

# CARD GAMES

## HELP FILE

*On*Hand™  
SOFTWARE

## Welcome to the **Card Games Help File**.

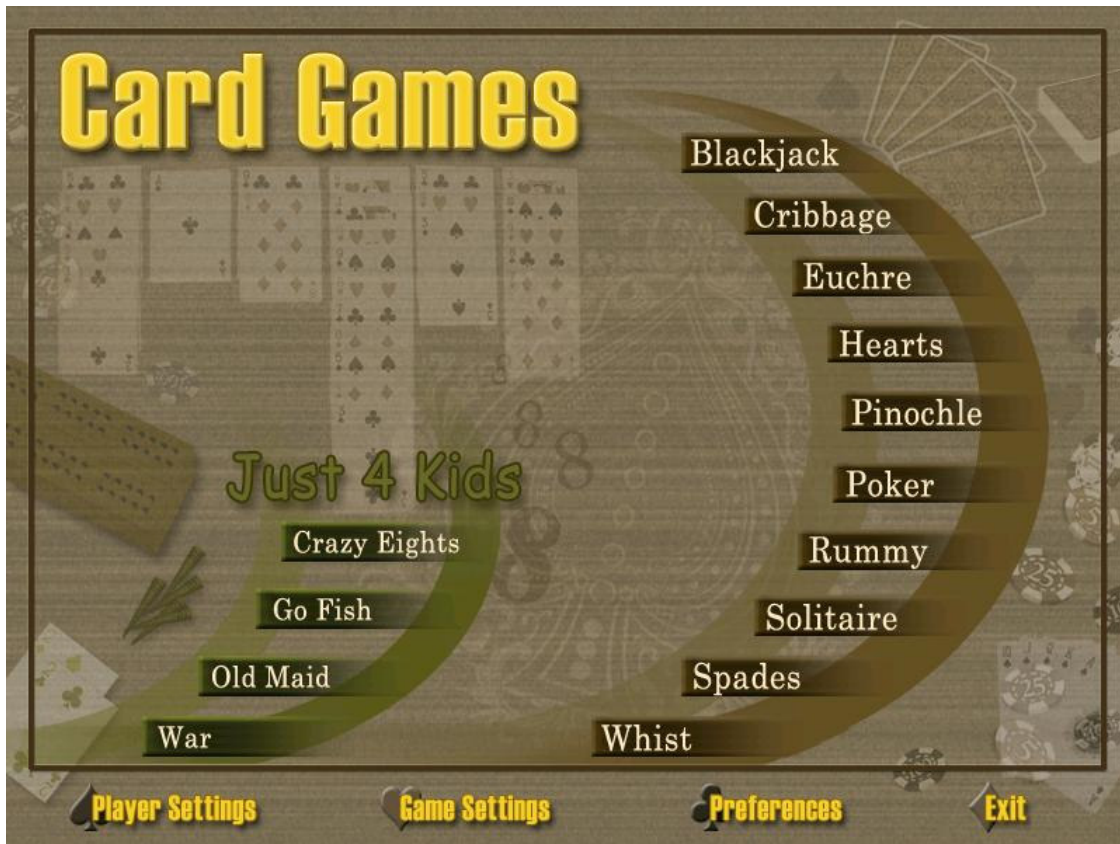
Best of Card Games provides hours of entertainment with over 100 classic card game favorites plus new games.

This help file contains instructions for the following games:

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# MAIN MENU & INTERFACE



On the main menu of Card Games, you can choose to play any of 14 different card games. To play a game, click on the game name.

Under **Player Settings**, you can set up or delete individual players, borrow money from the bank, reset your bankroll and pick what opponents you'd like to play against and view your statistics on each game.

Under **Game Settings**, you change the game variation, scoring options, number of players and other game specific game options.

Under **Preferences**, you can set game options such as playing in Tutorial Mode, Music options, backgrounds, card decks and card backs and interface options.

# BLACKJACK

**Blackjack** (also known as **Twenty-one**) is the most widely played casino banking game in the world. Much of blackjack's popularity is due to the mix of chance with elements of skill.

## THE OBJECT OF BLACKJACK

The object of Blackjack is beat the dealer's hand. Both the player and the dealer will try to get a count of 21, or as near to 21 as possible, without going over.

## THE BLACKJACK PAYOFF

A winning hand in Blackjack pays off at **1 to 1**. If the Player has Blackjack, the hand is paid off at **3 to 2**. A winning Insurance bet pays the player **2 to 1**. All ties are considered a **Push**, that is, the player neither wins nor loses.

## HITTING AND STANDING

The Dealer must take another card if the card total is 16. Similarly, if the Dealer has 17, another card will not be drawn.

## THE CARD VALUES

**Aces** count as either **1** or **11**. (If you are holding an Ace, you will be given the choice of how to value that card.)

**Kings, queens, and jacks** each have a value of **10**.

**All other cards** are taken at their **face value**.

## INSURANCE

If the dealer's upcard is an ace, the players will be offered insurance.

If the player believes that the dealer has blackjack (an ace, 10 combination), the player can opt to insure. The insurance bet is limited to half of the original bet, but pays **2 to 1** if the dealer has blackjack. If the dealer does not have blackjack, the player loses the insurance bet and the hand continues.

You can accept insurance by clicking on the flashing Insurance area of the Blackjack table. If you want to decline Insurance, click on the **Continue** button.

## DOUBLE DOWN

Doubling down refers to the player's option to double the present bet and take only one additional card. Players who double down believe they can win because they have a stronger hand than the dealer. For example, the player is dealt a 9 and a 2. Since the total of 11 is conducive to reaching 21, the player chooses to double down, hoping to receive a ten card.

Double Down is allowed on any hand, even after splitting a hand. You may also

double down for less than the amount of your original bet if this option is selected in the Game Settings. Click the **Double** button to double down on any hand.

### **SPLITTING A HAND**

Splitting a hand refers to the player's option to split an *equal pair of cards*, such as two 8's, and play each card as a separate hand.

Ten value cards, such as 10's, jacks, queens and kings are all considered pairs for splitting purposes. When a player splits a hand, an additional bet (equal to the original bet) will be placed on the newly created hand.

*Note: After splitting a pair of aces, only one more card will be dealt.*

Click the **Split** button to split a hand.

### **RESPLITTING A HAND**

Resplitting refers to the player's option to split an equal pair of cards, such as two 8's, after splitting the original equal pair and play each card as a separate hand. Ten value cards, such as 10's, jacks, queens and kings are all considered pairs for splitting purposes.

When a player splits a hand, an additional bet (equal to the original bet) will be placed on the newly created hand.

*Note: Since only one more card is dealt after splitting aces, resplitting is not allowed for split aces.*

### **SURRENDER**

You can use the surrender option if you believe that the dealer's hand, in comparison to your own, is unbeatable. By surrendering, you give up all chances of winning the hand, but forfeit only half of your original bet.

You can only surrender on a two-card hand. Once you request an additional card, the surrender option is no longer available.

Click the **Surrender** button to surrender.

# CRIBBAGE

Cribbage is one of the best of two-hand games. It combines in sociable proportions the luck of the deal with opportunity for skill in discarding and play.

## CRIBBAGE BASICS

Each player looks at his six cards and lays away two of them to reduce his hand to four. The four cards laid away together constitute the crib, which belongs to the dealer but is not exposed or used until after the play.

After the crib is laid away, dealer turns up the top card of the remaining deck. This card, placed face up on the pack, is the starter. If the starter is a jack (called his heels) dealer pegs (scores) 2 points at once. The starter is not used in the play.

After the starter is turned, non-dealer lays one of his cards face up on the table. Dealer similarly exposes a card, then non-dealer again, and so on - the hands are exposed card by card alternately except for go's as noted below. Each player keeps his played cards separate from those of his opponent.

As each plays, the computer displays the total of pips reached by the addition of his card to those previously played. The kings, queens, and jacks count 10 each; every other card counts its pip value (ace being one).

During the play, the running total of cards may never be carried beyond 31. If a player is unable to add another card without exceeding 31, he says "Go" and his turn passes. The player gaining the go must then lay down any additional cards he can without exceeding 31. He is then entitled to any additional points he can make through pairs and runs. If a player reaches exactly 31, he pegs 2. If neither player can lay a card without going over 31, then the last player to lay a card pegs 1.

The opponent of the player, who played last, must lead for the next series of play, the count starting at zero. The lead may not be combined with any cards previously played to form a scoring combination, the go having interrupted the sequence. In fact, all previously played cards are turned face down at the beginning of a new round.

Playing the last card of all pegs 1 for go, plus 1 extra if it brings the count to exactly 31.

The object in play is to score points by pegging. In addition to go, a play may score for the following combinations:

*Fifteen.* For adding a card that makes the total 15, peg 2.

*Pair.* For adding a card of the same rank as that played last previously, peg 2.

*Triplet.* For adding the third card of the same rank, peg 6.

