

Calculation

1 players

52 cards

Difficulty: Medium

Duration: Short

Build four foundations by intervals of 1, 2, 3, and 4, each ending with King.

SETUP

- Place an Ace, 2, 3, and 4 as foundation starters.
- Remaining 48 cards form the stock. Four empty waste piles.

SCORING

- Win by completing all four foundations (each ending with King).

Tip: Organize waste piles so cards come off the top in the order you need them.

ON YOUR TURN

- Flip the top stock card.
- Play it to the correct foundation or place on a waste pile.
- Play waste pile top cards to foundations when they match.

Calculation is a unique solitaire game where the four foundation piles build by different intervals: the first by ones, the second by twos, the third by threes, and the fourth by fours. All cards wrap around from King back to Ace, and suit is irrelevant. It is considered one of the most skill-dependent solitaire games, with experienced players able to win a majority of deals.

Objective

Build all four foundation piles to completion. Each foundation builds by a different interval, and all must end with a King on top.

Setup

1. **Players:** 1
2. **Deck:** Standard 52-card deck
3. **Layout:** Remove one Ace, one 2, one 3, and one 4 from the deck and place them as foundation starters. The remaining 48 cards form the stock pile. Set up four waste piles (initially empty).

Gameplay

1. **Foundation sequences:** Ace foundation builds A,2,3,4,5,6,7,8,9,10,J,Q,K. Two foundation builds 2,4,6,8,10,Q,A,3,5,7,9,J,K. Three foundation builds 3,6,9,Q,2,5,8,J,A,4,7,10,K. Four foundation builds 4,8,Q,3,7,J,2,6,10,A,5,9,K.
2. **Turn card:** Flip the top card of the stock pile.
3. **Play or store:** Place the turned card on the appropriate foundation if it is the next needed card, or place it face up on one of the four waste piles.
4. **Waste pile play:** The top card of any waste pile can be played to a foundation when it matches the next needed card.
5. **No redeal:** Once the stock is exhausted, only waste pile tops can be played. There is no redeal.

Scoring

1. **Win:** All four foundation piles are completed with Kings on top (52 cards total).
2. **Loss:** Stock is exhausted and no waste pile top cards can be played to foundations.
3. **Progress:** Count total cards placed on foundations as a measure of success.

Variations

- **Broken Intervals:** Use different starting cards and intervals for variety.
- **Easy Calculation:** Allow five waste piles instead of four for more flexibility.
- **Reverse Calculation:** Build foundations downward by intervals instead of upward.

Tips and Strategies

- Memorize or reference the four foundation sequences before playing.
- Use waste piles strategically: try to keep one pile for Kings and high cards.
- Place cards on waste piles in reverse order of when you will need them for foundations.
- Try to keep at least one waste pile relatively empty for emergency storage.

Tips & Strategy

Memorize the four foundation sequences. Use waste piles strategically by placing cards in reverse order of need. Keep one waste pile relatively clear for flexibility. Plan ahead for when Kings will be needed.

The four waste piles are your most important resource. Think of them as sorted queues where you want cards to come off the top in the order you need them. Planning waste pile organization is the key to consistent wins.