

## Monte Carlo Help Index

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## How to play

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**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 eliminate a pair of cards from the tableau:** Move the mouse cursor to the first card and click the left mouse button, this should highlight the first card in its reverse image. Move the cursor to the second card and click the left button again to eliminate both cards from the tableau, or to click on the first card again to deselect the first card.

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

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

## Rules and Scoring

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**The Object of the Game:** To empty the stockpile.

**The Opening Deal:** Shuffle one pack of cards, and deal twenty cards singly faced up in four rows of five. Keep the remaining thirty-two cards faced down as the stockpile.

**The Play:** Eliminate any pair of the same rank that lying next to each other, either side by side or diagonally. When there are no more moves, fill the spaces by closing up gaps in the tableau first (see Variations for detail) and then get the cards from the stockpile. You win when the stockpile is empty and there are no more moves on the tableau.

**Variations:** One option of the game is to eliminate a pair only if their suits are of the same color. In this case, the two cards do not have to be next to each other. The other option decides how the spaces in the tableau will be filled. One way is to treat each column separately - for each column with empty spaces, shift cards from below and then fill the empty spaces from the stockpile. The other way is to consider the cards in the tableau as one whole sequence from left to right and top to bottom - when spaces appear, move cards from behind to close the gaps and then fill from the stockpile.

**Scoring:** You gain two points for each pair removed from the tableau. You are charged five points each time you fill the spaces from the stockpile for the *Touching Pair, Any color* game variation. For *Any pair, Same color* games, you are charged ten points for each refilling. You win when the stockpile is gone and there are no more moves in the tableau. Scoring will be discontinued once you choose to undo, restart, or load from a saved game, until the beginning of the next new game.

A pile of cards left in hand after the opening layout has been dealt.

An arrangement of cards in the layout.