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How to play

To start a new hand: 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 move a card or a sequence of cards: Move the mouse cursor to the card, or to the last card of a sequence. Press and hold the left mouse button to drag the card or the sequence to the desired location, then release the left button.

To auto move a card or a sequence of cards: Move the mouse cursor to the card, or to the last card of a sequence and click the left button once. This will cause the program to figure out a legal move for you automatically.

To turn out cards from the stockpile: Move the mouse cursor to the stockpile and click the left mouse button.

To redeal from the wastepile: Move the mouse cursor to the empty stockpile and click the left mouse button. Redeal is only available with the *Draw 3* option.

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

Rules and Scoring

The Object of the Game: To build four complete same-suit ascending sequences.

The Opening Deal: Shuffle one pack of cards, deal four cards faced up in a row, then deal another one faced up on the foundation. Deal thirteen more cards faced down in one pile, turn the whole pile up, and keep it on the left as the "demon". Keep the other thirty four cards faced down as the stockpile.

The Play: Instead of building ascending sequences from Aces to Kings, this game uses the card on the foundation during the opening deal as the starting rank, building ascending sequence from that rank, turning the corner from King to Ace, then from Ace to the last card, which should be a card one rank lower than the starting card. Start to play by moving cards to the foundations or around the tableau. As the other three suits of the starting rank cards appear, move them to the foundations. Move other cards to the foundations if they form same suit ascending sequences to the foundation cards. Any top card from each of the four column, or the whole pile of cards from each column, or the top card from the demon or the wastepile is considered as a movable unit, and can be moved onto the four columns on the tableau to form alternating color descending sequences(wrap around from King to Ace). A space on the tableau must be first filled from the demon, and when all the demon cards are gone, it can then be filled by any movable card or pile. The wastepile is built up by turning cards out from the stockpile one at a time. You win when all four foundations come out in complete suit sequences.

Variations: The stockpile cards can be drawn one by one or in a sweep of three. With triplets, you can redeal from the wastepile as many times as you want, but only the top card of the three is available for playing. One other option allows partially moving a column, instead of just moving the top or the whole pile. Another variation allows you to move cards back from the foundations to tableau.

The Scoring: You get one point for each card placed to the foundations. You are charged 5 points for each redealing from the wastepile (when game option allows). 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.

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

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

a reserve pile in the tableau located below the stockpile. Cards on demon must be used up before any other card can be moved to an empty pile.