*Double Pair.* For adding the fourth card of the same rank, peg 12.

*Run (Sequence).* For adding a card which forms, with those played last previously, a sequence of three or more, peg 1 for each card in the sequence. (Runs are independent of suits, but go strictly by rank, e.g. 9-10-J is a run but 9-10-Q is not.)

It is necessary to keep track of the order in which cards are played to determine whether what looks like a pegging formation is interrupted by a foreign card. *Examples:* Cards are played in this order: 8, 7, 7, 6. Dealer pegs 2 for fifteen, and opponent pegs 2 for pair, but dealer cannot peg for run because of the extra seven-spot. Again, cards are played in this order: 9, 6, 8, 7. Dealer pegs 2 for fifteen on his first play, and 4 for run on his second play. The cards were not played in sequential order, but form a true run with no foreign card.

When play ends, the three hands are counted in order: non-dealer (first), dealer's hand, crib. This order is important, for toward the end of a game the non-dealer may "count out" and win before the dealer has a chance to count, even though the dealer's total would have exceeded that of his opponent. The starter is considered to be a part of each hand, so that all hands in counting comprise five cards. Following are the basic formations of scoring value:

*Fifteen.* Each combination of cards that totals 15 counts 2.

*Pair.* Each pair of cards of the same rank counts 2.

*Run.* Each combination of three or more cards in sequence counts 1 for each card in the sequence.

*Flush.* Four cards of the same suit in the hand (not crib, and not including starter) count 4. Four cards in hand or crib of the same suit as starter count 5.

*His Nobs.* Jack of same suit as starter counts 1.

For a more detailed description of counting the hand see combinations.

Game may be fixed at either 61 points or 121 points. Play ends the moment either player reaches the agreed total, whether by pegging or by counting his hand. If non-dealer "goes out" by count of his hand, dealer may not count either his hand or crib in the effort to escape lurch.

Each game counts one for the winner, but if the loser fails to pass the halfway mark (fails to reach 31 with game of 61, or 61 with game of 121) he is lunched, and the winner scores two games.

## CRIBBAGE COMBINATIONS

The word combination is used in the strict technical sense. Each and every combination of two cards that make a pair, of two or more cards that make 15, of three or more cards that make a run, count separately. *Example:* A hand (with starter) of 8, 7, 7, 6, 2 scores 8 points for four combinations that total 15: the 8 with one 7, and with the other 7; the 6-2 with each 7 in turn. It scores 2 for pair, and 6 for two runs of three, 8-7-6 using each seven in turn. The total is 16. An experienced player computes the hand thus: "Fifteen 2, fifteen 4, fifteen 6, fifteen 8, and 8 for double run is 16."

Certain basic formulations should be learned to facilitate counting. For pairs and runs alone:

- A triplet counts 6.
- Four of a kind counts 12.
- A run of three, with one card duplicated (double run), counts 8.
- A run of four, with one card duplicated, counts 10.
- A run of three, with one card triplicated (triple run), counts 15.
- A run of three, with two different cards duplicated, counts 16.

The following list includes many of the hands the beginner may find some difficulty counting.

### Cribbage Scores

$$1 - 1 - 2 - 2 - 3 = 16$$

$$1 - 2 - 3 - 3 - 3 = 15$$

$$1 - 4 - 4 - 4 - 10 = 12$$

$$2 - 3 - 4 - 4 - 4 = 17$$

$$2 - 2 - 3 - 3 - 4 = 16$$

$$2 - 3 - 3 - 3 - 4 = 17$$

$$3 - 3 - 4 - 4 - 5 = 20$$

$$3 - 4 - 4 - 4 - 5 = 17$$

$$3 - 4 - 4 - 5 - 5 = 16$$

$$3 - 6 - 6 - 6 - 6 = 24$$

$$4 - 4 - 5 - 6 - 6 = 24$$

$$4 - 5 - 5 - 6 - 6 = 24$$

$$4 - 5 - 6 - 6 - 6 = 21$$

$$5 - N - 5 - 5 - 5 = 29$$

$$5 - 5 - 5 - 5 - 10 = 28$$

$$5 - 5 - 10 - J - Q = 17$$

$$6 - 6 - 9 - 9 - 9 = 20$$

$$6 - 9 - 9 - 9 - 9 = 20$$

$$6 - 6 - 7 - 7 - 8 = 20$$

$$7 - 7 - 7 - 8 - 9 = 21$$

$$7 - 7 - 7 - 8 - 6 = 21$$

$$7 - 7 - 7 - 8 - 8 = 20$$

$$7 - 8 - 8 - 8 - 8 = 20$$

$$7 - 7 - 8 - 8 - 9 = 24$$

$$7 - 8 - 8 - 9 - 9 = 20$$

$$5 - 5 - N - J - J = 21$$

$$2 - 6 - 7 - 7 - 8 = 16$$

$$6 - 7 - 8 - 9 - 9 = 16$$

$$3 - 3 - 6 - 6 - 6 = 20$$

$$3 - 3 - 3 - 4 - 5 = 21$$

$$1 - 1 - 7 - 7 - 8 = 12$$

$$3 - 3 - 3 - 6 - 6 = 18$$

$$3 - 3 - 6 - 6 - 9 = 14$$

$$5 - 5 - 5 - N - J = 23$$

$$5 - 5 - 5 - 10 - 10 = 22$$

$$1 - 4 - 4 - N - 4 = 13$$

$$5 - 5 - 10 - N - Q = 18$$

$$2 - 2 - 2 - 2 - 9 = 20$$

$$3 - 3 - 3 - 3 - 9 = 24$$

$$3 - 3 - 3 - 3 - 6 = 20$$

$$4 - 4 - 4 - 4 - 7 = 24$$

$$1 - 7 - 7 - 7 - 7 = 24$$

$$4 - 4 - 4 - 7 - 7 = 20$$

$$4 - 4 - 7 - 7 - 7 = 14$$

$$3 - 3 - 4 - 5 - 5 = 20$$

$$1 - 1 - 6 - 7 - 7 = 12$$

$$2 - 6 - 6 - 7 - 7 = 12$$

$$7 - 7 - 7 - 1 - 1 = 20$$

$$3 - 4 - 4 - 4 - 4 = 20$$

$$5 - 5 - 5 - 4 - 6 = 23$$

$$1 - 1 - 6 - 7 - 8 = 13$$

## **CRIBBAGE BOARD**

Scoring by pencil and paper is very inconvenient in Cribbage. A special device is therefore used, the cribbage board. This is a wooden or composite tablet with four rows of 30 holes each, divided into two pairs of rows by a central panel. There are usually four additional holes near the end called game holes. With the board come four pegs, usually in two contrasting colors.

The board is placed between the two players, and each takes two pegs of the same color. (The game holes are provided to contain the pegs before the start of a game.) Each time a player scores, he advances a peg along a row on his side of the board, counting one hole per point. Two pegs are used so that the rearmost can be jumped ahead of the foremost, its distance from the latter showing the increment in score. The custom is to "go down" (away from the game holes) on the outer rows and "come up" on the inner rows. The game of 61 is "once around" and 121 is "twice around".

# EUCHRE

Euchre is a trick-taking card game most commonly played with four people in two partnerships. Partners face each other from across the table so that the play of the cards in conventional clockwise order alternates between the two partnerships.

## FOUR HAND EUCHRE

Euchre is played with a pack of 32 cards (A, K, Q, J, 10, 9, 8, 7 of each suit), 28 cards (7's omitted), or 24 cards (7's and 8's omitted). The different decks may be chosen in the Game Settings.

The highest trump is the jack of the trump suit, called right bower. The second-highest trump is the jack of the other suit of the same color as the trump, called left bower. (Example: If diamonds are trumps, right bower is JD and left bower is JH.) The remaining trumps, and also the plain suits, rank as follows: A (high), K, Q, (J), 10, 9, 8, 7.

The cards are dealt to the left, beginning with eldest hand. Each player receives five cards. Turn to deal passes to the left.

On completing the deal, dealer places the rest of the pack in the center of the table and turns the top card face up. Should the turn-up be accepted as trump, regardless of by whom, dealer has the right to exchange the turn-up for any card in his hand.

Commencing with eldest hand, each player to the left has the option of passing or of accepting the turn-up for trump. Opponents or partner of the dealer accepts by saying "Order it up", dealer accepts by "Picking it up". If all four players pass in the first round, each hand in turn, commencing with eldest, has the option of passing again or of naming the trump suit. The rejected suit may not be named. If all four players pass in the second round, the cards are reshuffled and the next dealer in turn deals. Once the trump is fixed, either by acceptance of the turn-up or declaration after it is rejected, the bidding ends and play begins.

The player who fixes the trump suit has the option of playing alone, without help of his partner's cards. If he wishes to exercise this option, he must declare "alone" distinctly at the time he makes the trump. His partner then turns his cards face down and does not participate in the play.

