>Topic<Piker

On the first foundation, you build cards ONE   higher than the previous. On the second foundation, you build cards TWO higher than the previous, on the third, THREE, and on the fourth, FOUR. On the table, you can play any card, but you can't move a card from the table aywhere but to the foundations.

>Topic<General comments

This fun game is also known as Calculation and Progression. It is one of the best solitaire games there is, in my opinion. It is pretty hard to win, but if your strategy is good, it is often possible.

>Topic<Rules

An ace, a 2, a 3 and a 4 are dealt to each of the foundations.

You build upwards on each foundations, in steps of 1, 2, 3 and 4, respectively. This is done with wrap-around, so that king (13) plus 1 is ace (1).

You may only move cards from the hand to the table or foundations, or from the table to the foundations. Once a card is placed on the table, it may not be moved anywhere except to the foundations.

A hand card may be played on any of the four table piles.

When all four piles have reached a king, you have won the game.

At each foundation, there is a hint mark that tells the next card you can play on that foundation.

>Topic<Strategy

The complete sequence for each foundation is:

A 2 3 4 5 6 7 8 9 10 J Q K
2 4 6 8 10 Q A 3 5 7 9 J K
3 6 9 Q 2 5 8 J A 4 7 10 K
4 8 Q 3 7 J 2 6 10 A 5 9 K

The primary strategy is to take these sequences into account. When you have to block one card on the table by placing another on it, pick one that makes it possible to "dig" your way through once you get the right cards for building them to the foundations. Your biggest problem is the kings.

>Topic<Source

I first learned this game from a Mac implementation called Piker, which is the name I have kept. I have also found it in one of my game books, as "Kalkylen" (swedish for Calculation).

>Topic<Related games

I have seen a simpler variation of this game, where you get only one discard pile rather than four. That makes the game both much harder to win and much less interesting to play.

The game Colorado has one important feature in common with Piker: the multiple waste piles, where you need to consider which pile to play a card to, trying to avoid deadlocks.