

Beleaguered Castle

Similar to Fortress and Chessboard, Beleaguered Castle lays out the entire deck at the start of the game. There are no hidden cards, no mysteries, no surprises: it's all up to you and your concentration and cleverness.

Layout Size: Beleaguered Castle contains sideways fans that can sometimes get very wide. Few screens are wide enough to show the Beleaguered Castle window without a horizontal scroll bar. But most games can be played with little scrolling, even on a narrow screen.

Difficulty: Beleaguered Castle can be won perhaps once in four games or better, if you pay attention and give it thought.

Rules: Shuffle the deck and lay it out in eight tableau piles. Each tableau fans sideways, with all cards face up and visible. Arrange the tableaus in two columns or "wings" of four piles each, one wing on the left and one on the right, with a vertical column of four foundations in between them. As you lay out the cards, place the Aces on the foundations as starters; the remaining cards all go to the tableaus, so that each tableau starts out with six cards.

Top cards of tableaus are available for building on each other. Tableaus build down without regard for suit or color; foundations build up in suit. Empty tableau piles may be filled with any available card. The goal is to move all cards to the foundations.

(See picture: Beleaguered Castle. The 2's may be played to the foundations. Either Queen can be played on the King of Diamonds.)

On the Screen: Solitaire Till Dawn will lay out the cards for you. The rules state that you can move only one card at a time. But as a shortcut, Solitaire Till Dawn will allow you to move a full or partial build if there are enough empty tableau piles, because you would have been able to accomplish the same effect by temporarily moving the extra cards into the empty tableaus.

During play, don't be alarmed when you see an entire fan slide sideways: Solitaire Till Dawn will adjust the pile's positions automatically to keep the layout tidy.