



Paradise Solitaire

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Paradise Solitaire Overview

Paradise Solitaire is a collection of solitaire games from Digital Paradise. To play any of the solitaire games listed under the Game List menu, just select the corresponding menu item in the Game List menu. The game you select will become the current game, and a new game will start.

Starting a game...

When a game is the current game, you can select either [New Game](#) or [Replay Game](#) to start a new game. These commands can be accessed both in the Game menu, and from the buttons at the top of the [playing area](#).

You can also load a previously-saved game with the [Load Game](#) command in the Game menu.

Playing a game...

When a game is in play, you can move cards by clicking the mouse on a card and dragging it to a new location. You can alternatively double-click on some cards to automatically move them to their final destination. If you click with your right mouse button on a card that is face up but partially hidden, that card will temporarily "pop-up" to the top so that you can more easily see its suit. See [Moving Cards](#) for detailed information on how to move cards. See also the individual game rules for more information on moving cards.

The general goal to any solitaire game is to move cards that start in some initial position, to some ultimate winning position, using certain rules about what cards can go where, and when, that are specific to a particular game. Again, it is best to look at the individual game rules on how to play a particular game.

Saving a game...

When you quit, Paradise Solitaire automatically saves your current game, and when you restart, that game is restored. You can also choose [Save Game](#) from the Game menu to save a particular game. Your game score statistics are saved automatically, and can be viewed by selecting the [Score History](#) command in the Game menu.

Modifying the playing area...

There are a number of things you can do to customize the game. You can change the playing area background by selecting one of the background from the [Background](#) menu under the Game Options menu. You can also choose from a number of card sets from the [Card Sets](#) menu in the Game Options menu. In the registered version of the game, you can also select from large (oversize) card sets as well as small (normal-size) card sets. This can be found in the [Card Sizes](#) menu in the Game Options menu. This can be useful when playing on large monitors, where the normal card decks are more difficult to see.

Playing Area

The playing area of Paradise Solitaire is made up of two distinct sections. The *card table* is the area where the cards are laid out in a game. The *control bar* is the section at the top where the game controls, score and message area are.

Card Table

The card table contains the cards that are laid out for a game. Each game has its own particular layout associated with it. In general, though, the games have certain conventions that they follow. Most games have a *foundation* area where the cards are supposed to end up when you win. These cards typically have to be built into a foundation in a particular order, such as same suit, ascending order.

Also, many games have a *tableau* area where the cards can be moved from one stack to another, according to certain rules that are defined by the particular game. Usually, the purpose of a tableau area is to let you uncover the cards that you need to move into the foundation area.

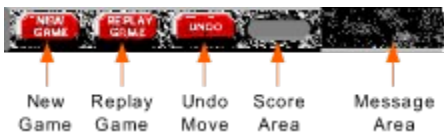
Some games have other, more specialized areas that you can either move cards to or draw cards from. These are defined individually for each game. Most games, though, have a card stack that is defined as *your hand*, which is typically where the cards initially come from.

Sample game layout:



Control Bar

The control bar is at the top of the main window. It contains three main sections: game controls, score area, and message area.



The game controls area contains three quick access buttons to the most-used game controls: [New Game](#), [Replay Game](#), and [Undo Move](#).

The score area displays the current score for the game that is in play. For information on viewing previous scores, see [Score History](#).

The message area displays messages for a game that is in play. The particular game that

you are currently playing determines the types of messages that you will see here. See the individual game rules for more information about particular messages.

Moving Cards

There are many ways to move cards that are laid out in the playing area for a game. Some games have their own special rules for moving cards, but in general, here are the common ways for moving the cards in the playing area:

Dragging: This is the standard way of moving cards. You click on a card, and while holding down the left mouse button, you can drag it to its destination stack. Only a few special games do not allow you to move cards in this fashion.

Double-clicking: If a card can go up to a foundation stack, you can typically double-click on that card to automatically move it to the appropriate destination. This is a shortcut for clicking and dragging the card to the foundation stack.

Peeking: If you click with the right mouse button on a card that is face up but partially hidden, that card will temporarily "pop-up" to the top so that you can "peek" at it to verify its suit and value.

Selection: A few games have rules in which you select a pair or group of cards that go together in some way. When these cards are selected, they automatically are placed in the discard pile. Pyramid is an example of a game that does this.

Auto-play: If auto-play is turned on in the options menu, most games will automatically move accessible cards to the appropriate foundations.

Undoing Moves

You can undo your last move by selecting Undo from either the Game menu, or from the Undo button on the control bar in the playing area. When you select undo, it sets the cards back to the way they were before your last move.

If the last move was moved by auto-play, undo will restore the cards to the way they were before *your* last move.

Selecting undo more than once will toggle the card layout between the layout before your last move and the current layout.

Score History

When you select *Score History* from the Game menu, a window comes up that shows you the score history of all of the games in Paradise Solitaire. It displays for each game the number of games played, the number of games won, the maximum score for each game, and the average score for that game.

If you choose the *Clear Scores* button, all of the score statistics for all of the games will be reset to zero. You will be prompted whether you *really* want to clear the scores or not. If you choose *Yes*, the scores will be cleared.

Press the *Ok* button to close the Score History window.

New Game

To start a new game, choose the New Game command from the Game menu, or press the New Game button in the control bar. This will start a new game session with the current game.

If you would like to play a different game, choose the game from the Game List menu. This will make the selected game the current game, and automatically start a new game session.

Replay Game

To replay the current game, choose the Replay Game command from the Game menu, or press the Replay Game button on the control bar. This will restart the current game with the same initial card layout.

Load Game

To load a previously-saved game, choose the Load Game command from the Game menu. This will bring up an Open dialog window that you can select the saved game file to open.

When you select the desired saved game file, Paradise Solitaire will set up the playing area as it was when the game was saved. It will not only restore the game layout, it will also restore the saved card set, card size and background, as well as the auto-play and sound settings.

See [Save Game](#) for information on saving your current game.

Save Game

To save the current game in its current state, choose the Save Game command in the Game menu. You will then be prompted for the name of the saved game file, and where to put it.

When you save a game, you are saving the current card layout, the current card set, the current card size, the selected background, and the current auto-play and sound settings.

See [Load Game](#) for information on how to load a saved game.

Auto Play Option

When you turn on auto-play (by selecting Auto Play in the Options menu), Paradise Solitaire will automatically move cards for you to the appropriate foundation stacks. Depending on which game you are playing, auto play will move all currently-available cards to their ultimate destination.

auto-play will *not* make all moves for you! In particular, it will not make the intermediate moves necessary to get a card into a position where it can be moved to the foundation area. It will only move cards that are currently ready to be moved to the foundation stacks. If a card is uncovered during auto-play, that card will then be available to be moved automatically.

Refer to individual game rules for how auto-play will work for a specific game.

