

# Idiot Help Index

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The Index lists all Idiot Help topics.

To learn how to use Help, choose Using Help from the Help Menu, or press F1.

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## How to Play

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This section contains information about how to play Idiot.

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## Commands

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This section contains information about the commands in Idiot.

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## Overview

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Idiot is a solitaire card game. The playing area is divided into two main regions: the four piles of cards located at the top of the playing area and the deck located in the top-left corner of the playing area. The object of the game is to remove all the cards from the piles.

You can remove any card from the top of a pile if its rank is lower and the same suit as a card on top of an other pile. For example, you can remove a 10 of Hearts if any of the top card in an other pile are Hearts and higher than 10. The Aces count as the highest cards.

If there is an empty pile, you may move any of the top cards of the other piles to that location.

When no cards are removable you have to deal new cards from the deck.

Play ends when all cards are dealt and you can not remove any cards from the piles.

## Related Topics

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## Playing the game

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The object of Idiot is to remove all but the four aces from in the piles of cards. The following section explains how to play the game:

### **To start a New Game:**

From the Game menu, choose New Game, or press F2.

### **To remove a Card:**

Point to the card, and doubleclick the left mouse button.

### **To deal Cards:**

Point to the deck, and click the left mouse button. You can also click the right mouse button anywhere on the playing area to deal cards.

### **To move Cards:**

Point to the card, push the left mouse button and hold the button down. Move the mouse and let the button go where you which to move the card.

## **Related Topics**

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[Rules of the Game](#)  
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## Rules of the Game

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Idiot has two game areas:

The deck in the top-left corner of the playing area.  
Four piles of cards at the top of the playing area.

The game begins with the first four card in the deck faceup on the piles. You can remove the top card from any of the four piles if it is lower in rank and the same suit as a card on top of an other pile. Aces count as the highest cards in the deck.

If there is an empty pile, you may move any of the top cards of the other piles to that location.

The game is over when all cards have been dealt from the deck and no more cards can be removed from the piles.

### **Related Topics**

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[Playing the Game](#)  
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## Scoring

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This section contains information about how the score is computed in Idiot.

Idiot scoring is simple. Your score is the number of cards remaining in the piles at the end of the game. If you have only four cards left (the 4 aces) you have won.

Idiot keeps statistics of the previous games . To display the statistics, choose Statistics from the Game menu.

## Strategy and Hints

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This section contains helpful hints for playing Idiot successfully.

You can try to figure this out yourself.

### Related Topics

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[Playing the Game](#)

[Rules of the Game](#)



## Game Menu Commands

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This section contains information about the Game menu commands in Idiot.

### **New Game**

Starts a new game of Idiot. You can start a new game at any time, even in the middle of a game.

### **Statistics**

Displays the statistics of the previous games.

### **Exit**

Exits Idiot. You can exit at any time, even in the middle of a game.

## **Rank**

The rank of a card is its listed value. The rank of 2 of Hearts is two, and the rank of Jack of Spades is eleven. The order of the rank in Idiot is: 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace

