

# Freecell Help Index

**This is an UNREGISTERED copy of FREECELL. Please see the enclosed README.WRI file for registration information.**

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# Instructions

## Objective

The objective of Freecell is to move all of the cards from the **Column Area** to the **Build Area**.

## Board Areas

The board consists of three areas:

**Build Area** -- This is the area containing four cells on the left of the board. Each cell initially starts empty. It is built up from Ace to King of a given suit. When all four build cells have been successfully built up to King, the game has been won.

**Column Area** -- This area is the primary playing area. It contains columns of cards. Cards may be moved from this area to the build and hold areas.

**Hold Area** -- This area contains some number of cells that may be used as temporary holding places for cards. Each cell may only hold one card at a time, and any card may be placed there from either another hold cell or a column.

## Rules

A card may be moved from the bottom of a tableau column to any unoccupied hold cell.

A card may be moved from a hold cell to the bottom of a column, provided that:

- (a) the column is empty or
- (b) the bottom card of the column is of a different color and one value higher. (Aces are considered to have a value of one).

A card may be moved from a hold cell or the bottom of a column to its suit's build position provided that the card is the next card in ascending order for that build.

If the Column Move option is enabled, then a portion of a column may be moved to the bottom of another column, provided that the portion to be moved extends to the bottom of the column and consists of alternating colored cards in descending order. The column may only be moved if there are enough empty columns and available hold cells to perform the move one card at a time. No columns containing cards will be used to make the move.

# **FILE Menu**

## **New Game**

This entry allows the player to start a new game. Any game in progress is lost.

## **Replay Deck**

This entry allows the player to replay the current game with the same shuffled deck.

## **Specify Deck**

This entry allows the player to specify which shuffled deck to play the next game. The value of the current deck in use is shown on the main window's title line.

## **Save Game**

## **Load Game**

These features have not been implemented.

## **Exit**

This entry will exit the program. Any changes to the initial configuration will be saved for next time.

# SETTINGS Menu

## Change Configuration

The player may customize certain features of Freecell. They are outlined below:

**Column Move** -- With this feature enabled, the player may attempt to move more than one card from a column to another column. Only available hold cells and empty columns will be used. If this is disabled, only the bottom card on a column may be moved.

**Column Animate** -- This feature enables a card sliding effect when moving cards around the column and hold areas. If this is disabled, cards will simply be placed at their final positions.

**Column Show** -- This feature, when enabled, displays each move of a multiscard column move required to perform the move. When disabled, the column is simply moved, although the move still counts as the same number of turns as if the move had been done one card at a time.

**Auto Clear** -- When enabled, certain cards will automatically be moved to their build piles when they are accessible and no longer required in the column or hold areas. When disabled, the player must make each move to the build.

**Auto Animate** -- This feature is similar to the **Column Move** feature, above. When enabled, cards will slide to their position in the build piles. This feature has no effect if the **AutoClear** feature is disabled.

This menu also lets the player change the number of columns or hold cells used in the game. The player may select between six and ten columns, and between one and ten hold cells. Changing these values will require that a new game be started.

# **HELP Menu**

## **Index**

This menu entry provides the main index for getting help with the Freecell game.

## **Help on help**

This menu entry provides help on using the Windows Help System.

## **About Freecell...**

This menu entry shows some information about this version of Freecell.

# Procedures