



Owner's Manual

Copyright 2005 GOSUB 60, Inc.
All Rights Reserved

Solitaire Deluxe 12-Pack

Twice as many games as any other Solitaire Suite: 12 full titles, 20 unique variations! Includes Klondike (classic solitaire), FreeCell, Spider, Pyramid, Tri-Peaks, Chinese Solitaire, Scorpion, Yukon, Golf, Canfield, Vanishing Cross and Kings Corners. Customizable and effortless gameplay with Undo Move, AutoSave, Arrow or Number Navigation, and Easy Read cards. Join the GoGo60 online community to post scores and unique hands and enter to win! 12 wildly popular Solitaire Games, now easier than ever to play!

Gameplay

If you ever get lost, consult that rules that are built into the game. From any game, go to the Menu (by pressing 'Menu,' 'Back,' or 'Clear,' then select "Help."

Basic Controls

Arrow Keys: Move the flashing cursor

Select/OK: Chooses card to be played

CLEAR or BACK: Go to game menu

Number Keys (for games with numbers over columns in the screen): Choose cards or columns to move

Number Keys (for all other games): Move the flashing cursor

Double Click card: Move card to the Foundation pile if possible.

Undo

Solitaire Deluxe 12-Pack gives the ability to UNDO any move. To use this feature, press the UNDO key right under the phone's screen. If this key does not show up on your phone, select UNDO from the Pause Menu.

Auto Save Feature

Your last game played is always stored on your phone, so you can resume it at any time. If you're in the middle of a game, and would like to save it for later, either exit the game through the menus, close your phone, or press the hang-up button. When you return to Solitaire Deluxe, you will see a 'Resume Game' option, which will take you back to the point you left off.

The title bar above the 'Resume Game' option reminds you of which game you were playing last. If you choose to start a New Game, your last game will be discarded, and your new game will be Auto-Saved when you exit it.

EasyPlay

Cut out some of the needless clicking with one of our new features. EasyPlay saves you time by only allowing you to cursor to legal move spots. If you want a little more of a challenge, you can turn it off from the options menu at any time.

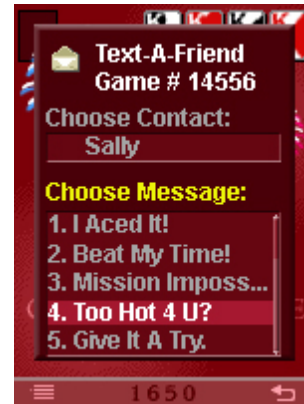


Game Numbers

Every game played has a Game Number that allows you or someone else to recreate the game exactly. This number is available from the Pause Menu at any time during a game and in the Game Summary after you finish. Go to GoGo60.com to find challenging and winnable game numbers for your favorite game.

Text-A-Friend

Text-A-Friend allows you to send a text message challenge to anyone else with a cell phone. During any game, go to the pause menu and select Text-A-Friend. Just enter your friend's phone number and choose a challenge message. Your friend will receive a message with the game type and game number, so they can play along. If you win a game, you can send your score along with the challenge message and game number from the post game menu. Note: Standard text messaging rates will apply.



Auto Win Detection

Auto Win detection eliminates the tedious process of moving all of the cards to the foundation by hand. Don't worry; you still have time at the end of the hand to watch the fireworks and bask in the glory of your victory. Auto Win detection can be turned off from any Options menu.

Game Rules

Klondike (Classic Solitaire)

Goal: Try to build Foundations of each suit, from Ace to King, in the 4 empty slots above the Tableau.

Play: Build down in rank and in alternating colors on any of the face up cards in the Tableau. Press the number above the column of the card(s) to be moved; a highlight appears around the top card in the pile. Then press the number or symbol above the desired destination pile or column. The card, or run of cards, will be moved. Even though only the top card is highlighted, all of the cards in a run will move if you want them to. You can also use the arrows to move the cursor. Choose between flipping 1 card from the deck at a time or 3. The top face up card from the deck can be played to the Tableau or to the Foundations. Only Kings can be moved to empty columns.

FreeCell

Goal: Try to build Foundations of each suit, from Ace to King, in the 4 empty slots in the top right above the Tableau.

