Clock Solitaire Help Index

How to play

To start a new game: From the Game menu, choose New.

To restart the current game: From the Game menu, choose Restart.

To save a game: From the Game menu, choose Save, then enter the file name and click the OK button to save the current game to the file.

To recall a game: From the Game menu, choose Load, then enter the file name and click the OK button to recall a saved game.

To reverse (undo) a move: From the Game menu, choose Undo.   Undo can be performed repeatedly.

To reverse the last Undo: From the Game menu, choose reDo.

To place a card: Move the mouse cursor to the card.   Press and hold the left mouse button to drag the card to the desired location, then release the left button.

To turn over a card: Move the mouse cursor to the card and click the left mouse button.

To end the game: From the Game menu, choose Exit.

Rules and Scoring

The Object of the Game: To move cards to their appropriate positions on the clock face.

The Opening Deal: Shuffle one pack of cards. Deal twelve cards faced down in a circle to represent the numbers on a clock face.   Deal one more card faced down in the center of the circle.   Repeat three more times, overlap the cards in each group, creating thirteen piles of four cards each.   Turn over the top card of the center pile.

The Play: Start from the top card on the center pile.   Insert this card to the bottom of the pile in its correct position on the clock face (Kings to the center pile).   Then, start from this new position, turn out the top card and again place it to its new position.   Keep on going until all four Kings are exposed.

The Scoring: You gain one point for each card turned over, and lose five points if you put a card in a wrong position.   Scoring will be discontinued once you choose to undo, restart, or load from a saved game, until the beginning of a new game.