

## **Spider Help Index**

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[How to play](#)  
[Rules and Scoring](#)

## 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 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 deal from the stockpile:** Move the mouse cursor to the stockpile and click the left mouse button.

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

## Rules and Scoring

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**The object of the Game:** To build eight same-suit descending sequences in the tableau.

**The Opening Deal:** Shuffle two packs of cards together, start by dealing ten piles of four cards faced down, and then deal one extra card faced down on each of the first, fourth, seventh, and tenth pile. Deal another card faced up on top of each of the ten piles. Keep the remaining fifty cards faced down as the stockpile.

**The Play:** Cards can be moved around on the tableau to form descending sequences regardless of suit. The top card of a pile may be moved, together with all below it which follow it in suit and ascending sequence, to an empty pile or any other pile with its top card rank next higher than the bottom card of the moving unit. A sequence of available cards may be partially taken. A faced down card should be turned up immediately when it becomes the top of a pile. When stuck, or earlier if prefer, deal another ten cards from the stockpile across the ends of each pile and continue to play. A complete sequence (same suit from King to Ace) can be moved away (to the finished decks) to make space for others.

**Variations:** One variation of the Spider game is to play with "open" tableau, in which all the cards on the tableau are turned up so that you can plan your moves ahead.

**Scoring:** You gain 10 points for each face-down card that gets turned over, and 15 additional points for each column if all the face-down cards in that column have been turned over. You get 2 points for each same-suit descending sequence, and get an additional 28 points if you manage to build one complete same-suit sequence from K to A (i.e., 50 points totally for each complete same-suit sequence). If you win the game with four or more completed suits still in the tableau (without moving them away to the finished decks to make spaces), add 2 points for each same-suit sequence in the tableau after the first three (i.e., add 4 points if you have five columns in the tableau). 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.

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