

# Golf

An unusual scoring system, where lower scores are better than higher ones, gives this game its name. (And like hitting a ball with a stick, it may look simple at first but it has surprising depths!)

Layout Size: Scrolling is rarely required on small screens.

Difficulty: Skill and thought will improve your scores. Complete wins are rare, but see below for “playing for par.”

Rules: Lay out seven tableaus fanned down, each with five face-up cards. Above them place a single face-up card to start the wastepile, which will fan right during the game. Keep the rest of the deck in your hand.

The goal is to move as many cards as possible from the tableau into the wastepile. Top cards are available for moving to the wastepile, building up or down by rank. Building is not circular, and furthermore nothing may be built on a King. Cards are never moved among the tableaus.

(See picture: Golf. Shown in progress. The 3S, 4S, 3D, 2H, AS, 2S, AC, 2D, 3H could be moved from the tableaus to the wastepile.)

Deal by playing a single card from your hand onto the wastepile whenever you want.

Because this is a hard game to win, many people “play for par.” Count each game as a “hole,” and the number of cards left in the tableau at the end as the number of “strokes” you took to play the hole. Each hole is par 4, so par for nine holes is 36.

On the Screen: Solitaire Till Dawn will lay out the tableaus and the first wastepile card for you. Deal by clicking on the hand.