St. Helena Help Index

How to play
Rules and Scoring

How to play

To start a new hand: 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 a move for you automatically.

To turn out a card from the stockpile: Move the mouse cursor to the stockpile 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 build eight complete same suit <u>ascending sequences</u>.

The Opening Deal: Shuffle two packs together.   Deal ten cards faced up in a row, and repeat three more times to have four rows of ten, with each row overlapping but exposing the previous row.   Keep the remaining sixty-four cards faced down as the <u>stockpile</u>.

The Play: Any uncovered card from the <u>tableau</u> can be played, but only one card can be moved at a time. An Ace can be moved to an empty foundation, and other card can be moved to a foundation if it forms a same suit ascending sequence to the foundation card.   A card can be moved to another pile on the tableau if it forms a same suit <u>descending sequence</u>.   A space on the tableau can be filled with any movable card.   Cards on the stockpile can be turned out one by one into a wastepile, and the top card of the wastepile can also be used to play.   There is no redeal of the wastepile. You win when all eight foundations are built in complete same-suit sequences.

Variations: An option of this game is to allow you to move cards from the foundations back to the tableau.   Another choice is to allow redealing from the wastepile once.

Scoring: You lose 1 point for each card turned out form the stockpile, and gain 2 points for each card moved to the foundations.   You are charged 10 points to redeal from the wastepile (when the game option allows).   Scoring will be discontinued once you 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.