

Upside-Down Pyramid

This interesting tableau plays much like Klondike but is two-deck game.

The tableau is laid out as shown with all cards face up. Each column, from left to right, has a different number of cards in it. The first contains 1 card, second 3 cards, third 5 cards, fourth 7 cards, fifth 9 cards, sixth 10 cards, seventh 8 cards, eighth 6 cards, ninth 4 cards and tenth 2 cards.

Only fully-exposed cards are available to be played on. Cards and sequences may be moved within the Tableau as in Klondike, but sequences may not be split. Kings can be moved to empty spaces, and the foundation is built up from ace to king by suit.

Because all cards are faced-up, it is a little more difficult to see the sequences that can be moved, but the computer should take care of that. The deal from the stock is 3 at a time as in normal Klondike.

Pyramid

The goal of Pyramid is to clear all of the cards from the tableau, stock and waste-pile.

28 Cards are dealt into a pyramid-shaped tableau. With one exception, only fully exposed cards are available for play. The cards are cleared from the screen by pairing cards that total 13 point, except for the king, which stand alone. Refer to your manual for point values for each card.

All cards but the king are removed in pairs:

- ❖ Q-A
- ❖ J-2
- ❖ 10-3
- ❖ 9-4
- ❖ 8-5
- ❖ 7-6.

Most of the time both cards must be available to make a play. However, when a card is the only one covering its pair, the two cards may be removed together.

Cards in the tableau may be paired with other tableau cards, with cards in the stock or in the waste pile. Cards are dealt to the waste pile from the stock when there are no other plays available, or at the discretion of the player.

The game is over when there are no more cards in the stock there are no more exposed pairs available. The game has been won when all cards have been paired.

The game is over when there are no redeals left and no cards can be moved to the Flanks or the Foundation. The game is won when all of the cards have been moved to the Foundation.

Klondike

Klondike is the most popular from Solitaire. The goal of Klondike is to move all of cards to the Foundation, in ascending order by suit.

28 cards are dealt into a tableau of 7 columns. The first column contains 1 card, the second 2 cards, the third 3 cards, etc... When the game begins all of the cards in the 7 columns are dealt facedown, except for one fully exposed card in each column. Cards must be available to be played to the tableau or the foundation.

Cards are played on each other within the tableau in descending order, alternating red and black-the suit does not matter. When a column becomes vacant, only a king may be moved into the space. The facedown cards are exposed as they become available during play.

Cards are played to the Foundation from the tableau or the waste pile in ascending order, by suit.

During play, at the player's discretion, cards are dealt from the stock to the pile in groups of 3. Only the fully exposed card is available for play. -when the stock is exhausted the cards in the waste pile are returned to the stock to be redealt.

The game is over when no more moves can be made to the Foundation. The game is won when all cards have been moved to the Foundation.

