

## >Topic<The Intelligence Test

Moving one card at a time, building up and down on the table, following suit, and three temporary positions, try to move all cards on the foundations.

## >Topic<General comments

The Intelligence Test is game that, as the name implies, takes some thought to solve. You move one card at a time, following suit, building up on the foundations. You have three extra spaces, where only card can go. When you get stuck (and you tend to get stuck pretty soon), the cards are collected, pile by pile, and dealt again without shuffling to start the second round. After the third round, the game is over. In other words, you may re-deal twice.

See also "Ingis' Intelligence Test".

## >Topic<Rules

All cards except three are dealt to seven piles. All cards are open. The last three cards are played in the three temporary positions.

You may only move one card at a time.

On the table, you may build up or down, following suit.

On the foundations, you build up, following suit.

Any card may be played on a free space.

Any one card may be played on a temporary position, but you may not build on it.

You have three rounds. You demand the next round by double-clicking the "next round" button. After each round, the cards are collected - not shuffled! - and re-dealt. The cards are collected starting with the temporary positions, and then with each pile on the table from left to right. The foundations are not touched. That means that cards in the temporary positions are dealt first, followed by cards from left to right. In other words, the rightmost cards end up in the bottom! No more than 49 cards are dealt to the seven piles. Remaining cards are dealt to the temporary positions.

If you can play all cards on the foundations, you have won the game.

## >Topic<Strategy

You will almost never win The Intelligence Test on the first deal. Instead, you should try to move low cards to the right, and high cards to the left, since the rightmost cards will be lowest after the re-deal. Winning at the second round is hard, but you can often win

at the third round.

>Topic<Source

I found this game in the book "Lägga patiens".

>Topic<Related games

Ingis' Intelligence Test, Napoleon, Seahaven Towers.