Sounds Option

When you turn sounds on (by selecting Sounds in the Options menu), Paradise Solitaire will play sounds during certain events. It will play a start-up sound when the game first starts (in the registered version), it has sounds for shuffling the cards and moving the cards, and it will play sounds when you win or lose a game.

Note that sounds will only work if your computer has sound capabilities, and that Windows is set up to play sounds. Also, sounds will only play *if* you have the Sounds option turned on.

Backgrounds

You can alter the background of the playing area by selecting a background from the Background menu under the Options menu. You can choose from six different backgrounds the correct background for your tastes and/or mood.

When you choose a new background, that background stays as the current background until you select another, even after you quit the program and restart.

Card Sets

You can select from four different card sets to play with. Each card set contains unique face cards and card backs that fit a particular theme. You can select a card set from the Card Set menu under the Options menu.

Note that when you select a card set, that set becomes the current set immediately (without quitting or changing your current game). The selected card set remains the current card set until you select a new card set, even after you quit and restart the program.

Card Sizes

In the registered version of Paradise Solitaire, you can select from two different card sizes: Small or Large. By default, the card size starts as small. If you choose large, the cards become 50% larger, as well as your playing area. This feature is meant to help out those with large, hi-resolution monitors. Typical card games are difficult to see when your monitor is set to 1024x768. This feature allows you to play Paradise Solitaire without straining your eyes.

To select the large card size, choose the Large option in the Card Sizes menu under the Options menu. The main window will then resize to accommodate the new card size. To return to the small card size, choose the Small option in the Card Sizes menu.

Beware! If your monitor is too small to fit the current game while playing with the large card size, you will get a warning notifying you that the game you selected will be clipped, and that you should use the small card size instead.

Technical Support

Digital Paradise Corp. provides 90 days of free technical support for registered users of Paradise Solitaire. You can reach us in the following ways:

Phone: (619) 747-6549 (Mon-Fri 9:00am-5:00pm Pacific Time)

Fax: (619) 747-9124

E-Mail: paradiseSW@aol.com

America On-Line: [paradiseSW](#)

Compuserve: 76100,424

Microsoft Network: Digital_Paradise@msn.com

Registration Info

Thank you for trying Paradise Solitaire! You have a 30 day free-trial period to try out the shareware version of Paradise Solitaire. If you decide that you like it, you may register it for only \$19.00! See the Paradise Solitaire [order form](#) for ordering information.

You are probably asking yourself: "Just what's in it for me if I register Paradise Solitaire?" Well, in addition to the warm, fuzzy feeling you'll get for supporting good software, you get:

Windows 95 support: you will receive both the Windows 95 and the Windows 3.1 version of Paradise Solitaire.

20 more games: in addition to the ten games that are already in your shareware version of Paradise Solitaire, you will get:

[Auld Lang Syne](#)

[Bruce's Toughy](#)

[Calculation](#)

[Cruel](#)

[Elevens](#)

[Fifteens](#)

[Flower](#)

[Freecell](#)

[Grandfather's Clock](#)

[Intelligence](#)

[Klondike - Casino](#)

[Monte Carlo](#)

[Napoleon](#)

[Osmosis](#)

[Pyramid Golf](#)

[Scorpion](#)

[Seahaven](#)

[Weaver](#)

[Will o' the Wisp](#)

[Yukon](#)

Oversized card sets: The program contains four oversized card sets that make it more enjoyable to play Paradise Solitaire on a large, high-resolution monitor.

More sounds and animations: You will have more fun with additional start-up sounds, and win/lose animations.

Free technical support: All Digital Paradise customers receive 90 days of free customer support.

Discounts on other Digital Paradise products: As a customer of Digital Paradise, you will receive notices of product upgrades and new products, and will be given substantial discounts on purchasing additional Digital Paradise products.

See the [order form](#) for ordering information. Why wait?

Paradise Solitaire Order Form

(print this form using the Print Topic command)

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P.O. Box 500972
San Diego, CA 92150-0972
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Our fax number is: (619) 747-9124
- 3) Call our toll-free ordering line at: (800) 336-7677
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Name: _____
 Address: _____
 City: _____ State: ____ Zip: _____ Country: _____
 Phone: _____ Fax: _____ E-Mail: _____

Please send me:

_____ copies of Paradise Solitaire..... (x \$19.00 US)	\$ _____
Shipping and handling (US=\$5.00, Non-US=\$10.00)	\$ _____
Sub-total	\$ _____
7.25% sales tax for CA residents (1 copy = \$1.74)	\$ _____
Total	\$ _____

Payment Method:

Check Money Order Credit Card
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 Visa MasterCard Discover
 Number: _____
 Name of cardholder: _____
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Four Seasons

Paradise Solitaire lays out a tableau of five cards shaped like a cross in the middle of the board. The next card is then turned up to be the key card that all foundations are to be built up on. The "Ace" or key card is then placed on its correct suit stack on the foundation. The rest of the cards are in your hand shown by the numbered stack of cards at the bottom of the screen. The object is to move all the cards from your tableau and your hand onto the foundation stacks at the corners. See Foundation Rules for the foundation, see Tableau Rules for the tableau play and Hand Rules for the playing of the cards in your hand.



Foundation Rules

The foundation is built up in suit from the key card wrapping around to one less than the key card. You may double click on a tableau card if it is the top card of a tableau stack and that card will automatically go to the correct foundation (if the foundation is ready for that card). With Auto Play selected all available cards that may be placed on the foundation will be. Cards that are covered by other cards will not be moved to the foundation. Once cards are on the foundation, they may not be removed.

Tableau Rules

Cards may be moved to a tableau either from the top another tableau or the top of the flipped up hand stack. They may be moved one at a time. To move a card to a tableau stack the card must be one less than what shows on the stack to be covered ignoring suit and color. Aces may be placed on Kings when wrapping the cards around. You may place any card, either from another tableau or the top of the flipped up hand cards onto an empty tableau stack. There is no obligation to fill an empty tableau stack.

Hand Rules

Cards are flipped up one at a time to the right of the hand stack. The top card is available for play on either the tableau or foundation. You can go through these cards only once. Clicking on the empty hand stack ends the game.

End of Game

The end of the game is when you have no more cards to turn up, there are no empty tableau stacks, there are no cards ready to be placed on the foundation and the tableau cards do not lend themselves to exposing any more foundation playable cards. This is

sometimes detected by Paradise Solitaire and the "You Lose" dialog will appear. If Paradise Solitaire doesn't detect this, you can end the game by clicking on the empty hand deck. A new game or replay game will also close out the current game. The score will be added to the statistics no matter how a game is ended.

Auld Lang Syne

Paradise Solitaire lays out the four aces on the foundation stacks, the remaining cards are placed in your hand. The object is to put all the cards on the foundation stacks going up in number from Ace to King, regardless of suit. See Foundation Rules for foundation play, see Tableau Rules for the tableau play and Hand Rules for the playing of the cards in your hand.



