**Beleaguered Castle Help Index**
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# How to play
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**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.

**For different variations:** From the Game menu, choose Variations, then select the desired variation.

**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 shall cause the program to figure out a legal move for you automatically.

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

# Rules and Scoring
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**The Object of the Game:**   To build four complete same suit <u>ascending sequences</u>.

**The Opening Deal:** Take out the four aces from one pack of cards and lay them singly in a vertical line down the middle of the table to form the foundations.   Deal the remaining forty-eight cards into eight groups of six cards, onto both side of the four Aces.   All cards are faced up, overlapped and exposed within groups.

**The Play:** Any uncovered card on the <u>tableau</u> can be played, and only one card can be moved at a time.   A card can be moved to the foundation if it forms a same suit ascending sequence to the foundation card, or it can be moved to another pile on the tableau to form <u>descending sequence</u> regardless of suit.   A space on the tableau can be filled with any movable card.   You win when all four foundations are in complete suit sequences.

**Variations:**   In *Street and Alley*, do not take out four Aces in the opening deal, but deal them with other cards to form four rows of seven and four rows of six.   An Ace should be released and placed on an empty foundation during the play.   With *Citadel*, the Aces are also buried in the shuffled deck in the beginning.   When an Ace appears during the deal, place it on the foundation, and as cards appear that can be played in sequence on the foundation cards, do so.   This will give you a head start.   The other variation let you move cards from foundations back to tableau.

**The Scoring:** You gain one point for each card placed to the foundations. Scoring will be discontinued once you choose to 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 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.