Klondike Help Index

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.

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 available with the *Draw 3* option only.

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

Rules and Scoring

The Object of the Game: To build four complete same suit <u>ascending sequences</u>.

The Opening Deal: Shuffle one pack of cards, deal a row of seven cards faced down.   Deal the second row of six cards on top of the first row, start from the second column.   Deal five cards starts from the third column, then likewise four, three, two, and finally one on top of the seventh column. Turn up the top card of each column and keep the remaining twenty-four cards faced down as the <u>stockpile</u>.

The Play: Start playing by moving cards around the <u>tableau</u>, or to the foundations.   An ace can be moved to an empty foundation, and other card can be moved to a foundation if it is of the same suit and one rank higher than the foundation card.   You may also move cards from one pile to another to form <u>descending sequence</u> of alternating color (black on red and red on black).   Any top card in a column, or a top card with any numbers of other faced up cards underneath it can be moved as one unit.   Once a faced down card become uncovered (become the top card), it should be turned out immediately.   In the layout, a top card or a whole sequence of properly packed cards may be moved to another pile provided that the join follows the descending and alternating rule.   A space left by an empty pile in the tableau can be filled only by a King card, or a pile of card that ends with a King.   Cards from the stockpile can be turned out one by one to a wastepile, and the top card from the wastepile can be played too.   There is no redeal from the wastepile.   You win by successfully completing all four 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.   Another option gives you the choice of moving cards from the foundation back to the tableau.   To make the game comes out more often, try the *Thumb and Pouch* rule.   It allows the descending packing on different suit instead of alternating color.   You may also move any pile onto an empty space, not just a King.

Scoring: You get 1 point for each card placed to the foundations, and for each faced down card turned over.   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.