Foundation Rules

The foundation is built up ignoring suit from the Ace to the King. You may double click on a tableau card and that card will automatically go to the foundation (if the foundation is ready for that card). With Auto Play selected all available cards that may be placed on the foundation will be. Cards that are covered by other cards will not be moved to the foundation. Once cards are on the foundation, they may not be removed.

Tableau Rules

The top cards in the tableau are available for play. Four cards are placed, one on each tableau stack by clicking on the numbered hand stack.

The top cards on the tableau stack can be moved to the foundation one at a time according to foundation rules. Double clicking on an available tableau card will send it to the foundation, if it can be played there.

Hand Rules

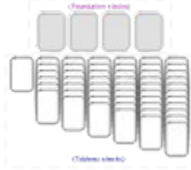
The cards in you hand moved four at a time and are placed one card on each tableau stack by clicking the numbered stack. After you have reached the end of the stack, you cannot go through them again.

End of Game

The end of the game is when you have no more cards to turn up and there are no cards ready to be placed on the foundation. This is detected by Paradise Solitaire and the "You Lose" dialog will appear. If Paradise Solitaire doesn't detect this, you can end the game by clicking on the empty hand deck. A new game or replay game will also close out the current game. The score will be added to the statistics no matter how a game is ended.

Bruce's Toughy

Paradise Solitaire lays out a tableau of all 52 cards, the deal starts like Klondike, then it continues to lay out the remaining cards on all the tableau stacks except the first stack. The object is to move all the cards from your tableau onto the foundation at top. See Foundation Rules for the foundation and see Tableau Rules for the tableau play.



Foundation Rules

The foundation is built up in suit from Ace to King. You may double click on a card if it is the bottom card of a tableau row and that card will automatically go to the correct foundation (if the foundation is ready for that card). With Auto Play selected all available cards that may be placed on the foundation will be. Cards that are face down or covered by other cards will not be moved to the foundation. Once cards are on the foundation, they may not be removed.

Tableau Rules

The face up cards in the tableau are available for play. The cards must be placed in descending order, following suit. Any face up cards may be placed as a group onto another tableau stack according to tableau rules. The tableau cards may not be pulled out from a middle of a stack, i.e. if you have a King, Queen and Jack face up on the same stack, you cannot pull out the Queen without moving the Jack as well. When a pile lacks any face up cards but has at least one face down card the top card may be turned over by a single click on the card. Only a King (or King with cards on top of it) may be placed on an empty tableau. You may move card sets even when some of the cards are mixed up from the deal. You may also place a King onto an Ace (Ace being the lowest card) if you desire.

The bottom face up cards on any tableau stack can be placed on the foundation one at a time according to foundation rules. Double clicking on an available tableau card will send it to the foundation, if it can be played there.

Calculation

Paradise Solitaire lays out the four aces on the foundation, the remaining cards are placed in your hand. The object is to put all the cards on the foundation going up in number, regardless of suit. See Foundation Rules for the foundation, see Tableau Rules for the tableau play and Hand Rules for the playing of the cards in your hand.



Foundation Rules

The foundation is built up ignoring suit from the Ace to the King and wrapping around to Ace. The first foundation to your left is built up incrementing one at a time (e.g. Ace, Two, Three) at King, the next card will be an Ace, the second foundation is built up by twos (e.g. Ace, Three, Five...) after King the Two would follow, the third by threes (e.g. Ace, Four, Seven...) after King come a Three and the last foundation stack by fours (e.g. Ace, Five, Nine...) after a King comes a Four. You may double click on a tableau card and that card will automatically go to a foundation stack (if the foundation is ready for that card). With Auto Play selected all available cards that may be placed on the foundation will be. Cards that are covered by other cards will not be moved to the foundation. Once cards are on the foundation, they may not be removed.

Tableau Rules

The top cards in the tableau are available for play. The cards are placed there by dragging from the deck in numbered hand stack to any tableau. Once placed there they may not be moved except to move them directly to a foundation stack..

The top cards on the tableau stack can be moved to the foundation one at a time according to foundation rules. Double clicking on an available tableau card will send it to the foundation, if it can be played there.

Hand Rules

The cards in you hand are revealed one at a time and are placed face up to the left of your hand stack. You must move this card to either a tableau stack or a foundation stack before you may flip another card up from the numbered stack. After you have reached the end of the stack, the game is over. Clicking on the empty hand stack will end the game.

Canfield

Paradise Solitaire lays out a stock on the left of 13 face up cards. Four cards are placed to the stock's right, one on each tableau stack. The next card is then turned up to be the key card that all foundations are to be built up on. The key card or "Ace" is then placed on its correct suit stack on the foundation. The rest of the cards are in your hand shown by the numbered stack of cards at the bottom of the screen. The object is to move all the cards from your stock, your tableau and your hand onto the foundation at top. See Foundation Rules for the foundation, see Tableau Rules for the tableau play and Hand Rules for the playing of the cards in your hand.



Foundation Rules

The foundation is built up in suit from the key card wrapping around to one less than the key card (there is no wrapping if the key card is an Ace). You may double click on a tableau card if it is the bottom card of a tableau row or the top card of the turned up hand cards and that card will automatically go to the correct foundation (if the foundation is ready for that card). Once cards are on the foundation, they may not be removed.

With Auto Play selected all available cards that may be placed on the foundation will be. Cards that are covered by other cards will not be moved to the foundation.

Stock Rules

The top stock card can be played on the foundation or on any tableau stack. When a tableau stack is empty the only card that can be placed there is top stock card until the stock stack is empty.

Tableau Rules

All the cards in the tableau are available for play. The cards must be placed in descending order, alternating colors. Any cards may be placed as a group onto another tableau stack according to tableau rules. The tableau cards may not be pulled out from a middle of a stack, i.e. if you have a King, Queen and Jack on the same stack, you cannot pull out the Queen without moving the Jack as well. When there is an empty tableau stack, the top card from the stock may be placed on an empty tableau. When there is an empty tableau stack and the stock stack is empty, any card or group of cards may be placed on that stack.

The bottom card on any tableau stack can be placed on the foundation one at a time according to foundation rules. Double clicking on an available tableau card will send it to the foundation, if it can be played there.

Hand Rules

The cards in you hand may be turned up 3 at a time by clicking the numbered stack. After you have reached the end of the stack you may return them to your hand by clicking the numbered empty stack. These cards will remain in the same order throughout the game. You may go through the stack as many times as desired.

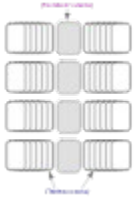
The top card of the turned over cards is available for play either on the foundation or the tableau. Click and drag the card off the turned up stack and drop it on your desired destination. If the card is dropped on an invalid stack the card will be returned to the original stack. Double click on a card if you want it placed directly on the foundation.