The opening lead is made by eldest hand, or by the player at his left if partner of eldest hand is playing alone. Each hand must follow suit to a lead if able; if unable, the hand may trump or discard at will. A trick is won by the highest

card of the suit led, or, if it contains trumps, by the highest trump. The winner of a trick leads to the next.

The object in play is to win at least three tricks. If the side that made the trump fails to get three tricks, it is said to be euchred. Winning all five tricks is called a March.

**SCORING**-The following table shows all scoring situations:

Partnership making trump wins 3 or 4 tricks:	1
Partnership making trumps wins 5 tricks	2
Lone hand wins 3 or 4 tricks	1
Lone hand wins 5 tricks	4
Partnership or lone hand is euchred, opponents score	2

A game is usually played to 5, 7, or 10 points as determined in the Game Settings (you may also choose a custom score to play to).

### **CUTTHROAT EUCHRE**

The two other hands combine in play against the maker of trump. The scoring:

Maker of trump wins 3 or 4 tricks	1
Maker of trump wins 5 tricks	3
Maker of trump is euchred, each opponent scores	2

All other rules apply as in Four-Hand Euchre.

### **TWO-HAND EUCHRE**

Reduce the pack to 24 cards by discarding the sevens and eights. Rules are as in Four-Hand Euchre, except that the declaration alone does not exist and score for March is 2 points.

### **RUBBER EUCHRE**

Rubber Euchre is played the same as Four-Hand except scoring is tracked by rubber points.

The first side to win two games wins the rubber. Each game counts for the side winning it; 3 rubber points if the losers' score in that game was 0 or less; 2 rubber points if the losers' score was 1 or 2; and 1 rubber point if the losers scored 3 or more. The winners' margin in the rubber is 2 points bonus, plus the winners' rubber points, minus the losers' rubber points.

# HEARTS

Hearts is one of today's most popular card games and is a game that allows for great skill in the play of the cards.

## BLACK LADY

Black Lady is played with four players and a standard pack of 52 cards.

The cards are dealt clockwise, beginning with the player nearest the dealer's left. Each player is dealt 13 cards.

After looking at his hand, each player selects any three cards and passes them face down to his right-hand neighbor. The player must pass the three-cards before looking at the three cards he receives from his left.

The hand to the left of the dealer makes the opening lead. Each hand must follow suit to a lead if able; if unable, a hand may discard any card. But the player dealt the QS must discard it at his first opportunity. A trick is won by the highest card of the suit led. The winner of a trick leads to the next. (There is no trump suit. Hearts are sometimes called "trumps" but do not actually have the privilege of a trump suit.)

The object of the game is to avoid winning any heart or the QS (called *Black Lady* or *Black Maria*).

A separate score is kept for each player. At the end of each hand, the points taken in tricks by each player are totaled and entered in his column. The counting cards are:

Each heart counts....	1 point
The QS counts.....	13 points

Play continues until at least one player surpasses 100 points (unless otherwise specified in the Game Settings). At this point, the lowest scoring hand is the winner.

## OMNIBUS HEARTS

This variant adds two features to Black Lady whereby a player may score *negative*. The play of the cards takes on heightened interest, since it combines null play (to avoid gathering hearts and the QS) with positive play.

The hearts and QS are plus cards, as in Black Lady, but in addition the 10D is a **negative card** and counts ten points minus for the player taking it in tricks.

A player who wins all fifteen counting cards - the thirteen hearts, QS and 10D - scores a **slam** and sticks all other players with 26 points.

## HEARTS WITHOUT BLACK LADY

Hearts may be played without scoring the QS as a counting card, there being only 13 points in play. In this variant, the passing of cards before play is omitted, each playing his original cards.

## DOMINO HEARTS

During the deal each player receives six cards, dealt one at a time. The remainder of the pack is placed face down in the center of the table, forming the stock.

Eldest hand makes the opening lead. Rules of play are as at Black Lady, with the difference that a hand unable to follow suit to the lead must draw cards from the top of the stock until he can play. After the stock is exhausted, a hand unable to follow suit may discard.

Play continues until all cards have been won in tricks, each player dropping out as his cards are exhausted. If a player wins a trick with his last card, the turn to lead passes to the first active hand on his left. The last survivor must keep all cards remaining in his hand.

Scoring is the same as in Black Lady, but because of the hazard involved only the hearts are counted, not the QS.

## SPOT HEARTS

A variation in which the various hearts are settled for according to their denominations, ace being worth 14 counters, king 13, queen 12, jack 11, and the others worth their spot value, *i.e.* tens 10, nines 9, etc.

## ADDITIONAL VARIATIONS

These variations can be played by changing the Game Settings.

**Passing** - The pass direction can be determined by the user. In addition, there are selections for no passing and alternate passing.

**First Lead** - The first lead of the hand may go to the player to the left of the dealer or to the player holding the 2C in their hand.

**Pass Across** - In some circles a second round of passing takes place between players sitting opposite each other.

**Discard QS** - With this variant selected, the player dealt the QS must discard it at his first opportunity.

**Leading Hearts** - Some play the rule that hearts may not be led until the third trick.

**Low Hand Scoring** - In this scoring variant, the lowest score for each deal takes all of the points. Players that tie split the points. Play continues until at least one player surpasses 100 points. At this point, the highest scoring player is the winner.

**Sweepstakes Scoring** - In this scoring variant a player who scores 0 (or the lowest score below 0 in Omnibus Hearts, where players can score negative) takes all of the points in the pool. If two or more players tie with the same low score of 0 or less they split the pool. If every hand was *painted* (took one point or more), the pool remains as a *carry over* for the next deal, or until it is eventually won. Play continues until at least one player surpasses 100 points. At this point, the highest scoring player is the winner.

# PINOCHLE

**Pinochle** is a trick-taking game typically for two, three or four players. Players score points by trick-taking and also by forming combinations of cards into melds. It is thus considered part of a "trick-and-meld". Each hand is played in three phases: bidding, melds, and tricks.

## PINOCHLE BASICS

Pinochle uses a special pack of 48 cards, from Ace down to nine in each suit, with each duplicated. The Ten ranks next to the Ace in value, so the cards run downward - A, A, 10, 10, K, K, Q, Q, J, J, 9, 9. From 12 to 16 cards are dealt to each player, according to the type of game.

From the cards dealt to their hand, a player can form combinations known as *melds* which he shows to the other players and by such declarations gains points toward his score.

These melds fall into the following categories:

### Type A

Trump Sequence: A, 10, K, Q, J	150 points
Royal Marriage: K and Q of trumps	40 points
Plain Marriage: K and Q of any suit	20 points

### Type B

Pinochle: formed by JD and QS	40 points
Double Pinochle: JD, JD, QS, QS	40 points

### Type C

Four Aces in different suits	100 points
Four Kings in different suits	80 points
Four Queens in different suits	60 points
Four Jacks in different suits	40 points

### Type D

Nine of trump, called <i>Dix</i> or <i>Deece</i>	10 points
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A card can be used only once in a meld of its own type; but it can be used in a meld of another type. The following is an example:

After declaring the melds, the same cards are used in play, along with any that were not melded. In play, there is always a trump, so a card of that suit takes a trick when played on leads from other suits. Otherwise, the card of highest value in the lead suit takes the trick. If two identical cards are played on one trick, the one played first wins.

Whatever card the first player leads, the next player must follow suit. If unable to follow suit, a player must play a trump if he has one and the trump takes the trick, unless overtrumped by the next player. If unable to follow suit or trump, a player must throw on a card from another suit, which has no taking power.

However, whenever a trump is led, the next player must play a higher trump if he has one, and the next player must do the same, if he can. This is called *heading the trick* and is an important part of Pinochle play, as it enables a player to use low trumps to force out high trumps more rapidly.

The player who takes a trick leads to the next trick and this continues until the hand has been played.

A player is credited with points for winning specific cards. Each player looks through the tricks that he has taken and totals the number of points that he has, adding them to his meld for that deal, but with this important proviso: If a player fails to take a trick, he loses his meld for that deal and it is erased from his running score. Taking one lone trick is sufficient to save his meld, whether or not that trick contains a counter.

The scoring is according to one of the following methods, each of which totals 240 points:

*Original*

Each Ace	11 points
Each Ten	10 points
Each King	4 points
Each Queen	3 points
Each Jack	2 points
Last Trick	10 points

### *Simplified*

Each Ace	10 points
Each Ten	10 points
Each King	10 points
Last Trick	10 points

### *Popular*

Each Ace	11 points
Each Ten	10 points
Each King	5 points
Each Queen	5 points
Last Trick	10 points

Play continues until at least one player surpasses 1000 points (unless otherwise specified in the Game Settings). The first player to surpass this score is the winner.

## **THREE-HAND PINOCHLE**

This is the simplest form of Pinochle and therefore is the best introduction to the game, as it is easy to follow and an excellent game in its own right.

