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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 move the card for you automatically.

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

Rules and Scoring

The Object of the Game: To arrange cards in the tableau to make four same-suit ascending sequences, each one from Two to King.

The Opening Deal: Regard the tableau as a circle of fifty-four positions. Shuffle one pack of cards, deal all the cards onto the first fifty-two positions in the tableau. Take out all the Aces, and leave six spaces on the tableau.

The Play: Play by filling a space with a card which continues the same-suit ascending sequence (view from left to right) with the card on either side of it. For example, to a gap with a heart two on its left and a spade eight on its right, you may move with either a heart three or a spade seven. After a card is moved to its new place, it leaves a new space for other cards to move to. You may put a Two with different suit to the right of a King but you may not put a King to the left of a Two (unless the gap is leading by a Queen of the same suit). Note that the tableau is regarded as one closed loop, which means the left most position in the first row is one position to the right of the right most position of the last row. You win when all the cards are arranged in four same-suit sequences.

Scoring: You get 10 points when win. Scoring will be discontinued once you undo, restart, or load from a saved game, until the beginning of a new game.

An arrangement of cards in the layout.

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