Play: Cards may be stacked on the Tableau by building down in rank and alternating colors. Any card can be played to the 4 free cells in the top left of the screen. Groups of cards may only be moved if there are enough free cells in the top left of the screen, and/or enough empty columns to accommodate the move.

Spider

Goal: Build eight descending piles from King to Ace, in the Tableau.

Play: Cards may be stacked on the Tableau by building down in rank regardless of suit. You can move more than one card at a time if they are all descending in the same suit. Press the * key to deal out eight more cards from the deck, adding one to the bottom of each pile. The game will display the remaining number of deals in the deck. Game options allow you to choose one suit, two suits or four suits for the cards in the Tableau.

Pyramid

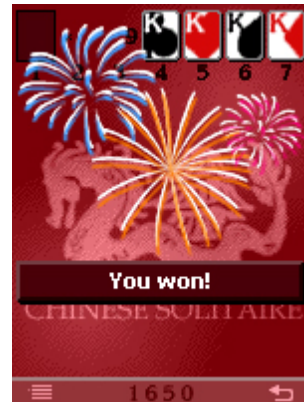
Goal: Remove all of the cards from the pyramid by making pairs totaling 13, and discarding Kings by themselves.

Play: Press 5 or the Select key to select a card, then press 5 on another card to make a pair. Pairs can be made on the pyramid, from the up piles and the pyramid, or from two of the up piles. Only cards with no cards on top of them may be played. Aces are worth one, Jacks are 11, Queens 12, and Kings 13.

Tri-Peaks

Goal: Remove all of the cards from the Tableau by building up or down on the discard pile.

Play: You may play a card that is one rank higher or lower than the top card on the discard pile regardless of the suit. If you cannot play a card on the discard pile from the Tableau, click the * key to deal a new card from the deck to the discard pile. Game options allow you to play with the non-playable cards on the Tableau hidden or visible.



Chinese Solitaire

Goal: Build Foundations of each suit, from Ace to King, in the 4 empty slots above the Tableau.

Play: Build down in rank and in alternating colors on any of the face up cards in the Tableau. You can move more than one card at a time as long as the top card is making a legal move regardless of the rest of the run. Press the * key to deal out the remaining three cards in the deck to the three leftmost piles in the Tableau. Only Kings can be moved to empty columns.

Scorpion

Goal: Build four descending piles from King to Ace in suit, in the Tableau.

Play: Build down in rank and in suit on any of the face up cards in the Tableau. You can move more than one card at a time as long as the top card is making a legal move regardless of the rest of the run. Press the * key to deal out the remaining three cards to the three leftmost piles in the Tableau. Only Kings can be moved to empty columns.

Yukon

Goal: Build Foundations of each suit, from Ace to King, in the 4 empty slots above the Tableau.

Play: Build down in rank and in alternating colors on any of the face up cards in the Tableau. You can move more than one card at a time as long as the top card is making a legal move regardless of the rest of the run. Only Kings can be moved to empty columns.

Golf

Goal: Remove all of the cards from the Tableau by building up or down on the discard pile.

Play: You may play a card that is one rank higher or lower than the top card on the discard pile regardless of the suit. If you cannot play a card on the discard pile from the Tableau, click the * key to deal a new card from the deck to the discard pile. If you play a King from the Tableau or the deck, the run is dead and you must deal a new card from the deck. The turbo variation in the options menu turns off this feature and allows you to wrap from King to Ace.

Canfield

Goal: Build ascending Foundations of each suit in the 4 empty slots above the Tableau. The base for the Foundation is random and determined by the shuffle of the deck.

Play: Build down in rank and in alternating colors on any of the face up cards in the Tableau. There are two piles of unrevealed cards: the deck and the Reserve. The Reserve is a 13 card pile that can be used on the Foundation or Tableau. The deck consists of the remaining cards after the Tableau, Reserve and the first card of the Foundation are dealt out. The top face up card from the deck or Reserve can be played to the Tableau or to the Foundations. An empty column on the Tableau must be filled by the top card from the Reserve. If the Reserve is empty, you can fill the columns with cards from the deck or the Tableau.

Vanishing Cross

Goal: Build ascending Foundations of each suit in the 4 corner slots in the Tableau. The base for the Foundation is random and determined by the shuffle of the deck.

Play: Build down in rank and in alternating colors on any of the face up cards in the Tableau. You can only move one card at a time. Press the * key to deal another card to the waste pile from the deck.