Sixteen cards are dealt to each player. The dealer, however, turns up the final card of his hand and places it to one side to designate trump suit for that deal.

If the turned-up card is the Dix, or Nine of trumps, the dealer melds a preliminary 10 points for himself and takes the Dix into his hand. The player holding the other Dix also shows it and melds 10 points. If any other trump is turned up, the player to the dealer's left can pick it up by discarding a Dix to replace it, melding 10 points in the process. That is, provided he has a Dix; if not, the privilege goes to the next player. Sometimes, the dealer holds both Nines of trumps, so he simply shows them, melding 10 for each Dix, and automatically taking the turned-up card for himself, in order to complete his hand. But if one of the other players picked up the turned-up trump, the dealer is forced to take up the discarded Dix.

Each player then makes regular melds, forming all the allowable combinations that he can by laying the necessary cards face up in front of him. These are duly recorded on the score sheet and the players take their melds back into their hands, ready for the play that follows.

The rest of the hand proceeds as described in Pinochle Basics.

## **AUCTION PINOCHLE**

This is a three player game, where 15 cards are dealt to each player with three dealt aside as a widow.

The players look at their hands and either pass or bid the number of points which each thinks he can make in meld and play.

The player at the dealer's left starts the bidding and once a player has passed, he cannot bid again. Bidders, however, can raise each other as often as they wish.

No suit is specified during the bidding, as the highest bidder is allowed to name it afterward. Often the size of the bid has to do with his choice of suit; still more often, the widow is the important factor, as it goes to the successful bidder. Often, a player will bid beyond the hand's existing value in hope of filling some important meld from the widow.

When a player wins a bid, the widow is turned face up so all can see it. The bidder then adds the three cards to his hand and discards three other cards, face down. The three discards count as a trick for the bidder and thus any such counters discarded will count in the player's score. Additionally, the highest bidder does not need to take a trick to validate his meld, since the discards count as a trick.

Each player then makes regular melds, forming all the allowable combinations that he can by laying the necessary cards face up in front of him. These are duly recorded on the score sheet and the players take their melds back into their hands, ready for the play that follows.

The rest of the hand proceeds as described in Pinochle Basics.

## **TWO-HAND PINOCHLE**

This differs considerably from the other forms of Pinochle, being practically a game in itself. The melds are the same, but they are progressive and are made singly, during the course of play, which also has its own individual features.

The dealer deals twelve cards to each player. He turns up the next card and inserts it partly beneath the pack, which stays face down. The face up card is the trump, and if it is the Dix, Nine, the dealer promptly marks up 10 points as a start towards his score.

The non-dealer leads any card, and the opposing player plays any card he wants. He does not have to follow suit or trump at this point. The usual rule

holds, however, as to taking the trick. The leader wins, unless a higher card in the suit led or a higher trump is played.

Whoever wins the trick can then meld if he has a suitable combination in his hand. Whether or not he melds, he draws the top card from the pack to bring his hand up to 12 cards. The other player does the same and the one who won the trick makes another lead. This continues, play by play, meld by meld, draw by draw.

Melded cards are left face up on the table, but they may be played at any time, instead of playing from the hand. This enables a player to hold onto cards needed for later melds.

If a player has a Dix, he may meld it by sliding it face up under the pack and picking up the trump card showing there. This is done with the second Dix, though in that case, the player merely has to show it, rather than exchange one Dix for the other. A Dix can be exchanged after a winning trick, and a single meld be put down at the same time. The last card drawn from the pack will be the face up Dix.

At that point, each player gathers up his meld and from there on, the play follows the standard pattern. Whatever the trick-winner leads, the other player must follow suit if he can. Otherwise, he must trump; if out of trumps, he can discard from any odd suit. Any trump lead must be overtrumped.

The hands are scored according to the Basic Rules.

Special rules apply to the melding in this game. Not only must they be made singly; a meld, to be valid, requires a new card from the hand to complete it.

Thus if a player melds four Kings for 80 and four Queens for 60, he cannot marry any of the Kings and Queens, so 140 is the limit of his meld. His proper course is to meld four Kings, 80; a Royal Marriage, 40; a Plain Marriage, 20; then another Plain Marriage, 20. He can then add the fourth Queen, 60; making a total of 220. Or if he has an odd King or Queen, he can use it to complete the last marriage.

The following is always allowable in the Two-Handed game. If a player makes a Royal Marriage, he can later add the A, 10, J of trump and score for the sequence. If, however, he melds the A, 10, K, Q, J first, which he may be forced to do when the draw is getting short, he cannot remove the K, Q from the sequence and declare it as a marriage later.

Generally, players are allowed to meld the Dix along with another meld. But in such a meld, the trump picked up by the Dix cannot be used until later. Also, when a Dix is exchanged for another trump, that trump can definitely be used immediately in a meld.

## **FOUR-HAND PINOCHLE**

When four or more players participate in a game of Pinochle, partnership play is usually in order. This is not always the case. In the old days, four players often played a game of straight Pinochle, each on his own, and that game can still be played today. Each is dealt twelve cards, with the final card turned up as trump. Rules then followed the original Three-Hand game.

This sounds like a good, exciting game, which it sometimes is, but often isn't. There are times when it may be good, but not exciting; and in the opinion of some Pinochle enthusiasts a game that isn't exciting can't be good. With four individual players, each receives less cards than usual, hence the melds are proportionately smaller. The counters are divided among four players instead of only three. Both of these factors tend to slow the game. Thus a game can become a snail's race, in which one player merely manages to out crawl the others, unless somebody is lucky enough to rack up a big meld somewhere along the line. In that case, the others have so much trouble catching up that the outcome is practically a foregone conclusion.

## **PARTNERSHIP PINOCHLE**

In contrast to that rather drab outlook, Four-Hand Pinochle can become a keen contest indeed when partnership play is introduced. Here, the players seated opposite become partners, combining their melds and counters, which combines the competition of the Two-Handed game with the fast play of Three-Handed Pinochle, with other elements as well.

Each player is dealt twelve cards and the final card is turned up for trump, as in Three-Hand Pinochle. The players seated opposite are partners, so each takes special note of the other's meld - and sometimes lack of meld - since this has a great bearing on the coming play.

Each melds as usual and the partners add their totals toward the team's meld. This, however, does not mean that they can interchange or combine their melds. Those must be kept strictly separate, so that the totals of the individual melds are added.

Play then proceeds as in Three-Hand Pinochle.

Since there are only two teams, scores pile up twice as fast as they would with four individual players and if one team suddenly forges ahead, a lucky meld by one of the opposing players can bring the rival team back into the game, particularly if they can take a big quota of counters as well.

## **PARTNERSHIP AUCTION PINOCHLE**

This is a popular outgrowth of Partnership Pinochle that has largely superseded the original game. However, melding, playing and scoring follow the original pattern. The big difference is that instead of turning up a card to designate the trump for that deal, the players, beginning at the dealer's left, bid for the privilege of naming trump, which goes to the highest bidder. His partner, of course, is committed to go along with him, just as in the basic game, their melds and counters being scored as a team. Whatever the amount bid, the team must make that many points or more - through meld and play - in order to score the total. If the team falls short of that mark, the amount of the bid is deducted from its score. The non-bidding team scores its meld and count in either case.

The game is usually put at the standard figure of 1,000 points and if the result is very close, the bidding team has a decided advantage during the final deal, as the bidding team's points are always counted first, so if it just barely tops the 1,000 mark, the bidders win, no matter how far over the opposing team's score may go.

Partnership Auction can be played with the additional bidding methods described below:

### **Unrestricted Auction**

This is the standard Partnership game, but with no restrictions whatever as to the bidding, other than the fact that once a player has passed, he is out of the bidding.

### **Single Bid Partnership**

Each player beginning at the dealer's left, either passes or makes a required minimum bid. Originally, the minimum was 100 and when played on that basis, the first bidder can use his bid to inform his partner how much meld he has. Each player receives only one opportunity to bid.

### **Firehouse Pinochle**

This game calls for the team's first bidder to meet specific requirements at certain bidding levels. The minimum, 200 signifies a better than average playing hand with a meld of anything up to 60 points. A bid at the 250 level definitely means that the bidder holds Four Aces. The 300 level stands for a Sequence, warning the partner to let the bidder keep it, unless the partner has a Sequence of his own.

These are all initial bids, made by the first two players to the dealer's left, so that their respective partners can take it or leave it as they choose. Each player is only allowed one bid.

If nobody bids, as can happen when hands are all rather mediocre, the dealer must take the bid at 200.

# POKER

**Poker** is a family of card games that share betting rules and usually (but not always) hand rankings.

## The Poker Hands

A Poker hand consists of five cards. The value of a hand depends on whether it contains one of the following combinations:

### Straight flush

The highest possible hand: all five cards of the same suit and in sequence (for example: the 6, 7, 8, 9, and 10 of diamonds). The highest-ranking straight flush is the A, K, Q, J, and 10 of one suit, called a *royal flush*.

