



Tronsoft Card Classics

Player's Manual

Version 1.2.0 • Tronsoft Games

Twelve classic card games in one self-contained HTML5 package. This manual explains how to start, the shared controls, and the rules and scoring for every game.

Getting Started

Launch Tronsoft Card Classics from your Tronsoft Games library. The game opens to a **menu** with a tile for each of the twelve games. Click a tile to sit down at that table — the deal happens automatically. Use the **Menu** button (top-left) to return and choose another game at any time. The playing surface scales to fill your browser window, and the cards are drawn as a full deck — corner indices and traditional pip layouts, framed court cards, and large Ace pips.

Shared Controls

Action	What it does
Click a card	Selects it (or plays / draws it, depending on the game).
Click a destination	Moves the selected card or run there.
Double-click (solitaire)	Plays the card wherever it legally can: a foundation, a valid pile, or a matching pair.
New	Deals a fresh game.
Undo	Reverses the last move (solitaire games).
Hint	Shows advice for the current game.
Rules	Opens the rules panel for the current game.
Theme (paintbrush)	Choose from six table felts and card backs; your choice is saved.
Speaker icon	Toggles sound effects on or off.
Frame icon	Toggles fullscreen.

Themes: Classic Green, Casino Red, Midnight Blue, Royal Purple, Slate Gray and Coffee House. Touch screens are supported — tap instead of click. Only your sound and theme preferences are saved (in local browser storage); no personal data is collected.

The Games

Solitaire family

Klondike Solitaire

Build four foundations up by suit from Ace to King to win.

- Tableau columns build down in alternating colours.
- Only a King (or a run led by a King) fills an empty column.
- Click the stock (top-left) to draw a card to the waste.
- Double-click a card to auto-play it to a foundation, or to a valid column.

Spider Solitaire (1, 2 and 4 suit)

Clear the board by building complete King-to-Ace sequences in a single suit; each finished sequence is removed automatically.

- Any card may be placed on a card one rank higher, regardless of suit.
- Only a same-suit descending run moves as a group.
- Double-click a run to auto-move it to a matching column.
- Click the stock to deal one card to every column — no column may be empty when you do.

FreeCell

All 52 cards are dealt face-up. Use the four free cells as temporary parking to unpack the columns and build the foundations up by suit.

- Columns build down in alternating colours.
- Each free cell holds exactly one card.
- Double-click auto-plays a card to a foundation, a valid column, or a free cell.
- A run moves only if you have enough free cells and empty columns to do it.

Pyramid

Remove pairs of exposed cards whose ranks add up to 13 (Ace = 1, Jack = 11, Queen = 12). A King (13) is removed on its own. Clear the whole pyramid to win.

- A card is playable only when nothing overlaps it below.
- Click one card then its partner; click a King to remove it alone.
- Double-click a card to auto-play it: it removes a King, or pairs it with an available partner.
- Draw from the stock for more options — three passes are allowed.

TriPeaks

Remove every card from the three peaks. Take any uncovered card that is one rank above or below the top waste card (Ace wraps around to King).

- Chain cards without drawing to build a scoring streak multiplier.
- Click the stock to flip a fresh waste card when stuck (this resets the streak).

Trick-taking

Hearts

Take as few points as possible: each heart is 1 point and the Queen of Spades is 13. The lowest total wins; the game ends when a player reaches 100.

- Pass three cards each round (left, right, across, then no pass).
- The 2 of Clubs leads the first trick; follow suit when you can.
- No points may be played on the first trick, and hearts can't be led until 'broken'.
- Shoot the moon: take all 26 points and everyone else gets 26 instead.

Spades

You partner with North against West and East. Each player bids the tricks they expect to win; your team must make its combined bid.

- Spades are always trump but can't be led until 'broken'.
- Score 10 points per bid trick, +1 per overtrick ('bag').
- Miss the bid and lose 10 points per bid trick; 10 bags cost 100 points.
- First team to 300 points wins.

Rummy

Gin Rummy

Build your 10-card hand into melds — runs (3+ in a suit) or sets (3–4 of a kind). Leftover cards are 'deadwood'.

- Each turn: draw from the stock or discard pile, then discard one card.
- Knock when your deadwood is 10 points or fewer (face cards = 10, ace = 1).
- Zero deadwood is Gin — a 25-point bonus. First to 100 wins.
- Green outlines mark the cards the game currently sees as melded.

Casino & casual

Blackjack

Get closer to 21 than the dealer without going over. Face cards are 10; an ace is 1 or 11.

- Place a bet, then Hit for a card or Stand to hold.

- Double doubles your bet for exactly one more card.
- Split a matching pair into two separate hands, each with its own bet; split aces get one card each (up to four hands).
- The dealer draws to 16 and stands on 17. Blackjack pays 3:2.

Crazy Eights

Be first to empty your hand. Play a card matching the top of the pile by suit or rank.

- Any 8 is wild — play it anytime and name the next suit.
- Can't play? Draw from the stock until you can.

War

The deck is split evenly. Each flip, the higher card wins both cards; equal ranks trigger a war (three cards down, one up, winner takes all). Capture all 52 cards to win. Auto-play runs it hands-free.

Memory Match

Sixteen cards lie face down. Flip two at a time to find matching ranks. Clear all eight pairs in as few moves as you can.

Saving, Restarting & Support

Each deal is self-contained; there is no mid-game save. Use **New** to restart the current game, or **Menu** to pick another. Your sound and theme preferences are stored between sessions.

Solitaire deals are not guaranteed to be solvable — if a game becomes stuck, use **New** to redeal. Report any problems through the Tronsoft Games contact page at <https://tronsoft.net>.

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