Calculation

Calculation, or Broken Intervals, is well named, because it is necessary to calculate at the turn of every card and it offers great scope for skilful play.

How to play

Any Ace, any 2, any 3 and any 4 are placed in a row on the table to form four foundations. The object of the game is to build, regardless of suits, the remaining 48 cards on them, in the following order:

> **On the Ace** – 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King
>
> **On the 2** – 4, 6, 8, 10, Queen, Ace, 3, 5, 7, 9, Jack, King
>
> **On the 3** – 6, 9, Queen, 2, 5, 8, Jack, Ace, 4, 7, 10, King
>
> **On the 4** – 8, Queen, 3, 7, Jack, 2, 6, 10, Ace, 5, 9, King

The cards are dealt from the pack one at a time and every card must either be built on a foundation or played to any of the four waste heaps below the foundation (see right). At any time the top card of a waste heap may be built on a foundation, but it may not be played to another waste heap. The pack is dealt only once, but play from a waste heap may continue after it is exhausted.

The cards in the pack are now dealt one at a time. Suppose a 10 is dealt: as it cannot be built on a foundation it is best played to a vacant waste heap. Next a 6

is dealt; it is built on the 3 foundation. Next comes an 8, and is built on the 4 foundation. The next card is a King. It must be played to a waste heap, but because the Kings are the last cards to be built on the foundations it would be wrong to play it to, for example, the waste heap containing the 10. It should be played to another waste heap, and experienced players would now reserve this for Kings. Play continues in this way until all 48 cards have been dealt.

If the play is carefully thought out, by building cards on the waste heaps in descending sequences of two to four or, hopefully, more, excellent progress will be made towards the end of the game.

Foundations

Waste heaps