End of Game

The end of the game is when you don't have any playable cards exposed in the hand after going through from beginning to end, the top stock card is not playable, there are no empty tableau stacks, there are no cards ready to be placed on the foundation and the tableau cards do not lend themselves to exposing any more foundation playable cards. This is usually detected by Paradise Solitaire and the "You Lose" dialog will appear when you click on the empty hand stack. A new game or replay game will also close out the current game. The score will be added to the statistics no matter how a game is ended.

Beleaguered Castle

Paradise Solitaire lays out the four aces on the four foundation stacks down the middle of the board. The remaining cards are dealt in eight tableaux on each side of the foundation stacks. The object is to put all the cards on the foundation going up in number, following suit. See Foundation Rules for the foundation and see Tableau Rules for the tableau play.



Foundation Rules

The foundation is built up in suit from the Ace to the King. You may double click on a tableau card and that card will automatically go to the foundation (if the foundation is ready for that card). With Auto Play selected all available cards that may be placed on the foundation will be. Cards that are covered by other cards will not be moved to the foundation. Once cards are on the foundation, they may not be removed.

Tableau Rules

The top card on each tableau are available for play. Any top card may be placed on an empty stack. Any top card may be placed on another stack if that card is one less in order (ignore suit and color on the tableau).

The top cards on the tableau stack can be moved to the foundation one at a time according to foundation rules. Double clicking on an available tableau card will send it to the foundation, if it can be played there.

Shortcut

A shortcut is available in the play of the tableau. Paradise Solitaire knows when you have one or more empty tableaux, so you may move multiple cards from one tableau to another if you have enough empty slots to place the extra cards.

End of Game

The end of the game is when there are no empty tableau stacks, there are no cards ready to be placed on the foundation and the tableau cards do not lend themselves to exposing any more foundation playable cards. This is sometimes detected by Paradise Solitaire and the "You Lose" dialog will appear. If Paradise Solitaire doesn't detect this, you can end the game by clicking on the new game or replay game. The score will be added to the statistics no matter how a game is ended.

Clock

Paradise Solitaire lays out all the cards in the shape of a clock plus a center stack. There are four cards in each stack, face down except for the top one on the center stack. The object is to place each card on its correct "hour" place before all the Kings are placed into the center stack.



Start with the top card on the center stack (the King stack), this card will be face up and selected (outlined in red) you drag it onto its respective stack (One o'clock is the Ace stack, Two o'clock is the Two stack... Ten o'clock is the Ten stack, Eleven o'clock is the Jack stack, Twelve o'clock is the Queen stack). When you drop the card it is placed on the bottom of the stack, face up. The top card of that stack is then turned face up and selected. You then move that card to its correct hour place. When the four cards of a particular hour are all on the correct stack the top card will be face up and not selected.

If a card is revealed that belongs on the stack it started on, double click on that card to place that card on the bottom of that stack and reveal the next card in the stack.

When all the cards are face up except for the King stack, you win. If you place the fourth King on the King stack (center stack) you lose.

Cruel

Paradise Solitaire lays out the four aces on the foundation, the remaining cards are placed face up on the tableau, four cards per stack. The object is to put all the cards on the foundation going up in number, following suit. See Foundation Rules for the foundation and see Tableau Rules for the tableau play.



Foundation Rules

The foundation is built up following suit from the Ace to the King. You may double click on a tableau card and that card will automatically go to the foundation (if the foundation is ready for that card). With Auto Play selected all available cards that may be placed on the foundation will be. Cards that are covered by other cards will not be moved to the foundation. Once cards are on the foundation, they may not be moved.

Tableau Rules

The top cards in the tableau are available for play. The cards are moved from one tableau to another by dragging from another stack. You may place a card on another card if it is the same suit and one lower in number. Empty tableaus may not be filled by you.

The top cards on the tableau stack can be moved to the foundation one at a time according to foundation rules. Double clicking on an available tableau card will send it to the foundation, if it can be played there.

When play comes to a standstill the game automatically collects the cards in order and redeals them, four to a stack, until it runs out of cards. If, after a redeal, there is no possible play the game is over. If you play all the cards on the foundation, you win.

Dutchess

Paradise Solitaire lays out the four fans of 3 cards each at the top, then four cards, one on each tableau and the remaining cards are placed in your hand in the bottom numbered stack. Before any play can begin, the player chooses the "Ace" from one of the top cards of the four fans at top by double clicking on that card or dragging that card to it's correct suit stack on the foundation. The object is to put all the cards on the foundation, starting at the chosen "Ace" and going up in number, following suit. See Foundation Rules for the foundation and see Tableau Rules for the tableau play.



Foundation Rules

The foundation is built up following suit from the player's chosen "Ace" to one below that card wrapping around from King to Ace. You may double click on a top tableau card or top fan card and that card will automatically go to the foundation (if the foundation is ready for that card). With Auto Play selected all available cards that may be placed on the foundation will be. Cards that are covered by other cards will not be moved to the foundation. Once cards are on the foundation, they may not be moved.

Fan Rules

The fan cards can be played on the foundation or the tableau. The first fan card you choose is the "Ace" or key card for the foundation, drag it to it's proper suit slot on the foundation. You may place any top fan card at the bottom of a tableau stack if it is one lower in number and the opposite color as the old bottom card. When an empty stack on the tableau is created, you can drag any top fan card to that stack. When all the cards from the fan are removed, you can place cards from the hand onto the tableau.

Tableau Rules

The bottom cards in the tableau are available for play, also an entire tableau stack may be placed on another tableau stack if it follows the normal rules. You may not move partial stacks to other stacks. You may place a card on another card if it is the opposite color and one lower in number. Empty tableaus may be filled by any fan top card, or if the fan is empty, by a turned up hand card. You are not required to fill an empty slot immediately.

The top cards on the tableau stack can be moved to the foundation one at a time according to foundation rules. Double clicking on an available tableau card will send it to the foundation, if it can be played there.

Hand Rules

The numbered stack at the bottom of the board are the hand cards. Clicking on this stack will flip one card at a time to the up stack, when the numbered stack is empty, clicking on it will turn the up stack back over into the hand stack for use again. The cards may be placed on the foundation or the tableau, but not as a first card on an empty tableau

stack unless the fan is empty. The play is twice through the hand stack and then the game is over.

Elevens

Paradise Solitaire lays out the nine stacks of cards on the tableau, one on each stack. and the remaining cards are placed in your hand in the bottom numbered stack. The object is to place all the cards in the discard stack on the top right,. Cards are discarded in pairs that total eleven except for the face cards which are discarded as a set. See Tableau Rules for the tableau play, see Hand Stack Rules for hand stack play.

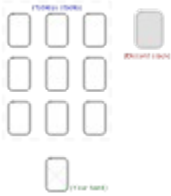


Tableau Rules

Select sets of cards two ways. First, select pairs of numbered cards by clicking on them. Each pair should add up to eleven, if it doesn't when you select the second card, the first will be deselected. If a pair does add up to eleven (Ace and Ten, Two and Nine...) it is automatically moved to the discard pile. Suit is ignored. The second way to discard cards are the picture cards which are discarded in threes, one King, one Queen and one Jack. Suit is also ignored.

