Shamrocks 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.

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 move the card for you automatically.

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

Rules and Scoring

The Object of the Game: To build four complete same-suit <u>ascending sequences</u>.

The Opening Deal: Shuffle one pack of cards and deal fifty-one cards faced up to form seventeen fans of three cards each, with cards overlapped but exposed within groups.   Deal the last one card faced up as a group by itself. Move all the King cards to the bottom of each group.

The Play: Start playing by moving the uncovered card from each fan either to the foundations or to other fans.   Aces can be moved to empty foundations, and other cards can be moved to foundations to form same-suit ascending sequences.   Cards can also be moved to other groups to form <u>descending sequences</u>(e.g., two on a three) regardless of suit, with the restriction that a group can contain three cards at most.   You may not move cards to the spaces left over by empty groups.

Variations: One option of this game is to allow cards to be moved to other fans in either ascending or descending sequences.

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

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.