### Four of a kind

Ranks next under a straight flush, as, four aces, or four sixes. It does not matter what the fifth, unmatched card is.

### Full House

Three cards of one rank and two cards of another rank, as 8-8-8-4-4, and ranks next under four of a kind.

### Flush

Five cards of the same suit, but not all in sequence, and ranks next below a full house.

### Straight

Five cards in sequence, but not all of the same suit. It loses to a flush or higher hand, but beats anything else.

### Three of a kind

Three cards of the same value. It ranks next under a straight.

### Two pairs

Two pair of two cards of the same value. It ranks next under three of a kind.

### One pair

Two cards of the same value. It beats any hand containing no pair but none of the higher-ranking combinations named above.

Below the rank of hands containing one pair are all the *no-pair hands*, which are rated by the highest card they contain, so that an ace-high hand will beat a king-high hand, and so on.

## Betting In Poker

### The Object

The object of Poker, regardless of the type of game, is to get five cards that have a higher value than the other players at the table. The player whose cards outranks all the others wins the pot.

### Betting

Card Games features casino-style betting, which is different than your average home game. The main difference, being that you do not decide the amount of your opening bets and raises. The betting amounts are automatically determined by the table limits. All early round bets use the minimum table amount and all late round bets use the maximum table amount. See the rules for each specific game for more information.

### Unlimited Raises

Casino poker is limited to 3 raises per round. However, if there are only two players left in the hand the number of raises is unlimited (until somebody calls).

### All In

If you run out of money during the play of a poker hand, you may declare **All In**. This means that you will remain in the hand but don't have to make any more bets. However, you are only eligible to win the amount of the pot at the time you declared **All In**.

### Blind Bets

In Texas Hold 'Em, the first two seats must place a **Blind Open** and **Blind Raise** respectively. This means they must place this bet whether they like their cards or not. The remaining players must then call or fold (the betting has already been opened). The second seat player will automatically be in the hand (unless somebody else raises) and the first seat player will have a choice of calling the blind raise or folding. This is only true for the first round.

### Bring In

After the first round of cards in a stud game, the player with the lowest up card is required to contribute an additional ante or **Bring In** into the pot.

## Five Card Draw

### The Deal

After the ante (which each player adds to the pot automatically), Five-Card Draw begins with five cards dealt, face down, to each player. Each player is given a turn to deal, clockwise around the table. The dealer is indicated by fan of cards in the in the Player Display.

### The First Betting Interval

After the cards are dealt, the player to the left of the dealer then has the option to **Open**, that is, make a bet based on the first five cards dealt, or **Check** which means to pass the option to Open to the next player. If you think you have no chance of winning this hand, you can **Fold**, only losing your ante.

After an opening bet is made, you will have the opportunity to Call, Raise or Fold.

The amount of the opening bet, call and raise during the first betting interval is a fixed limit, based on the limits you chose when you selected the table.

### The Draw

Once the opening bets are placed, each player has the opportunity to replace the cards in their hand by discarding those they do not want and drawing new ones. Click on the cards you want to discard, then click the the **Draw** button. If you mistakenly clicked on a card you would like to keep, just click on it again to return it to your hand.

If you want to keep all of your original cards, click the **Stand** button.

### The Second Betting Interval

#### *Opening*

After all players at the table have finished drawing, the player who Opened during the first betting interval will be given the option to **Open**, **Check** or **Fold**.

The amount of the opening bet for the second betting interval is a fixed limit, based on the limit you chose when you selected the table.

#### *Calling and Raising*

After an opening bet is made, the players seated clockwise to the player who opened have the opportunity to **Call** which means to match the bet of the person seated to your right, or to **Raise** the bet by matching the previous bet and adding to it.

The amount of the call and raise is determined by the fixed limit you chose when you selected the table.

Although raises are limited to 3 per round, when only two players are left the raises become unlimited.

## Five, Six and Seven Card Stud

### The Deal

After the ante (which each player adds to the pot automatically), **Five- and Six-Card Stud** begins with **two cards**, one down and one face up, dealt to each player. In **Seven-Card Stud**, each player is dealt **three cards**, two down and one up.

Each player is given a turn to deal, clockwise around the table. The dealer is indicated by fan of cards in the in the Player Display.

### The First Betting Interval

After the first two cards are dealt, the player with the lowest up card is required to throw the **Bring In** into the pot. This is an amount equal to the ante.

After the Bring In, the player to the left must either *Raise the bet to the first round bet minimum*, (which is based on the limits you chose when you selected the table) or **Fold**.

After one of the players raises to the first round bet limit, the other players may **Call, Raise, or Fold**.

### Drawing Upcards

After the first betting round, each player still in the game is dealt another upcard. At this point, the player who has the highest hand showing has the first opportunity to **Open, Check, or Fold**. After the opening bet, the other players have a chance to **Call, Raise or Fold**. After all players have bet, each remaining card is dealt face up and bet upon in sequence until the final card of the hand, which is dealt **face down**.

### Calling and Raising

After an opening bet is made, the players seated clockwise to the player who opened have the opportunity to **Call**, or to **Raise** the bet by matching the previous bet and adding to it. The amount of the call and raise is determined by the fixed limit you chose when you selected the table.

*For Five-Card Stud:*

- The fixed limit minimum is used for the first 3 cards dealt.
- The fixed limit maximum is used for the last 2 cards dealt.

*For Six-Card Stud:*

- The fixed limit minimum is used for the first 3 cards dealt.

- The fixed limit maximum is used for the last 3 cards dealt.

*For Seven-Card Stud:*

- The fixed limit minimum is used for the first 4 cards dealt.
- The fixed limit maximum is used for the last 3 cards dealt.

## **Texas Hold 'Em**

### **The Deal**

To begin Texas Hold 'Em, two cards are dealt to each player, face down. Five cards, called **Community Cards**, are placed in the center, face down. Although there is no ante, The player seated to the immediate left of the dealer must put a **Blind Open** into the pot. The next player to the left must put in a **Blind Raise**. The amount of the Blind Open and Blind Raise are determined by the fixed betting limits you chose when you selected the table.

The players to the left of the player who posted the Blind Raise can then either **Call, Raise** or **Fold**. The players who put in the Blind Open and Blind Raise must match the difference between the largest bet and the Blinds to stay in the game.

### **The Community Cards**

After all players have bet, three of the cards in the center of the table are turned face up. Each player uses these cards in combination with their own in an attempt to get the best hand. The player to the left of the dealer has the first opportunity to **Open, Check** or **Fold**. The betting then moves clockwise around the table until all players have had a chance to **Call, Raise** or **Fold**. The next two Community cards are turned over and bet on in sequence.

### ***Calling and Raising***

After an opening bet is made, the players seated clockwise to the player who opened have the opportunity to **Call** which means to match the bet of the person seated to your right, or to **Raise** the bet by matching the previous bet and adding to it.

The amount of the call and raise is determined by the fixed limit you chose when you selected the table.

# RUMMY

Rummy is the best known of all card games played in the United States. Its popularity is due partly to the fact that it is so simple. Any person with knowledge of the basic game can easily learn any form of it.

## 500 RUM

The distinctive feature of 500 Rum is that each player scores the value of the sets he melds, in addition to the usual points going out and for cards caught in other players' hands.

Seven cards are dealt to each player except in two-hand game, in which each player receives thirteen cards.

The object of the game is to score points by laying down and laying off cards as in regular Rummy (in groups of three or four of a kind, and in sequences of three or more cards of the same suit).

The undealt portion of the cards, face down, is the *stock*; its top card is placed beside it to start the *discard pile*. Each player in turn, beginning with the eldest hand, may draw the top card of the stock; or may draw any card from the discard pile provided he takes with it all cards on the discard pile above it, and also provided that he at once uses the card so drawn, either by laying it down in a set or by laying it off on a set already on the table. Cards taken with the top discard may be melded in the same turn. Each player in turn, after drawing and before discarding, may lay down any matched set on the table in front of him, or may lay off any card which matches a set already on the table; but such cards laid off are also kept on the table in front of the player. Sequences may not "go around the corner"-A, K, Q, or A, 2, 3 may be melded, but not K, A, 2.

When any player gets rid of all his cards, play immediately ends. Each player's score is then figured as follows: He is credited with the point value of all cards he has shown on the table; from this figure is subtracted the point value of all cards remaining in his hand. The difference is added to or subtracted from his score, as the case may be.

The first player whose score reaches +500 wins the game and collects from each other player the difference between their final scores. If two or more players reach 500 on the same hand, the one with the highest score is the winner.

## **BOAT HOUSE RUM**

The rules are as in regular Rummy except:

Each player in turn may draw the top card of the stock; or, before drawing that card, he may take the top card of the discard pile and then either the next card of the discard pile or the top card of the stock.

A player in turn may discard only one card. Play does not end until a player can lay down his entire hand at one time.

