

Kitty In The Corner Help Index

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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.

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 to the foundations: Move the mouse cursor to the card and click the left button once. If the card can be moved to a foundation, the program will make the movement for you automatically.

To deal from the stockpile: Move the mouse cursor to the stockpile and click the left mouse button.

To reuse cards from kitties: Move the mouse cursor to the kitty that you want to redeal from, press and hold the left button to drag the top card to the empty stockpile location, then release the button. This will move all the cards from the kitty back to the stockpile for reuse.

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

Rules and Scoring

The Object of the Game: To build four complete piles in ascending sequences of same color.

The Opening Deal: Take four Aces out of one pack of cards and lay them on the foundations. Shuffle the rest, and hold it faced down as the stockpile.

The Play: Deal cards one at a time from the stockpile. A card can be placed to the foundations if it forms an ascending sequence of the same color, e.g., either a Diamond 2 or a Heart 2 can be placed on a Diamond Ace. Any other card that cannot be placed to the foundations must be moved to the top of one of the four piles in the tableau, which called kitties. The top card in each kitty can be played to the foundation at any time, and an empty kitty can be filled by any other movable card. There is no redeal. You win when all four foundations come out in sequences.

Variations: A variation of this game is to build same suit sequences instead of same color sequences. You can make one redeal from each kitty, but cannot move cards from one kitty to other empty kitties in this case.

Scoring: You get one point for each card moved to the foundations. 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 higher than the former. For example, K to Q, or 2 to A.

The wastepiles in the four corners of the tableau. Any card that cannot go to the foundations can (and must) go to one of the kitties.