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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.

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 if there is only one unique move.

To deal 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 stack all the cards into a single pile.

The Opening Deal: Shuffle one pack of cards and keep them faced down as the stockpile.

The Play: Turn cards out from the stockpile and lay them on the tableau one by one from left to right in one row. Pause after each card to check for or make possible moves. A card can be stacked on top of its immediately left card or to the third card on its left if the two cards are of same suit or same rank. The stacked up pile becomes one pile and will be moved as a whole unit. You win when all the cards end up into one single pile.

Scoring: You are charged 30 points for each new hand in the beginning. You get 1 point for each successful move, and 50 bonus points if win. 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.