An ace counts either high or low in a sequence, and sequences may go around the corner as in 3, 2, A, K, Q.

In the settlement, a player pays only for cards in his hand which do not form matched sets; he may pay either one point for every, unmatched card in his hand, or pip value of all unmatched cards (ace counting 11), as agreed.

## **GIN RUMMY**

This has become the most popular two-handed variant of the Rummy family. It is the favorite among all games with the motion picture, radio, and theatrical world.

Dealer gives the cards, one at a time, face down, alternately to his opponent and to himself until each has ten cards; the next card, called the upcard, is placed face up in the center of the table, and the remaining cards, called the stock, are placed face down beside it.

The object of play is to form matched sets, consisting of three or four of a kind, or of sequences of three or more cards of consecutive rank in the same suit.

Non-dealer plays first, and the turn to play alternates thereafter. In each turn, a player must draw either the upcard (top card of the discard pile) or the top card of the stock, and then must discard one card (which may not be an upcard he has drawn in the same turn) face up on the discard pile.

On the first play, if non-dealer does not wish to take the upcard he must so announce and dealer may have the first turn by drawing the upcard; if dealer does not wish the upcard, non-dealer draws the top card of the stock and play proceeds.

Each hand begins when a legal deal is completed and ends when either player knocks. A player may knock in any turn, after drawing and before discarding, if the value of the unmatched cards in his hand (after he discards) will be 10 points or less. He need not knock when able to do so. Having knocked, he discards one card face down and spreads his hand, arranged into matched sets

and unmatched cards. The opponent then spreads his hand, removes from it any unmatched sets, and lays off whatever cards he has that match the knocker's matched sets.

The point values of the two players' unmatched cards are then compared, and the result of the hand is scored (see Scoring, below).

Neither of the last two cards in the stock may be drawn; if the player who draws the fiftieth card discards without knocking, his opponent may not take the discard and the hand is a draw. The same dealer deals again.

If the knocker's count is less than his opponent's, the knocker wins the hand; the difference in counts is scored to his credit. If the opponent ties or beats the knocker, he has undercut him; he wins the hand, and scores 25 points plus the difference in counts, if any. However, if the knocker has a count of zero (has all ten of his cards matched in sets) he is gin; his opponent may not lay off, and the knocker wins the hand even if the opponent can reduce his own count to zero, and the knocker receives 25 points plus the difference in counts, if any.

A running total of each player's score is kept, with a line drawn under his score every time he wins a hand. Example. A player wins the first hand by 11 points; he scores 11 and draws a line under it. The same player wins the next hand by 14 points; he writes down 25 and draws another line.

The player first scoring 100 points or more wins the game. He adds to his score 100 points game bonus. If his opponent has not won a hand during the game, he doubles his entire score, including the game bonus. Each player then adds to his score 25 points for every hand he has won (called a line or box bonus). The two players' total scores are then determined and the player with the higher score wins the difference between his score and his opponent's.

Some players score only 10 points for undercut, and only 20 points for gin bonus or box bonus, and permit a player to lay off when his opponent goes gin. These variants can be chosen in the Game Settings.

## **HOLLYWOOD GIN**

Two play, but each hand is scored as though they were playing three different games. The result of the first hand won by each player is scored once, being credited toward Game 1. The result of the second hand won by a player who has already scored in Game 1 is scored twice, being credited to him as a second score in Game 1 and his first score in Game 2. The result of the third hand won by a player who has already scored in Games 1 and 2 is scored to his credit in all three games. Each subsequent hand won by that player is scored to his credit in all three games.

When a player reaches 100 points in any game, he wins that game but play continues until all three games have been decided and subsequent scores are entered only in the remaining game or games.

Each game is scored independently and each player receives all bonuses to which he is entitled in that game. A player who was shut out in one game enters his first score in the first game still uncompleted.

### **KNOCK RUMMY**

Drawing and discarding proceed as in Rummy, but there is no laying down or laying off. Any player, after drawing but before discarding, may knock, ending the hand. He then discards, separates his matched sets from his unmatched cards, and announces the count of his unmatched cards. Each other player then separates his matched sets from his unmatched cards and announces his count.

The hand with the low count wins the difference in counts from each other player plus 25 points if he goes rum. If any other player ties the knocker for low count, he wins instead of the knocker. If the knocker does not have the low count, he pays a penalty of ten points plus the difference in counts to the player with the low count, who wins the hand.

### **OKLAHOMA GIN**

In Oklahoma Gin the rank of the upcard fixes the maximum number of points with which a player may knock in that deal. Thus, if the upcard is a five, the knocker must have 5 points or less. Face cards count 10. Some play that an ace calls for a gin hand, not merely a count of 1. A usual added rule is that when the upcard is a spade all scores accruing from the deal are doubled.

### **PARTNERSHIP 500 RUM**

Four play, two against two as partners, partners facing each other across the table. The rules are exactly as in 500 Rum, except that partners scores are added together at the end of the hand. When any player goes out, play ends and the score of each partnership is figured as a unit. The game is over when either side reaches 500.

### **QUEEN CITY RUM**

The rules are as in regular Rummy, with seven cards dealt to each player, with the following special rules:

A player may not meld until he can go rummy. When he goes out he may meld seven or eight cards; he need not discard.

The winner collects the point value of his own hand from each other player (not the value of this opponents' hands, and not double).

## **STANDARD RUMMY**

Dealer gives one card at a time, face down, to each player in rotation to the left, until the player has: ten cards, when two play; seven cards, when three or four play; six cards, when five or six play. The remaining cards are placed face down in the center of the table, forming the **stock**. The top card of the stock is turned face up and placed beside the stock to found the **discard pile**.

The object of play is to form in one's hand **matched sets** consisting of: groups of three or four of a kind, or **sequences** of three or more cards of the same suit. In a sequence an ace may count only as low card.

Each player in turn, beginning with the eldest hand, must draw one card—either the top card of the stock or the top card of the discard pile—and add it to his hand; he may then **meld**, or **lay down** on the table, face up, any matched set. He must then discard one card, face up, on top of the discard pile. If he drew the top card of the discard pile, he may not discard it in the same turn.

A player in turn may add one or more matching cards from his hand to any matched set already shown on the table; thus, if threes are showing, he may add the fourth three; if 10, 9, 8 of Diamonds are showing, he may add the JD, JD and QD, 7D, or the 6D and 7D. .

When in this fashion a player gets rid of all his cards, he wins the game. If all his remaining cards are matched, he may lay them down without discarding on his last turn.

In some circles each player's turn must end with a discard, so the game ends only when a player, having drawn, can lay down or lay off all cards but one remaining in his hand, then discards that card.)

If the last card of the stock has been drawn and no player has gone out, the next player in turn may either take the top of the discard pile, or may turn the discard pile to form a new stock (without shuffling it) and draw the top card, after which play proceeds.

In a game sometimes called Block Rummy, play ends when the stock is exhausted and when any player refuses to take the last previous discard. All hands are shown and the player with the lowest count wins from each other

player the difference in their counts; if two or more players tie for low count, they divide the winnings equally.) This is an option in the Game Settings. Each player in the game pays to the winner the pip value of the cards remaining in his hand, whether they form matched sets or not; face cards count 10 each, aces 1 each, every other card its pip value.

A player goes rummy when he gets rid of all cards in his hand in one turn, without previously having laid down or laid off any cards; in this event every other player pays him double.

# SOLITAIRE

**Solitaire**, also called **patience**, is a popular single-player card game with multiple variations.

Best of Card Games contains 100 of such variations.

## ACCORDION

Legend says the chances of winning this game are about one in a hundred.

### Layout

Deal cards in a row. Whenever a card is of the same suit or same rank as the next at its left, or the third at its left, the right hand card (or pile) may be moved upon the other. If a card matches both the next and third-next cards, the player may make either move. After each move, look to see if others are now possible.

The game is won if the entire pack is consolidated in one pile.

## ACES UP

This variation of Klondike is easier to win because cards from the hand become available in groups, and fewer cards are buried in the layout.

### Layout

A row of seven cards is dealt face down. A second row is dealt face down on top of the first, then a row is dealt face up on the piles for a total of 21 cards.

### Foundations

The four aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings.

### Tableau

The face-up cards on the tableau may be built down in alternating colors. The top card of each pile is always available. A group of cards on top of a pile, in correct sequence and alternation, may be moved in whole or in part. If all the face-up cards are removed from a pile, the top face-down card is turned up and made available.

Top cards on the piles are always available for play on the foundations. Aces should be moved up as soon as available, but any higher card may be kept on the tableau for building purposes, if the player wishes.

A space created in the tableau, by removal of an entire pile, may be filled only by a king, or by any build with a king at the bottom.

## **Hand**

Whenever play comes to a standstill, deal seven more cards from the hand, one on each tableau pile. Tableau spaces need not be filled before the deal. The last three cards of the pack go on the first three piles.

