

## **Four Seasons**

### **OBJECT OF THE GAME**

The object of the game is to build up all four suit foundations until each pile contains thirteen cards.

### **HOW TO PLAY**

- 1) Five cards are dealt out automatically in a cross pattern with the sixth in the upper left corner. The corners are the foundations.
- 2) Click once on the stock pile (card back is visible) to flip over the first card.
- 3) You may move cards according to the following guidelines:

Build up in suit on the corner foundations (EX: Q, K, A, 2).

Build down regardless of suit on the cards in the cross (EX; 3, 2, A, K, Q).

Play from remaining deck by placing cards whenever playable. Cards that cannot be played should be left in the waste pile.

The game is won when all foundations are full.

The game is lost when you run out of cards in the deck without finishing the foundations.

### **RULES OF THE GAME**

You may play only one card at a time.

Cards may be shifted within the tableau (cross pattern) as long as only one card is moved at a time.

The top card of the waste pile can be used at any time.

The waste pile cannot be picked up and re-used as the stock pile.

Covered cards are unplayable.

### **HINTS AND STRATEGIES**

Click and hold down the right mouse button to look at the top few cards in a particular stack.