DESTURADO
A 40-card solitaire variant

Setup

1. Remove all face cards from the deck.
2. Shuffle the rest of the deck.
3. Deal columns of cards face-down depending on your difficulty mode of choice (see **Difficulty modes**). Then turn the top card of each column face-up. This will be the *board*.
4. Deal cards face-up under the board columns depending on your difficulty mode of choice. This will be your *hand*. At this point, all of the cards in the deck should be dealt, and the game can begin.

Difficulty modes

Desturado can be played in three different difficulty modes:

EASY	5 columns of 7 on board, 5 hand cards
MEDIUM	4 columns of 9 on board, 4 hand cards
HARD	3 columns of 12 on board, 4 hand cards

Rules

The objective of the game is to clear the board of all cards. In order to do this, you stack cards on top of each other depending on a set of conditions.

A face-up card on board can be moved on top of another face-up card on board or in your hand if its value matches that of another card, or if its value is at least 1 lower than that of another card but it shares a suit with that card. Stacks of cards can be moved on top of another card if the bottom card of that stack meets those same conditions. **Example:** A 6 of clubs or a stack with 6 of clubs at the bottom can be moved on top of another 6 or a club with a higher value (at least a 7).

When you move a card or stack off a column on board, the top card of that column is turned face-up.

Cards and stacks can be moved into empty spaces either on board or in your hand. The maximum number of spaces on board and in your hand is determined by your difficulty mode of choice. **Example:** In easy mode, you have a maximum of 5 spaces both on board and in your hand.

Cards in your hand can't be moved onto the board.

Stacks can't be split or otherwise moved partially. When a stack is moved, it must be moved in its entirety from the bottom-most face-up card to the topmost one. Cards in a stack can't be rearranged.

Cards in hand can be stacked, and stacks in hand can be combined (normal suit/value rules apply).

Aces are 1's.

You win the game if you manage to empty the board, i.e. move all cards from the board into your hand.