

## King Albert Help Index

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## How to play

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**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.

**For different variations:** From the Game menu, choose Variations, then select the desired variation.

**To move 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 auto move a card:** Move the mouse cursor to the card and click the left button once. This will cause the program to make the move for you automatically.

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

## Rules and Scoring

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**The Object of the Game:** To build four complete same suit ascending sequences.

**The Opening Deal:** Shuffle one pack of cards, and deal nine cards faced up in a row. Start the next row from the second card on the left and deal eight cards faced up, overlapping but exposing the first row. Deal the following row with seven cards starts from column three in the same way, and then six, and five and so on until one card on the last row. Lay the remaining seven cards faced up above the nine columns, separate them apart. This is the "Belgian reserve".

**The Play:** Any card from the Belgian reserve, or the uncovered card from each column can be moved, one at a time. You may move an Ace to an empty foundation, or move other card to a foundation to form same-suit ascending sequence. A movable card may also be moved to other piles to form descending sequence of alternating color. An empty space in the tableau can be filled by any movable card. You win the game by successfully completing all four suit-sequences.

**Variations:** An option of this game allows you to move cards from the foundations back to the tableau (to nine column-piles only, not to the Belgian reserve).

**Scoring:** You get one point for each card moved to the foundation. Scoring will be discontinued once you choose to undo, restart, or load from a saved game, until the beginning of a new game.

A pile of cards left in hand after the opening layout has been dealt.

An arrangement of cards in the layout.

a sequence that the latter is one rank lower than the former. For example, Q to K, or A to 2.

a sequence that the latter is one rank higher than the former. For example, K to Q, or 2 to A.

The seven cards that lays above the nine column piles in the tableau. They are dealt in the opening deal and can be played at any time.