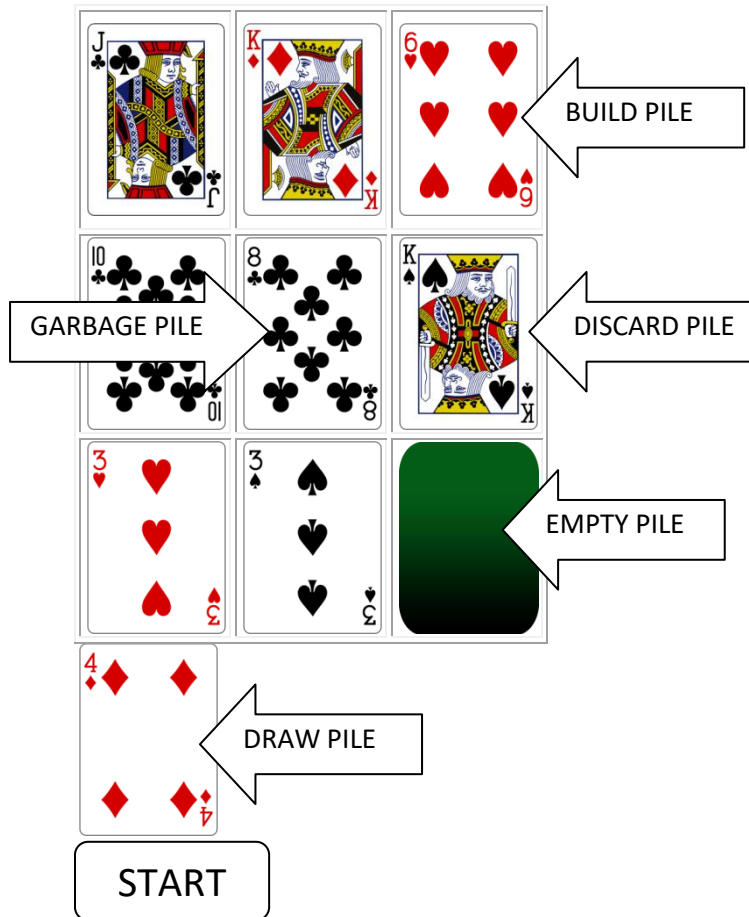


# SOLICROSS



Click the START button to get a new deck. Click on any card to move it to the first available legal move

Corner piles are the BUILD PILES, start with an ACE and keep building sequentially up to a KING, regardless of suit

The side piles form a CROSS. These are the DISCARD PILES, start with any card and will accept any adjacent value card, regardless of suit. The KING will only accept a QUEEN.  
For example , a Seven of Hearts can accept a Six or an Eight of any suit.

If no acceptable card is found, the cards are added to the GARBAGE PILE, in the middle.

The game ends when there are no more acceptable moves, if all the build piles are full, it is a WINNER.