Trusty Twelves 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.

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 auto move a card: Move the mouse cursor to the card and click the left button once. This will cause the program to figure out a legal move for you automatically.

To fill a space from the stockpile: Move the mouse to the space in the tableau and click the left mouse button.

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

Rules and Scoring

The Object of the Game: To eliminate all cards from the <u>stockpile</u> by building them up to the <u>tableau</u>.

The Opening Deal: Shuffle one pack of cards.   Deal twelve cards faced up singly to form the tableau.   Keep the remaining forty cards faced down as the stockpile.

The Play: Check the opening tableau for cards that form a sequence (King is the highest and Aces is the lowest), and move cards on top of others to form <u>descending sequences</u> regardless of suit.   After a card is moved, the space it left in the tableau can be filled by a card from the stockpile.   You win when all the cards in the stockpile are gone.

Scoring: You are charged thirty points for each new hand dealt.   You gain one point for each card moved from the stockpile to the tableau, and get thirty bonus points if you win, which happens when you empty the stockpile.   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.

a sequence that the latter is one rank lower than the former.   For example, Q to K, or A to 2.