lose at this game, I'd like to hear about it.

Pyramid

- Brain drain: Low Odds: 50 to 1
- Layout: twenty-eight reserve piles in a descending pyramid in the middle. One foundation pile upper left. The deck, lower right; and waste, upper right.
- To win: play all cards to the foundation pile to win.
- Reserves: Aces count as 1, Jacks 11, Queens 12, Kings 13, other cards their rank. Drag either of two uncovered cards from reserves, deck, or waste which add up to 13 onto the other to send them both to the single foundation. It's also a valid move if two reserve cards add up to 13 and one is covered only by the other. Unfortunately, you may not fill an empty reserve pile with a card from another pile or move cards between reserves piles.

In the sample game shown above the Five of Spades on the reserves can be played upon the Eight of Hearts on the deck, packing them both off to the foundation pile. The Deuce of Clubs on the last reserves pile can be dragged upon either the Jack of Clubs on waste or the Jack of Hearts on reserves. The Deuce of Clubs cannot, however, be played against the Jack of Diamonds beneath it, since the Ace of Clubs still partially blocks the Jack of Diamonds.

- To Deal: When no moves remain, click on the deck to deal another card to waste. Once the deck is exhausted, no redeals are allowed.
- Note: Pyramid favours long runs. Very little in luck or skill is needed to rack up a run of a quarter deck or more. For this reason the first 18 cards of a run in Pyramid are handicapped from the run bonus.

Queen's Quadrille

- Brain drain: Medium Odds: 25 to 1
 - Layout: eight foundation piles in a circle with three waste piles in its centre. A fourth waste (reserved for Queens) is upper right. the Deck is middle right.
 - To Win: Play all cards to the foundation piles to win.
 - Wastes: Each card dealt from the deck, which cannot be played directly to a foundation pile must be sent to any waste pile. Try not to bury soon to be needed cards with cards which will not be needed for a while.
 - Foundations: In Quadrille ignore suit; only card ranks are significant. As Fives or Sixes become available play them to any empty foundation pile. Build foundation piles starting with a Five down in rank to Ace and on an Ace play a King. Build foundation piles starting with a Six up in rank to Queen. Any card you cannot immediately play to foundations must go to one of the central waste piles, except Queens which go to the upper right pile (awaiting suitably ranking partners to join the dance).
- In the example game above, the Seven of Spades on the first waste pile may be played to either foundation Six. The Five of Diamonds can be moved from the deck to any empty foundation, then the Four of Hearts played upon it.
- Deal: one card at a time until the deck is empty. Once the deck is exhausted, no redeals are allowed.
 - Note: This game is my own creation, taking the concept of a circle of fives and sixes from the game Captive Queens, also known as Quadrille - hence the name. Captive Queens offers little challenge, but Queen's Quadrille varies from breezy to just plain nasty.

Scorpion (aka Snake)

- Brain drain: High Odds: 15 to 1
- Layout: before play begins all cards are dealt to the tableau in seven piles each with seven card across the top, which leaves a reserve of three cards on the deck pile, lower right. The first three cards in the first four tableau piles are face down; the rest face up. There are no foundation piles.
- To win: move all cards into any four tableau piles from King down to Ace in suit.
- Tableau: On the free card of each pile put the next lower card of the same suit - even if that card is not free. Any cards below it simply tag along for the ride.

For example don't strain your eyes but in the game shown above the third card in the sixth tableau pile is a Queen of Hearts. It may be dragged on to the King of Hearts at the bottom of the first tableau. Doing so brings the Jack, Deuce, Six, and Four from the sixth tableau along with the Queen of Hearts to rest on the first tableau. Once done, that Deuce of Hearts now on pile one can be dragged upon the Trey of Hearts on pile three.

Kings (with any covering cards) may be moved to an empty pile. No card may be played upon an Ace.

Each face down card in the first four piles is turned face up when freed.

- Deal: when no other play remains, press the space bar or click on the deck pile. The remaining three cards will be turned up upon the first three tableau piles.
- Note: because there are no foundations in Scorpion both cards left and runs are calculated differently from other games. In Scorpion any tableau pile which starts with a face up King is considered to be a foundation pile. The number of cards in a descending run on such Kings are summed for scoring purposes.
- Note: Scorpion is a fun game but occasionally yields very long piles (try this game with real cards sometime to see why its often called Snake). King's Casino compresses piles which get longer than can be shown in the current window. Don't forget: you can always check on a buried card by dragging the card covering it to one side, then letting it snap back. Scorpion is more comfortable when played in an SVGA video mode.

Strategy

- Brain drain: Medium Odds: 3 to 1
- Layout: Strategy has the usual four foundations in a row across the upper centre. However, it's seven playing piles in a row below the foundations are called waste piles not tableau, since you may not move cards from pile to pile among them. The Deck pile is to the right, as usual.
- To Win: Play all cards in order by rank and suit to foundations.
- Play: there are two stages to Strategy. In the first stage, deal from the deck one card at a time. Play Aces as they appear to foundations. Play all other cards to the waste piles. You may put any card on any other card regardless of rank or suit as you build the wastes.

For example, see the sample game shown above. The Eight of Diamonds is next on the deck. It might best be played upon the Nine of Clubs on the first waste pile, rather than starting a new pile of its own (see Hint below).

Once the deck pile is emptied, the second stage begins. The top card of each waste pile is available for play to foundations. Build the foundations up from Ace to King in order by rank and suit. Auto Finish does the job nicely.

