



Official Rules

Game Objective

Clear all cards from the board as quickly as possible by matching cards that are exactly one value higher or lower than your current active card.

How to Play

Solitaire-X is played with a standard 52-card deck. Your goal is to clear the layout by selecting available cards that are one numerical value higher or lower than the card currently in play.

The Ace Bridge: Aces act as the ultimate link. You can play an Ace on a King or a 2, creating a continuous, unbroken loop.

Suits Don't Matter: Card colors and suits do not affect valid moves—only the numerical value counts.

Exposed Cards Only: You can only play cards that are completely uncovered. If a card is partially blocked by another, it is locked until the top card is cleared.

Valid Sequences: Moves can flow up or down in a continuous loop:

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

The Draw Pile: If you get stuck with no moves on the board, draw a new card from the deck or play a WILD card. The draw pile can only be cycled through once. Once the deck is empty and no moves remain, the game is over.

Chaining Moves: When you select a valid card from the board, it instantly becomes your new active card. Anticipating your next moves allows you to string together massive chains directly from the board!

Game Over Conditions:

The game ends immediately when:

- The 1-minute timer expires.
- No more moves are possible (and the draw pile is empty).
- The player manually forfeits the match.

Scoring System

Every card cleared from the board awards a base of 100 points, plus potential bonuses:

Time Bonus: Speed is rewarded! You earn +0.05 points for every 10 milliseconds remaining within a 10-second countdown window. This countdown is triggered at the start of the game and resets after every card is successfully played.

Chain Bonus: Stringing moves together without drawing from the deck skyrockets your score.

Formula: (Number of consecutive cards cleared - 1) × 50 points

Peak Performance Bonus: Clear the tops of the card mountains in the center of the screen to trigger massive payouts:

- First Peak Cleared: +150 bonus points
- Second Peak Cleared: +200 additional bonus points

Unused WILD Cards: Earn 200 points for each WILD card left in your hand at the end of the game.

Leftover Deck Bonus: Earn 50 points for every unused card remaining in the draw pile (including a revealed but untouched card).

Fair Play & Solvability

Unlike traditional Solitaire variants where layouts are completely randomized, Solitaire-X uses curated decks pulled from a secure database. Every single game is 100% guaranteed to be solvable, provided you make the right strategic decisions and use your Wilds wisely!

Tie-Breaker Rules

If a match ends in a score tie, the winner is determined by the following priority order:

- Fewest cards remaining on the board.
- Most peaks cleared.
- Most WILD cards remaining.