## **AMAZONS**

The four queens are amazons who top the foundations when the game is won, but good luck seeing that happen.

## **Pack**

The kings, deuces, 3's, 4's, 5's, and 6's are removed from the pack. The remaining cards rank normally from queen high down to 7, with aces below 7's.

## **Layout**

Four cards are dealt in a row to form the tableau.

## **Foundations**

The four aces, as they become available, are to be placed in a row above the tableau and built up in suit to queens. The aces must be placed from left to right in the order they appear.

## **Play**

The top card of each pile is available for play on the foundation immediately above it. Do not fill spaces except in the course of dealing. Cards are dealt four at a time, one on each pile, playing what you can between deals. Continue until the pack is exhausted.

## **Redeal**

Two redeals are permitted. After the hand is exhausted and play is at a standstill, the four piles are picked up in the same order they were dealt, turned face down, and dealt again.

## **AULD LANG SYNE**

This is a simple and very ancient game, but enjoyable none the less.

## **Foundations**

The four aces are removed from the pack and placed in a row to form the foundations. These foundations are to be built in sequence to kings, regardless of suit.

## **Play**

A row of four cards is dealt below the foundations to form the reserve. Top cards of the reserve piles are available for play on foundations. Spaces in the reserve are not filled except by the deal.

## **Hand**

Whenever play comes to a standstill, deal four more cards from the hand, one on each pile or space.

## **BAKER'S DOZEN**

This is a complex building game in which spaces count nothing and where kings are extremely important.

## **Layout**

The entire pack is dealt into four rows of thirteen face-up cards each, with the rows overlapping. If there is a king in the bottom row, it is transferred to the top of its column. If any buried king lies over a lower card of the same suit, it is moved under that card.

## **Foundations**

The four aces, as they become available, are to be moved to a column to the right of the tableau and built up in suit to kings.

## **Play**

The top cards of the tableau piles are available to be played on foundations, and may be built on each other downward, regardless of suit. A space by removal of an entire pile is never filled.

## **BARONESS**

This game is Simple Addition with a small difference in the play of the hand.

## **Layout**

A row of five cards is dealt.

## **Play**

Discard any kings and any pairs that total thirteen. Aces count as one, jacks count as eleven, and queens count as twelve. Deal five more cards on the first five, or in the spaces left by their removal. Discard as previously described. Continue until complete pack is dealt by rows of five, with two cards at the end which may be spread separately from the piles and are both available. Each new row of five buries the cards below in the piles until they are released by play of top cards. The game is won if the entire pack is discarded.

## **BELEAGUERED CASTLE**

This is one of a large family of games in which the whole pack is laid out. Most of these games are difficult to win, but provide a good mental exercise.

## **Foundations**

The four aces are removed from the pack and placed in a column, to be built up in suit to kings.

### **Layout**

The remainder of the pack is dealt into two wings of a tableau, one on each side of the foundations. Each wing is made up of four rows of six cards each, the cards in each row overlapping.

### **Play**

Only one card at a time at the open end of each row is available. The open end is that having the uncovered card.

Available cards may be played on foundations, or may be built on each other downward without regard to suit.

A space made by removal of an entire row may be filled by any available card.

## **BRISTOL**

### **Layout**

Twenty-Four cards are dealt into three rows of eight face-up cards each, with the rows overlapping. All kings are automatically moved to the tops of their columns.

### **Foundations**

The four aces, as they become available, are to be moved to a column to the right of the tableau and built up to kings, without regard for suit.

### **Hand**

Whenever play comes to a standstill, deal three cards from the hand, one on each wastepile.

### **Play**

Only one card at a time, from the tops of the tableau or wastepiles, is available.

Available cards may be played on foundations, or may be built on each other downward without regard to suit.

A space made by removal of an entire row may not be filled. A space made in a wastepile may only be filled from the hand.

## **BUSY ACES**

Many two-pack solitaire games are variations of this simple classic.

### **Layout**

Two rows of six cards each are dealt to form the tableau.

### **Foundations**

The eight aces, as they become available, are to be placed in a row above the tableau and built up in suit to kings.

### **Play**

The tableau piles may be built on each other downward in suit. Spaces may be filled from the wastepile or hand. Top cards of tableau piles are available for play on foundations.

### **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **CALCULATION**

This game stands at the top of the list of games that give opportunity for skill. Although some say that two games out of three can be won with patience, an experienced player should win four to five times as often as a beginner.

### **Foundations**

Any ace, two, three, and four are removed from the pack and placed in a row to form the foundations. Each is to be built up in an arithmetic series as follows, without regard to suits:

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

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

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

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

### **Play**

Turn up cards from the hand singly and place unplayable cards on any of four tableau piles below the foundations, without regard to rank or suit. The top card of each tableau pile, as well as the card in hand, is available for play on foundations. Cards may not be moved between tableau piles.

## **CANFIELD**

This solitaire takes its name from a celebrated gaming house at Saratoga Springs, N.Y.

### **Layout**

Four face-up cards are dealt to form the tableau piles. To the left of this, thirteen face-up cards are dealt and squared up to form the stock. Above the tableau piles, one card is dealt to the first foundation.

### **Foundations**

The other three cards of same rank as the first foundation are to be moved to the row with it as they become available. The foundations are built up in suit until each pile is thirteen cards.

### **Play**

Tableau cards may be built on each other downward in alternate colors. The top card or an entire pile may be moved during building. Top cards of the piles are available to be played on the foundations, but never into spaces.

Spaces are automatically filled at once from the stock. The top card of the stock is also available to be played on foundations or built on tableau piles. After the stock is exhausted, tableau spaces may be filled from the wastepile or hand, and the player may keep them open until he wishes to use them.

### **Wastepile**

Cards are turned up from the hand in groups of three and placed on a single wastepile. The top card of this wastepile is available for play on foundations or the tableau. Red dealing by threes may be continued without limit until the game is won or comes to a standstill.

## **CAPRICIEUSE**

The name of this game is an allusion to the patron saint of Patience, Lady Luck.

### **Foundations**

One ace and one king of each suit are placed in a row to form the foundations. The aces are to be built up in suit to kings, and the kings down in suit to aces.

### **Layout**

The rest of the pack is dealt out into twelve piles in two rows of six.

### **Play**

During the deal, suitable cards are automatically played to the foundations. Piles are not skipped because of such play: one card is dealt to each pile in turn.

After the deal, top cards of tableau piles are available for play on foundations or on each other. Building on the tableau is in suit, but may go up or down. The sequence is not circular; only a deuce may be placed on an ace, only a queen on a king.

### **Redeal**

Two redeals are permitted. The cards are picked up in reverse of the order in which they were dealt to form a new hand.

### **CARPET**

With twenty cards simultaneously available, you should have little difficulty winning this simple game.

### **Foundations**

The four aces are removed from the pack and placed in a row to the right to form the foundations. The aces are to be built up in suit to kings.

### **Layout**

The cards are dealt in four rows of five cards each.

### **Play**

All cards in the tableau are available for play on foundations. Spaces in the tableau may be filled from the wastepile or from the hand.

### **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

### **CHAMELEON**

This is a game much like Canfield, even to the degree of difficulty in winning.

### **Layout**

Three face-up cards are dealt to form the tableau piles. To the left of this, twelve face-up cards are dealt and squared up to form the stock. Above the tableau piles, one card is dealt to the first foundation.

### **Foundations**

The other three cards of same rank as the first foundation are to be moved to the row with it as they become available. The foundations are built up in suit until each pile is thirteen cards.

### **Play**

Tableau cards may be built on each other downward, regardless of suit. Any or all cards of a pile may be moved as a unit in building. Top cards of the piles are available to be played on the foundations, but never into spaces.

Spaces are automatically filled at once from the stock. The top card of the stock is also available to be played on foundations or built on tableau piles. After the stock is exhausted, tableau spaces may be filled from the wastepile or hand, and the player may keep them open until he wishes to use them.

## **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **CITADEL**

This is a variation of Beleaguered Castle which may seem easier to some players.

### **Foundations**

The foundations are placed in the center of the tableau and are to be built up in suit from ace to king.

### **Layout**

The pack is dealt into two wings of a tableau, one on each side of the foundations. During the course of laying out the tableau, aces will be placed on the foundations in the center column. In addition, any other card turned up during the layout which may be placed to a foundation will be done so. When a card is so played to the center, it will not be replaced by the next card. The completed tableau rows will thus not be of uniform length.

### **Play**

Only one card at a time at the open end of each row is available. The open end is that having the uncovered card.

Available cards may be played on foundations, or may be built on each other downward without regard to suit.

A space made by removal of an entire row may be filled by any available card.

## **CONGRESS**

Congress is one of the relatively few games in which foundation building is in suit, but tableau building disregards suit.

### **Layout**

Two columns of four cards each are dealt, leaving room between the columns for two more columns. These eight cards start the tableau.

### **Foundations**

The eight aces, as they become available, are to be moved into two columns in the center and built up in suit to kings.