- Hint: since you can't rearrange the cards on the waste piles, the trick is to put the cards down on waste in reverse order. Morehead and Mott-Smith suggests you build generally downward regardless of suit, and that you reserve a pile for Kings, another for Queens, and possibly a third for Jacks. Only start a pile with a card lower than Ten when forced to. Obviously, never put a higher card on a pile with a lower card of the same suit, but even so cards may interlock between waste piles to create impasses.
- Note: officially, this game should have eight waste piles. For once, I had to ax the pile count to help the game live up to its name.
- Note: won games by necessity entail a run of 48 cards to the foundations, and lost games normally allow at least half the deck to play as a run. For this reason the first 36 cards of a run in Strategy are handicapped from the run bonus.

Tournament

- Brain drain: High Odds: 4 to 1
- Deck size: two decks (104 cards).
- Layout: four reserves (traditionally called kibitzers) in a column on the left and four on the right. Between the kibitzers are six waste piles (traditionally called dormitzers) in a row. Above the wastes are two rows of four foundations. The upper row for Aces; the lower for Kings. The deck is beside the Kings row.
- To win: play all cards in rank and suit to foundation.
- Foundations: as an Ace of each suit appears play it to an upper foundation pile. Build up in rank and suit on Aces. In the game shown above both the Ace of Diamonds and the Ace of Spades may be played to foundations to start the game. As a King of each suit appears play it to a lower foundation pile. In the game above the King of Clubs on the tableau may be played to any lower foundation pile. Build down in rank and suit on foundation Kings. It helps to place the Ace and King of each suit in line.

Tournament is the only solitaire in this suite which allows play between foundations. When the Ace and King pile of the same suit meet in rank (for example, the Ace pile is built up to Six and the King's pile down to Seven), you may play cards between the two piles.

- Reserves: each reserve pile is dealt one card to start the game and may hold only one card at a time. Unlike most other solitaires, you may fill empty reserve piles if desired from wastes. Play reserve cards to foundations as rules allow.
- Wastes: each waste pile is dealt four cards to start the game and is dealt four more whenever it is emptied. No play between wastes is allowed. Play available cards from waste piles to foundations or reserves.

In the game above the King of Clubs can be played to foundations as mentioned, and the Deuce of Diamonds can be played to foundations once the Ace of Diamonds on reserves has been played. Because these are waste piles, no cross-pile moves such as playing the Four of Hearts on the Five of Hearts is permitted. Either move the Deuce of Hearts to an empty reserve or click on the deck to deal.

- Deal: click on the deck when no further moves are desirable, to deal four more cards to each waste pile. When the deck is empty the waste pile cards are collected to reform the deck. Two such redeals are allowed.
- Hints: it's crucial to keep at least one reserve pile empty except to make a play which will immediately open another reserve pile. For this reason, if no Ace or King appears in reserves to start the game, there's little hope - start a new game.
- Note: Because Tournament is a two deck game it requires significantly more RAM than the one deck games. You may want to avoid starting this game in low RAM situations.
- Note: Tournament with 23 piles barely fits into a VGA screen. Waste piles can accumulate large numbers of cards. If you play Tournament in VGA mode, maximize the King's Casino window and even hide the status bar `F1ProjectGlossary86` to prevent repeated pile compression and screen redraws. Tournament is more comfortable in an SVGA video mode.

Try Again (aka Old Patience)

- Brain drain: High Odds: 50 to 1
- Layout: four foundations form a central square, each awaiting an Ace. Four waste piles surround the foundations. The deck is middle right.
- To win: Play all cards to foundations in rank without regard to suit from Ace up to King to win.
- Play: deal four cards one at a time from the deck to any of the four waste piles. Play from the top of any waste to foundations when possible, then deal four more. There is no redeal and no play between wastes.

The first four moves of the sample game shown above have been played, bringing the deal counter to 4. Exceedingly good luck has actually turned up an Ace and a Deuce, so these cards should be played to any foundation pile before proceeding to the next round of deals. (Turning up an early King so it can be played to the bottom of a waste pile is also highly fortunate. It doesn't matter - the game is sure to turn ugly very soon!)

- Hint: distribute cards of the same rank roughly one to a pile, so the top cards of each pile unravel in ascending rank. At least one pile must start with a King or cards will be permanently buried.

Double or Naught

If you have won the current game, congratulations! Click on OK and add your winnings to your score. Alternatively, click the button labelled Double in the Winner's dialog box to play Double Or Naught. If you play, you stand to multiply the amount you won for that game...or lose it all, depending on the outcome of your match.

If you choose to play, the deck is shuffled then the top six cards are dealt to the reserves in a pattern of three cards, two cards, one. The bottom card belongs to the house and is face up. The other five are face down. Click on whichever face down card you guess to be higher than the house's card; that card is turned face up. If your card is higher, you are credited with doubled winnings and are offered the chance to double that amount. If your card is lower you lose your winnings and are returned to normal play. If you tie, your winnings are untouched and you are offered the chance to try again.

Note that (as always) Kings, not Aces, are high. If the house turns up a King, the best you can do is tie. If the house turns up an Ace, the worst you can do is tie.

In the game shown above the player chose the fifth reserve pile, turning up a Six which lost to the house's Ten.

Hint: Double Or Naught is a sucker trap. If you do play, be leary of accepting the offer to double again, should you win a round. While the odds for any one round are 50/50, you double the odds against you each time you accept another round.