Clicking on a selected card will deselect it.

Hand Rules

The numbered stack at the bottom of the board are the hand cards. The cards are moved automatically to fill empty tableau stacks. When the hand stack is empty the tableaux will not be filled.

Fifteens

Paradise Solitaire lays out the sixteen stacks of cards on the tableau, one card on each stack and the remaining cards are placed in your hand in the bottom numbered stack. The object is to place all the cards in the discard stack on the top right,. Cards are discarded in sets that total fifteen except for the face cards and the Ten which are discarded as a set. See Tableau Rules for the tableau play, see Hand Rules for hand stack rules..

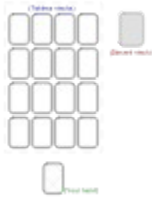


Tableau Rules

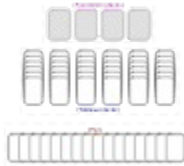
Select sets of cards two ways. First, the Ace through the Nine is selected in sets add up to fifteen, if it doesn't total fifteen, when you select a card that goes over fifteen or is a face card or Ten, the other cards will be deselected. If a set does add up to fifteen (Nine and Six, Nine and Five and Ace...) they are automatically moved to the discard pile. A set can be any number of cards and suit is ignored. The second way to discard cards is picture cards which are discarded in fours, four Kings, or four Queens, or four Jacks or four Tens. Clicking on a selected card will deselect it.

Hand Rules

The numbered stack at the bottom of the board are the hand cards. The cards are moved automatically to fill empty tableau stacks. When the hand stack is empty the tableaux will not be filled.

Flower

Paradise Solitaire lays out the six tableaus of cards, six cards on each tableau. the remaining cards are placed in a fan on the bottom. The object is to place all the cards on the foundation stacks at the top. Cards are placed on the foundation according to Foundation Rules. See Tableau Rules for the tableau play and Fan Rules for fan play.



Foundation Rules

The foundation is built up in suit from Ace to King. You may double click on a card if it is the top card of a tableau row or in the fan and that card will automatically go to the correct foundation (if the foundation is ready for that card). With Auto Play selected all available cards that may be placed on the foundation will be. Cards that are covered by other cards will not be moved to the foundation. Once cards are on the foundation, they may not be moved.

Tableau Rules

The tableau may be built up from the bottom cards of a stack to an Ace, ignoring suit and color. A card from the bottom of another tableau stack may be moved to the bottom of another stack if it is one below in number (Aces are low). Any card may be placed on an empty tableau stack. Any fan card may be placed on the bottom of a tableau stack if it is the right number or on any empty tableau stack.

A shortcut is available in the play of the tableau. Paradise Solitaire knows when you have one or more empty tableaus, so you may move multiple cards from one tableau to another if you have enough empty slots to place the extra cards.

Fan Rules

All the cards on the fan are available for play at any time, either on the foundation or on a tableau stack, following their rules. Once removed from the fan, a card may not be returned, nor can any other card be placed on the fan.

In playing flower, it is often best to play as many tableau cards as you can before using the fan cards.

Freecell

Paradise Solitaire lays out the entire deck on eight tableau stacks. Eight cards are in the first four stacks and seven in the last four. The object is to move all the cards from your tableau and your work stacks onto the foundation at the top right. The work stacks are the four empty stacks at the top left. See Foundation Rules for the foundation, see Tableau Rules for the tableau play and Work Stack Rules for the playing of the cards on your work stack.



Foundation Rules

The foundation is built up in suit from Ace to King. You may double click on a tableau card if it is the top card of a tableau stack or on a work stack and that card will automatically go to the correct foundation (if the foundation is ready for that card). With Auto Play selected all available cards that may be placed on the foundation will be. Cards that are covered by other cards will not be moved to the foundation. Once cards are on the foundation, they may not be moved.

Tableau Rules

Cards may be moved from another tableau to another tableau one at a time or from the work stack to a tableau. To move a card to a tableau stack the card must be one less than what shows on the stack to be covered and the opposite color. You may place any card, either from another tableau or the work stack onto an empty tableau stack. There is no obligation to fill an empty tableau stack.

A shortcut is available in the play of the tableau. Paradise Solitaire knows when you have one or more empty tableaus, so you may move multiple cards from one tableau to another if you have enough empty slots to place the extra cards.

Work Stack Rules

Each work stack can hold only one card. You may move a card from the bottom of a tableau stack to an empty work stack. To move them to the foundation or a tableau stack, see the rules for those stacks.

Golf

Paradise Solitaire lays out a tableau of seven stacks each with five cards and the rest in your hand in the numbered stack at the bottom. The first card is turned up from your hand and placed to its right. The object is to move all the cards from the tableau stacks to the up stack to the right of your hand cards.



Tableau Rules

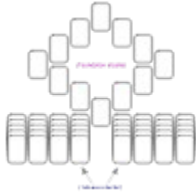
The top cards in the tableau are available for play. Cards can only be moved from one tableau to the up stack next to your hand. See the hand stack rules for playing cards on up card from the hand stack.

Hand Stack Rules

You may place a card on up stack if it is one higher or lower than the current up card except if the up card is a King, nothing may be placed on the King and to proceed a card must be turned up from your hand stack by clicking on the hand stack. If there are no cards left on the hand stack, clicking on the empty stack will end the game.

Grandfather's Clock

Paradise Solitaire lays out twelve cards, one on each foundation stack in the shape of a clock, the rest are placed in the eight tableau stacks below the clock. The object is to place each card on its correct "hour" place. See the Foundation Rules for playing cards on the foundation and Tableau rules for moving cards around the tableau.



Foundation Rules

The foundation is started so that when a foundation stack is completed, the top card on each stack will be the "hour" of its location (i.e. Ace will be at one o'clock). The Jack is eleven o'clock and Queen is twelve o'clock. Place cards on a foundation stack following suit and one higher in number except when there is a King, place an Ace on it. Once a card is placed on a foundation stack, it may not be moved.

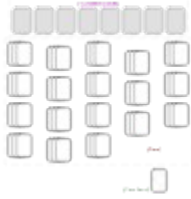
Tableau Rules

A card may be moved to the foundation if it is the bottom card of a stack and follows the foundation rules. A card may be moved to another tableau stack if it is the bottom card on the stack and you drop it on the bottom of a stack where the previous bottom card is one higher in number (suit is ignored). Kings are not available to be played on Aces on the tableau. Any available card may be placed on an empty tableau stack. Double clicking on an available card will send the card to its proper place on the foundation, if the foundation is ready for that card. If Auto Play is selected, all available cards will be moved up to the foundation.

A shortcut is available in the play of the tableau. Paradise Solitaire knows when you have one or more empty tableaus, so you may move multiple cards from one tableau to another if you have enough empty slots to place the extra cards.