Kings Corners

Goal: Discard all of the number cards (A through 10) from the deck and place all of the face cards in their assigned locations: Jacks and Queens on the sides, and Kings in the Corners.

Play: The game starts in Placement Mode: cards are played from the deck to the board until all 16 spaces on the board have a card. Face cards must be played in their assigned locations; if they cannot be, the game is lost. Number cards may be played anywhere on the board. When all spaces are filled, Discard Mode

begins. Pairs of cards totaling 10 may be discarded. The four 10's in the deck may be discarded alone. When finished, Placement Mode resumes until all spaces are once again filled.

Tips and Tricks

Each game in the Solitaire Deluxe 12-Pack can be played with many strategies. In general, try to make as few moves as possible. Also, always try to make all of the available moves before turning over any more cards from the stock (or deck). Here are some other tips and tricks for the games:

Klondike (Classic Solitaire)

- When flipping three cards, pay attention to all of the cards flipped, not just the top one. You can use some strategy to try to uncover cards that you need the next time you go through the deck.

FreeCell

- With almost every shuffle winnable, pay close attention to the initial layout. Determine where the aces are, and the best way to get them to the Foundation piles.
- Empty columns are even more valuable than free cells! Use them wisely.

Spider

- Try to build runs of same suit descending piles where you can. You cannot move a group of cards to another pile if they contain more than one suit.

Pyramid

- Look at the pyramid before you begin play. Sometimes you can immediately see whether a hand is winnable. If all of the 10's are higher on the pyramid than all of the 3's, for instance, the hand is unwinnable.
- Usually try to play cards on the pyramid before playing cards from the deck.

Tri-Peaks

- The easy setting allows you to see all of the cards on the Tableau and plan ahead for cards at the top.

Chinese Solitaire

- Chinese solitaire is a cross between FreeCell and Klondike, so take a look at the initial deal and plan ahead to free up the Aces.

Scorpion

- Keep in mind that Kings can fill open columns, to help uncover the hidden cards in the leftmost columns.

Yukon

- Try to get your Aces up to the Foundations early in the game.

Golf

- Like Tri-Peaks, plan ahead and try not to discard all of one rank of card if there are cards of connected rank higher in the Tableau.

Canfield

- Try to exhaust the cards from the Reserve as soon as possible so you can fill empty columns from the Tableau or deck.

Vanishing Cross

- You can wrap from Two to Ace to King on the Tableau piles.

Kings Corners

- In Placement Mode, try to fill the lettered spaces before the un-lettered, but leave at least one of each lettered space available.
- If a 6 is already on the board, and you are placing a 4, play it to a lettered space, knowing that you will make a pair when time for Discard Mode.

FAQs

Q. How do I learn the rules?

A. After you choose a game, press the CLR key or the MENU button. On this menu, select HELP. You can also visit www.gs60.com for more information.

Q. How do I save the game that I'm playing?

A. To save your game, you can exit the application by going to the menu and choosing exit (or pressing CLEAR from the Menu). OR you can simply hang up or close your phone. The last game you were playing is always the one that is saved.

Q. What are deal codes?

A. Solitaire Deluxe 12-Pack uses "deal codes" to allow users to share games. The deal code determines the order of the cards in the deck. You can go to the GoGo60.com community site to share a challenging shuffle with other users. Or you can challenge a friend using a deal code from a hand you have solved. You can always find the deal code for the current hand in the Pause Menu under Options.

Q. Almost all of the cards on the screen get dark when I pick up a card. Why is that?

A. When EASY-PLAY is on, only legal moves are shown; all the other columns are darkened.

Q. I made a mistake. How do I undo moves?

A. No problem, just press the UNDO key right under the phone's screen. If this key does not show up on your phone, select UNDO from the Pause Menu.

Q. Can I restart the SAME deal that I just played, to challenge a friend or just to try again?

A. Yes. From the Pause Menu of any of the games, select START OVER. If you want a friend to try the hand on their phone, just let them know the deal code for your current hand.

Q. How do I view my High Scores for each game?

A. From any of the games, go to the Menu. Use the arrows to highlight the "High Scores" option.

Q. Can I compare my High Scores to other players' best scores?

A. GoGo60.com allows you to post your best score for any game and compare it the rest of the world.