Yukon 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 or a sequence of cards: Move the mouse cursor to the card, or to the last card of a sequence.   Press and hold the left mouse button to drag the card or the sequence to the desired location, then release the left button.

To auto move a card or a sequence of cards: Move the mouse cursor to the card, or to the last card of a sequence and click the left button once. This will cause the program to figure out a legal move for you automatically.

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

Rules and Scoring

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

The Opening Deal: Shuffle one pack of cards, deal a row of seven cards faced down, then deal the second row of six cards overlap the top of the existing cards starts from the second column to the left, then deal five cards starts from the third row, then four, then three, then two, and finally one on top of the seventh column.   Turn up the top card of each column. Deal the rest of the twenty-four cards faced up four at a time, on top of the first six piles, with cards in each row overlapping but exposing the previous row.

The Play: Start playing by moving cards around the <u>tableau</u> or to the foundations.   An ace can be placed to an empty foundation, and any other card can be moved to the foundation if it is of the same suit and one rank higher than the foundation card.   You may also move cards from one pile to another to form <u>descending sequence</u> of alternating color (black on red and red on black).   In the layout, any card that is faced up can be played, but must be moved as one unit with all the cards on top of it (if there is any).   A moving card or a sequence of cards may be moved to another pile provided that the join follows the descending sequence and alternating color rule.   Any faced down card should be turned over immediately once it becomes uncovered.   A space left by an empty pile on the tableau can only be filled by a King card, or by a pile of card that ends with a King.   You win the game by successfully completing all four suit-sequences.

Variation: One option gives you the choice of moving cards from the foundations back to the tableau.

Scoring: You get one point for each card turned over, and 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.

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.