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

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

Rules and Scoring

The Object of the Game: To build four thirteen-card sequences on the tableau regardless of suit. The four sequences are:

The first row runs from Ace to King in ascending order.

The second row runs from two to King in ascending order with an increment of two, which is, 2, 4, 6, 8, 10, Q, A, 3, 5, 7, 9, J, and K.

The third row starts with a three and runs with an increment of three, which is 3, 6, 9, Q, 2, 5, 8, J, A, 4, 7, 10, and K.

The fourth row starts with a four and the sequence runs in an increment of four, which is 4, 8, Q, 3, 7, J, 2, 6, 10, A, 5, 9, and K.

The Opening Deal: Take out any Ace, any two, any three, and any four from one pack of cards. Lay them faced up singly into one column, to form the starting card of four rows in the tableau. Shuffle the rest of the forty-eight cards and keep them faced down as the stockpile.

The Play: Turn up cards from the stockpile and place it on the tableau one by one. Cards can be placed on any one of the four sequence piles if they follow the sequences, otherwise it should be stacked on top of any one of four wastepiles. Top cards from the four wastepiles are allowed to be moved to the sequence piles. Each wastepile can hold a maximum of thirteen cards. You win when all rows are placed with the desired sequences.

Variations: One variation of this game is to allow moving cards from wastepiles to other empty wastepiles.

Score: You gain one point for each card built to any of the four sequences. 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.