Intelligence

Paradise Solitaire deals from a double deck 18 fans of 3 cards each. If, in dealing, any Aces are encountered, they are placed on the foundation at top and each fan is still filled out to three cards. When you have no more plays, clicking on the numbered hand deck will cause all the cards from the fans and the hand to be collected, shuffled and redealt. You have 2 redeals. The object is to place all 104 cards on the foundation. See the Foundation Rules for foundation play, the Tableau Rules for playing the tableau fans and Hand Rules for playing the Hand stack.



Foundation Rules

You may play any top card from any fan on the foundation if it matches the suit and is one higher in number (Ace is low, King is high). Since there are two deck, there are two sets of each card, hence the eight foundation stacks. In dealing and redealing, any Aces encountered are automatically placed on the foundation.

Tableau Rules

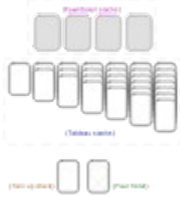
You may move any top card from one fan to another if it matches suit and is either lower or higher than the current card on the fan. The tableau consists of 18 fans. If in playing a fan is emptied, Paradise Solitaire automatically puts three cards on the empty fan stack. If during dealing or redealing it finds an Ace, it is placed on the foundation.

Hand Rules

The cards in the bottom right numbered stack are in your hand. These cards are automatically played on an empty fan stack when you (or Auto Play) empties a stack. Any Aces are put up on the foundation. If it doesn't have enough cards to fill a fan, it puts as many as it can. When you are without moves, clicking on the hand stack causes all the cards in all the fans and the hand stack to be collected, shuffled and redealt. You are allowed two redeals before the game is over.

Klondike Casino

It costs you \$52 to "buy" the deck to play each game, you receive \$5 for each card placed on the foundation stack. To begin a game, Paradise Solitaire lays out a tableau of 28 cards, 7 face up and the remaining face down. The rest of the cards are in your hand shown by the numbered stack of cards at the bottom of the screen. The object is to move all the cards from your tableau and your hand onto the foundation at top. See Foundation Rules for the foundation, see Tableau Rules for the tableau play and Hand Rules for the playing of the cards in your hand.



Foundation Rules

The foundation is built up in suit from Ace to King. You may double click on a card if it is the bottom card of a tableau row or the top card of the turned up hand cards and that card will automatically go to the correct foundation (if the foundation is ready for that card). With Auto Play selected all available cards that may be placed on the foundation will be. Cards that are face down or covered by other cards will not be moved to the foundation. Once cards are on the foundation, they may not be removed.

Tableau Rules

The face up cards in the tableau are available for play. The cards must be placed in descending order, alternating colors. Any face up cards may be placed as a group onto another tableau stack according to tableau rules. The tableau cards may not be pulled out from a middle of a stack, i.e. if you have a King, Queen and Jack face up on the same stack, you cannot pull out the Queen without moving the Jack as well. When a pile lacks any face up cards but has at least one face down card the top card may be turned over by a single click on the card. A King (or King with cards on top of it) may be placed on an empty tableau.

The bottom face up cards on any tableau stack can be placed on the foundation one at a time according to foundation rules. Double clicking on an available tableau card will send it to the foundation, if it can be played there.

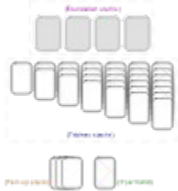
Hand Rules

The cards in you hand may be turned up one at a time by clicking the numbered stack. After you have reached the end of the stack you may not go through the cards again. Clicking on the empty numbered stack will end the game.

The top card of the turned over cards is available for play either on the foundation or the tableau. Click and drag the card off the turned up stack and drag it to your desired destination. If the card is dropped on an invalid stack the card will be returned to the original stack. Double click on this card if you want it placed directly on the foundation.

Klondike

Paradise Solitaire lays out a tableau of 28 cards, 7 face up and the remaining face down. The rest of the cards are in your hand shown by the numbered stack of cards at the bottom of the screen. The object is to move all the cards from your tableau and your hand onto the foundation at top. See Foundation Rules for the foundation, see Tableau Rules for the tableau play and Hand Rules for the playing of the cards in your hand.



Foundation Rules

The foundation is built up in suit from Ace to King. You may double click on a card if it is the bottom card of a tableau row or the top card of the turned up hand cards and that card will automatically go to the correct foundation (if the foundation is ready for that card). With Auto Play selected all available cards that may be placed on the foundation will be. Cards that are face down or covered by other cards will not be moved to the foundation. Once cards are on the foundation, they may not be moved.

Tableau Rules

The face up cards in the tableau are available for play. The cards must be placed in descending order, alternating colors. Any face up cards may be placed as a group onto another tableau stack according to tableau rules. The tableau cards may not be pulled out from a middle of a stack, i.e. if you have a King, Queen and Jack face up on the same stack, you cannot pull out the Queen without moving the Jack as well. When a pile lacks any face up cards but has at least one face down card the top card may be turned over by a single click on the card. A King (or King with cards on top of it) may be placed on an empty tableau.

The bottom face up cards on any tableau stack can be placed on the foundation one at a time according to foundation rules. Double clicking on an available tableau card will send it to the foundation, if it can be played there.

Hand Rules

The cards in you hand may be turned up 3 at a time by clicking the numbered stack. After you have reached the end of the stack you may return them to your hand by clicking the numbered empty stack. These cards will remain in the same order throughout the game. You may go through the stack as many times as desired.

The top card of the turned over cards is available for play either on the foundation or the tableau. Click and drag the card off the turned up stack and drag it to your desired destination. If the card is dropped on an invalid stack the card will be returned to the original stack. Double click on this card if you want it placed directly on the foundation.

Montana

Paradise Solitaire deals the entire deck on the table 13 in each row and 4 rows. Then the Aces are automatically removed leaving gaps. The object is to place all the cards in order from Two to King, following suit in each row. When you have no more plays all the cards will be automatically collected, the Aces added back, shuffled and redealt. You have 2 redeals. See the Tableau Rules for playing the cards.

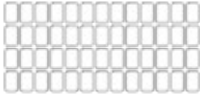


Tableau Rules

You may move any card from one place to another if it matches suit and is one higher in number of the card to the left. If the card to the left of an empty stack is a King, no cards may be placed to its right. Only Twos may be placed in the leftmost stacks. A Two of any suit may be placed in any empty leftmost stack. If you have no more moves, Montana automatically redeals. Two redeals are allowed and then the game is over.

Easy Play

When Auto Play is off, a single click on an empty slot will highlight the card that would go into that slot. A double click on an empty slot will move the proper card into that empty slot. Double clicking on a card will move that card to an empty slot if one is available. A single click on a leftmost empty slot will not highlight a Two since Paradise Solitaire doesn't know which Two to put in that slot.

When Auto Play is on, a single click on an empty slot will move the proper card into that empty slot. A single click on a card will move it to an empty slot if one is available.

