

Seahaven Towers

1 players

52 cards

Difficulty: Hard

Duration: Medium

Build four foundation piles by suit from Ace to King.

SETUP

- Deal 52 cards face up in 10 columns (2 cards go to free cells).
- Four free cells and four foundation spaces available.

SCORING

- Win by completing all four foundations to King.

Tip: Keep free cells empty as long as possible to maintain flexibility.

ON YOUR TURN

- Move exposed cards to foundations (ascending, same suit).
- Move cards between columns (same suit, descending).
- Use free cells for temporary single-card storage.
- Only Kings fill empty columns.

Seahaven Towers is a FreeCell variant where cards are dealt into 10 columns with 4 free cells available for temporary storage. Unlike standard FreeCell, only complete same-suit sequences can be moved between columns, and only Kings can be placed in empty columns. These restrictions make Seahaven Towers more challenging than FreeCell while maintaining the open-information, skill-based gameplay.

Objective

Build four foundation piles by suit in ascending order from Ace to King.

Setup

1. **Players:** 1
2. **Deck:** Standard 52-card deck
3. **Layout:** Deal all 52 cards face up into 10 columns. The first 4 columns receive 5 cards each, and the remaining 6 columns receive 5 cards each (with 2 cards placed in free cells to start). Four free cells and four foundation spaces are available.

Gameplay

1. **Move single cards:** Move the bottom (exposed) card of any column to a foundation, a free cell, or onto another column's bottom card if it is the same suit and one rank higher.
2. **Move sequences:** A sequence of cards in descending order of the same suit at the bottom of a column can be moved together to another column if the receiving card is the same suit and one rank higher.
3. **Free cells:** Store any single card temporarily. Cards in free cells can be moved to foundations or columns following normal rules.
4. **Empty columns:** Only Kings (or sequences headed by a King) may be placed in empty columns.
5. **Foundations:** Build up by suit from Ace to King.

Scoring

1. **Win:** All 52 cards are placed on the four foundation piles.
2. **Loss:** No legal moves remain and not all cards are on foundations.

Variations

- **FreeCell:** The more popular variant with 8 columns and alternating-color building on columns.
- **Penguin:** A FreeCell variant where a random card starts the foundations and same-suit building is used.
- **Baker's Game:** FreeCell with same-suit building instead of alternating-color building.

Tips and Strategies

- Keep free cells open as long as possible for maximum flexibility.
- Try to build same-suit sequences in columns to enable group moves.
- Free up Kings early to use empty columns as extended storage.
- Plan moves carefully since the same-suit building restriction limits options compared to FreeCell.

Tips & Strategy

Keep free cells empty for flexibility. Build same-suit sequences in columns for group moves. Create empty columns for Kings. Plan several moves ahead since the same-suit restriction limits your options.

The same-suit building rule makes Seahaven Towers significantly harder than FreeCell. Plan to build long same-suit sequences in place rather than moving cards frequently between columns.