Napoleon

Paradise Solitaire takes a double deck of cards and lays out ten stacks on the tableau with four cards on each stack. The rest of the cards are placed in your hand face down. The object is to place all the cards on the foundation at the top with each stack going from Ace to King following suit. You may go through the hand cards one at a time, once. After going through the cards, if all the cards are not on the foundation, the game is lost. See Tableau Rules for play on the tableau, see Foundation Rules for play on the foundation and see Hand Rules for play on the hand.



Tableau Rules

A bottom card on one tableau stack may be placed on the bottom of another stack if it matches suit and is one lower in number. An empty tableau stack may be filled by any bottom card. Double clicking on a bottom card will send it to the foundation at top (if the foundation is ready for that card).

Foundation Rules

All foundation stacks start at Ace and go to King, since this is a double deck, there will be two of every card, giving you a choice on plays. Double clicking on a bottom card of a tableau stack or the top card of the up cards from the hand stack will move these cards to the foundation if the foundation stack is ready for that card.

Hand Rules

Click on the numbered hand stack to turn one card over. This card is available for play on the foundation or tableau. If you double click on the top up card, Paradise Solitaire will attempt to place it on the foundation. When you play the top card of the up stack, only then is the next card available for play. Clicking on the empty hand stack and the end will end the game.

Osmosis

Paradise Solitaire deals four tableau stacks down the left with four cards each, a key card on the first foundation on the top just to the right of the first tableau stack and the rest in your hand. The object is to place all the cards in the foundation stacks. See Tableau Rules for tableau play, Foundation Rules for foundation play and Hand Rules for playing your hand.

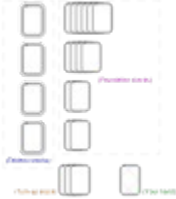


Tableau Rules

The cards in the tableau may only be placed on one of the foundation stacks. If a tableau stack is empty, a top card from another tableau stack or a turned up card from your hand may be placed on the empty stack.

Foundation Rules

The key card starts a foundation row. All other rows must start with the same number card of another suit. Any card of the same suit may be placed in the first row. No other rows may have cards placed on them until the key card is placed. After the key card is placed, only cards that have the same number on the row above have been placed may be placed. The cards do not have to be in the same order as the row above, except the key card must be first.

Hand Rules

The cards in your hand may be turned up 3 at a time by clicking the numbered stack. After you have reached the end of the stack you may return them to your hand by clicking the numbered empty stack. These cards will remain in the same order throughout the game. You may go through the stack as many times as desired.

The top card of the turned over cards is available for play either on the foundation or the tableau. Click and drag the card off the turned up stack and drag it to your desired destination. If the card is dropped on an invalid stack the card will be returned to the original stack. Double click on this card if you want it placed directly on the foundation.

Pyramid Golf

The object of the game is to empty the pyramid of all the cards into the discard stack. A free card from the pyramid may be placed on the discard stack if it follows the discard stack rules. See Pyramid Rules for playing cards from the pyramid tableau, Hand Stack Rules for playing the hand stack and Discard Stack Rules for playing on the discard stack.



Pyramid Rules

The cards that are free for discarding have no cards touching either of its lower corners. To move it from the tableau pyramid to the discard stack click on the card. The card will not move if the discard stack is not ready for that card.

Hand Stack Rules

The cards that are in your hand are pictured in the bottom left with a number of cards remaining overlaid on the stack. You cannot go through these cards a second time. Turn these cards over one at a time into the discard stack. If there are no cards left on the hand stack, clicking on the empty stack will end the game.

Discard Stack Rules

You may place a card on discard stack if it is one higher or lower than the current up card except if the top card on the discard stack is a King, nothing may be placed on the King and to proceed a card must be turned up from your hand stack by clicking on the hand stack.

Pyramid

The object of the game is to place all the cards in the discard stack. The cards may be discarded when the one or two card total is thirteen. The King is worth thirteen and discarded alone, the Queen is worth 12 and is discarded with an Ace (1 point), the Jack is worth 11 and discarded with a two and the other numbered cards are worth their face value. The cards available for discarding are on the bottom of the pyramid and have no cards touching either of it's lower corners, and the card that has been flipped up from your hand and the top card of the turn up stack.



Stacks

The cards that are in your hand are pictured in the bottom right with a number of cards remaining overlaid on the stack. You cannot go through these cards a second time. Turn these cards over one at a time into a intermediate stack, when you turn the next card over it goes in the out stack. Select a card from either the bottom of the pyramid, the intermediate stack and/or the top card of the out stack to go to the discard stack. If you wish to remove a King from either of these stacks directly into the discard stack, click on it.

Selection and deselection of cards

To select a card, click on it, if it doesn't become selected, it is unavailable for selection. A card is deselected if you select another card and those two don't add up to thirteen. Another way to deselect a card is to click on it a second time. When you flip a card from your hand to the intermediate stack by clicking on the stack, all cards are deselected.

Scorpion

Paradise Solitaire deals 49 cards in a tableau of seven stacks each having seven cards, and the last three are in a stock pile shown at the bottom. The object is to order all the cards in any four rows, each starting at a King and ending at an Ace of the same suit. For tableau play see Tableau Rules, for stock play, see Stock Rules.

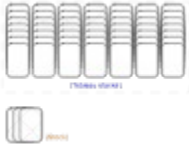


Tableau Rules

Any tableau stack with a face up card can have cards added to it from another tableau if the card or cards being moved have as the top card a card that is one lower than the stacks bottom card (suit is ignored). Kings are high, Aces are low. If a stack has only a face down card as the bottom card, a click will turn it over. If a stack is empty, any King (and it's following cards) may be place there. When you are stuck, click on the stock and the three cards will be placed, one card at each at the bottom of the first three tableau stacks.

Stock Rules

Clicking on the stock stack will move the three cards to the tableau, one card at each at the bottom of the first three stacks. Clicking again will end the game.

Seahaven

The object of the game is to move all the cards to the four foundation stacks, two of which are at the upper right and the other two at the upper left. All but two cards are dealt out on the ten tableau stacks, the last two cards are up on two of the four work stacks. For rules on playing the tableau see Tableau Rules, for playing on the work stack see Work Stack Rules and for foundation play, see Foundation Rules.



Tableau Rules

A bottom card of one tableau or a card from a work stack may be placed at the bottom of another tableau stack if it is one lower in number and matches suit. If a stack is empty, only a King may be placed there.

A shortcut is available in the play of the tableau. Paradise Solitaire knows when you have one or more empty work stacks, so you may move multiple cards from one tableau to another if you have enough empty work stacks to place the extra cards.

Work Stack Rules

One card may be placed on each work stacks from the tableau. Each card may be moved to the foundation or tableau according to their rules.

Foundation Rules

The foundation is built up in suit from Ace to King. You may double click on a tableau card if it is the top card of a tableau stack or on a work stack card and that card will automatically go to the correct foundation (if the foundation is ready for that card). With Auto Play selected all available cards that may be placed on the foundation will be. Cards that are covered by other cards will not be moved to the foundation. Once cards are on the foundation, they may not be moved.

Spiderette

The object of the game is to move all the cards to the four foundation stacks which are at the top. For rules on playing the tableau see Tableau Rules, for playing on the work stack see Hand Rules and for foundation play, see Foundation Rules.

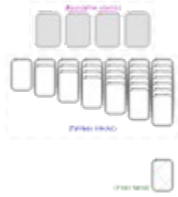


Tableau Rules

A set of cards can be moved only if the set is of descending numerical order and of the same suit and is one less than the bottom card of the tableau stack you are trying to move it to (ignoring suit). If a stack is empty, any card set that is descending and same suit may be moved there. If a stack has no face up cards but has a face down card, clicking on the face down card will turn it up. When you are stuck, click on the hand stack to bring out more cards.

Hand Rules

Clicking on the numbered card stack at the bottom will place one card, face up on each tableau stack. If there are three cards left, they are placed on the first three tableau stacks from the left. If no cards are left, clicking on the hand stack will end the game.

Foundation Rules

The foundation is built up in suit from Ace to King. You must have a column on the tableau that is King through Ace of the same suit ready, Paradise Solitaire will automatically put the completed stack onto the proper foundation stack.

Weaver

A double deck of 104 cards are dealt out, four different suit Aces and four different suit King, one card on each of the eight foundation stacks. Then the rest of the cards are placed on the 13 tableau stacks, one card per stack going right to left, then the next row right to left. Each of the 13 tableau stacks represent a number of a card (the first stack is an Ace stack ...the last stack at the bottom right is the King stack). If during dealing, a card is to be placed on the same numbered stack, it is removed and placed in the hand stack. Another card is placed down on the stack before dealing proceeds. The object is to move all 104 cards onto the eight foundation stacks. You have two redeals to get all the cards up on the foundation. For tableau play, see Tableau Rules, for Hand Play, see Hand Rules, for Foundation Play, see Foundation Rules.



Tableau Rules

The top cards on each tableau are available for play on the foundation. The exception to using the top cards is the King stack, all the cards in the King stack are available for play. To begin the weaving, turn up the first card in your hand by clicking on the hand stack. Drag this turned up card to the foundation or to the correct tableau stack (the top left stack is for Aces, next to the it is the Twos stack, the end of the first line is the Sevens stack, the bottom left is Eights, the bottom right is Kings). The card, once dropped will go to the bottom of the stack and the top card will be highlighted. You may drag this card to it's proper stack and when dropped, it too will go to the bottom of the stack, highlighting the top card. There are two ways to break up the weaving, one is when you place a card on the foundation, the other is when you place a card on the King stack. The only way to continue weaving is to turn up another card and drag it to it's stack.

Hand Play

The numbered stack at the bottom came from trying to deal a card on it's same numbered stack. When you click on the stack, a card will be turned up and you can drag it to the foundation or it's numbered tableau stack. Before you can turn another card up, you must move the turned up card to either to a foundation stack or a tableau stack. Clicking on the hand stack when it is empty will cause all the cards on the tableau stacks to be collected, in order and redealt onto the tableau stacks. Clicking on the empty hand stack may be only be done twice for redeals, a third time ends the game.

Foundation Rules

The first four foundation stacks are built from Ace to King in suit. The second four are from King to Ace, also in suit. If two foundation stacks of the same suit are built to meeting (for example, the Ace of Clubs foundation stack is built up to a Six of Clubs and the King of

Clubs foundation stack is built down to the Seven of Clubs) you may move the top cards from each foundation stack until you are happy with their location. To move a card from one foundation stack to another click on the card to be moved and it will automatically be moved. This moving doesn't interrupt any weaving that might be going on in the tableau. Once you have built past the meeting point of the two same suit foundations, the cards may no longer be switched between stacks.

Will o'the Wisp

The object of the game is to move all the cards to the four foundation stacks which are at the top. For rules on playing the tableau see Tableau Rules, for playing on the work stack see Hand Rules and for foundation play, see Foundation Rules.

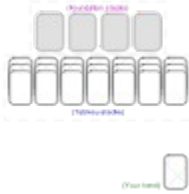


Tableau Rules

A set of cards can be moved only if the set is of descending numerical order and of the same suit and is one less than the bottom card of the tableau stack you are trying to move it to (ignoring suit). If a stack is empty, any card set that is descending and same suit may be moved there. If a stack has no face up cards but has a face down card, clicking on the face down card will turn it up. When you are stuck, click on the hand stack to bring out more cards.

Hand Rules

Clicking on the numbered card stack at the bottom will place one card, face up on each tableau stack. If there are three cards left, they are placed on the first three tableau stacks from the left. If no cards are left, clicking on the hand stack will end the game.

Foundation Rules

The foundation is built up in suit from Ace to King. You must have a column on the tableau that is King through Ace of the same suit ready, Paradise Solitaire will automatically put the completed stack onto the proper foundation stack.

Yukon

Paradise Solitaire deals a Klondike like tableau with seven stacks with each one having one more turned down than the next stack going left to right. The rest of the cards are placed one on each of the last six stacks face up until all the cards are out. The object is to place all the cards on the foundation. See the Foundation Rules for foundation play, the Tableau Rules for playing the tableau fans and Hand Rules for playing the Hand stack.



Foundation Rules

You may play any bottom card from any stack on the foundation if it matches the suit and is one higher in number (Ace is low, King is high).

Tableau Rules

You may move any card set from one stack to another if the top card you drag is lower than the current bottom card on the stack to be overlaid. If a stack has no face up cards, clicking on the face down card turns it up. An empty stack can be filled by any card set that starts with a King. A card set can be one card or many cards and you can move any number of cards from the bottom of a stack. Do not try to take the middle of a stack or the top, all the cards from your clicked on card to the last card will come with the move.

Monte Carlo

Paradise Solitaire lays out the twenty stacks of cards on the tableau, one card per stack and the remaining cards are placed in your hand in the bottom right numbered stack. The object is to place all the cards in the discard stack on the top right,. Cards are discarded in pairs that match each others numbers and are touching. See Tableau Rules for the tableau play, see Hand Stack Rules for hand stack play.



Tableau Rules

Pairs are able to be discarded if they are adjacent and the same number. Cards side by side to each other or one above each other or diagonal to each other is considered adjacent. Each pair should have the same value and if they don't when you select the second card, the first will be deselected. If a pair does match and is adjacent, when you select the second card it is automatically moved to the discard pile. Selecting a card a second time will deselect it.

Hand Rules

The numbered stack at the bottom of the board are the hand cards. When you get stuck in the tableau, clicking on the hand stack will move all the cards on the tableau up so they fill the slots (from left to right, bottom to top) and the remaining empty stacks at the bottom are filled by cards from the hand stack. When the hand stack is empty the tableau stacks will be moved to close up the gaps, but the bottom stacks will not be filled. They game is over if you have no moves and have no empty stacks in the tableau.