### **Play**

Cards in the tableau may be built downward, regardless of suit. The top card of a tableau pile is always available for play upon another pile or foundation. Only one card at a time may be moved in building. Spaces in the tableau are immediately filled from the wastepile or hand.

## **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **DEUCES**

### **Layout**

The eight deuces are removed from the pack and put in two rows to form the foundations. These foundations are to be built up in suit to aces (coming after kings).

Ten more cards are dealt around three sides of the foundations to form the tableau.

### **Play**

Tableau piles may be built down in suit. The top card of a tableau pile is available for play on another, or on a foundation. Spaces in the tableau are immediately filled from the wastepile or hand, never the tableau.

## **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **Redeal**

One redeal is permitted.

## **DIPLOMAT**

This is an easier two-pack variation of Streets and Alleys. You should solve it three times out of four.

### **Layout**

The pack is dealt into two wings of a tableau, one on each side of the foundations. Each wing is made up of four rows of four cards each, the cards in each row overlapping.

### **Foundations**

The eight aces, as they become available, are to be placed in two columns between the wings, and are to be built up in suit to kings.

### **Play**

Tableau cards may be built downward, regardless of suit. Spaces in the tableau may be filled by any available cards, which are the top cards of tableau piles, top card of the wastepile, and cards turned from the hand. All are available to be played on foundations, built on the tableau, or put in spaces.

## **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **Redeal**

One redeal is permitted.

## **EIGHT OFF**

This game is a FreeCell variation.

## **Layout**

Forty-eight cards are dealt into eight face-up tableau piles. Eight free cells are available above the tableau. The remaining four cards are dealt to the first four free cells.

## **Foundations**

The four aces, as they become available, are to be moved to a column to the right of the tableau to be built up in suit to kings.

## **Play**

The top card of each tableau pile is available to be built on foundations, another tableau pile, or an empty free cell. Only one card is allowed at a time in a free cell. Cards in the free cells can be played to the foundations or on the tableau. Tableau piles may be built downward in the same suit.

A space in the tableau, by removal of an entire column, may be filled with a king.

## **EMPEROR**

This is a Forty Thieves variation.

## **Layout**

Four rows of ten cards each are dealt, each row overlapping the one above. The first three rows of the tableau are dealt face down, the last face up.

## **Foundations**

The eight aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings.

## **Play**

The bottom card of each column of the tableau is available to be played on foundations or built on other piles. The tableau cards may be built down in alternate color. All face-up cards on a pile may be moved as a unit. Cards on foundation piles may be removed and built on the tableau. A space made by removal of an entire pile may be filled by any available card from the tableau, wastepile, or hand.

## **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **EVEN UP**

An excellent children's game designed to teach addition.

## **Pack**

All jacks, queens, and kings are discarded from the pack.

## **Play**

Cards are dealt one at a time from the hand to a single overlapping row. Remove and discard any two adjacent cards whose numerical total is an even number. The game is won if the entire pack is discarded.

## **FANNY**

If Frog comes out too easily for your taste, try Fanny. This variant can pose you difficult problems...and sometimes there is no solution.

## **Layout**

Twelve face-up cards are dealt, squared up, and placed to the left to form the stock.

## **Foundations**

The eight aces, as they become available, are placed to the right of the stock to be built up to kings, regardless of suit.

## **Play**

Turn up cards one by one from the hand, placing unplayable cards on any of five wastepiles below the foundations. As many or as few cards may be put in one pile as desired.

Available for play on foundations are the top card of the stock, the top card of each wastepile, and the card turned from the hand.

## **FORTUNE'S FAVOR**

This variation of Four Seasons plays more like Simplicity.

## **Foundations**

The four aces are dealt to a row above the tableau to form the foundations, to be built up in suit to kings.

## **Tableau**

Below the foundations, two rows of six cards each are dealt to form the

tableau. Tableau cards may be built on each other downward, in suit. Only one card at a time may be moved from the top of a pile, and never into a space. Spaces may be filled by available cards from the wastepile or hand. Top cards of the piles are available to be played on the foundations.

### **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

### **Redeal**

One redeal is permitted.

## **FORTY THIEVES**

This game is probably the most widely known of two-pack solitaires. The original game is very difficult to win. Many variations have been developed, designed to give the player a better chance.

### **Layout**

Four rows of ten cards each are dealt, each row overlapping the one above. This is the tableau.

### **Foundations**

The eight aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings.

### **Play**

The bottom card of each column of the tableau is available to be played on foundations or built on other piles. Only one card may be moved at a time. The tableau cards may be built down in suit. A space made by removal of an entire pile may be filled by any available card from the tableau, wastepile, or hand.

### **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **FOUR KINGS**

A way of playing Calculation that removes most of the choices...and the opportunity for skill.

### **Layout**

Any ace, two, three, and four are placed in a row. These index cards serve as a reminder of the difference in each series. In a row below them, any two, four, six, and eight are placed. These are foundations.

The foundations are to be built up in arithmetical series as follows:

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

### **Play**

Turn up cards singly, placing unplayable cards face up on a single wastepile. The top card of this pile, and the card in hand, are available for play on foundations.

### **Redeal**

Two redeals are permitted.

## **FOUR SEASONS**

A simple game to understand and play, but difficult to beat.

### **Layout**

Five cards are dealt in the form of a cross to form the tableau. The next card is dealt to the upper-left corner space, as the first foundation.

### **Foundations**

The other three cards of same rank as the first foundation are to be moved to the other corner spaces as they become available. The foundations are built up in suit until each pile is thirteen cards, aces following kings

### **Tableau**

Tableau cards may be built on each other downward, regardless of suit. Only one card at a time may be moved from the top of a pile. Spaces may be filled by available cards from the tableau, wastepile, or hand. Top cards of the piles are available to be played on the foundations.

### **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **FREECELL**

FreeCell is a conventional building game with the additional feature of free cells.

### **Layout**

The entire pack is dealt into eight face-up tableau piles. Four free cells are available above and to the left of the tableau.

### **Foundations**

The four aces, as they become available, are to be moved to a row above and to the right of the tableau to be built up in suit to kings.

## **Play**

The top card of each tableau pile is available to be built on foundations, another tableau pile, or an empty free cell. Only one card is allowed at a time in a free cell. Cards in the free cells can be played to the foundations or on the tableau. Tableau piles may be built downward in alternating colors. Groups of cards, built down in sequence and alternating color, can be moved as a unit if there are enough empty free cells that the cards could have been moved individually.

A space in the tableau, by removal of an entire column, may be filled with a king or a stack of cards with a king on the bottom.

## **FROG**

Frog is one of the few solitaires that are almost entirely a matter of skill. You control the outcome of the game by wisely placing the cards.

## **Layout**

Thirteen face-up cards are dealt, squared up, and placed to the left to form the stock. Any aces in the stock are automatically placed to the foundations.

## **Foundations**

If no ace was found in the stock, one ace is removed from the pack and placed to the foundation. The remaining aces, as they become available, are to be built up to kings, regardless of suit.

## **Play**

Turn up cards one by one from the hand, placing unplayable cards on any of five wastepiles below the foundations. As many or as few cards may be put in one pile as desired.

Available for play on foundations are the top card of the stock, the top card of each wastepile, and the card turned from the hand.

## **GOLF**

While not too difficult, there is still some opportunity for skill. It is a favorite for competitive play.

## **Layout**

Five rows of seven overlapping cards are dealt. One card is dealt below this tableau to start the foundation.

## **Play**

The bottom cards of the tableau columns are available. The object of the game is to clear the tableau by building all the cards upon the foundation. Building is in sequence, up or down, regardless of suit. The sequence of rank is not circular. Only a two may be built on an ace, and nothing may be built on a king.

Whenever play comes to a standstill, turn up cards from the hand singly and place them on the foundation. Use each turn to take off as many cards from the tableau as possible. The game is won if the entire tableau is cleared away.

### **GOOD MEASURE**

This is a variant of Baker's Dozen and about as difficult.

#### **Layout**

Two aces are removed from the pack and put in the foundation column. The remainder of the pack is dealt into five rows of ten face-up cards each, with the rows overlapping. All kings are automatically moved to the tops of their columns.

#### **Foundations**

The other two aces, as they become available, are to be moved to a column to the right of the tableau and built up in suit to kings.

#### **Play**

The top cards of the tableau piles are available to be played on foundations, and may be built on each other downward, regardless of suit. A space by removal of an entire pile is never filled.

### **HARP**

Harp is Klondike played with two packs. It would be too easy if whole builds could be moved as one, so the rule makes only the top card available.

#### **Layout**

The completed tableau consists of nine piles increasing in number from one to nine cards, with the top card of each pile face up and the rest face down.

#### **Foundations**

The eight aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings.

#### **Tableau**

The face-up cards on the tableau are built down in alternating colors. Only the top card of each tableau pile is available for building on the foundation or tableau. When the last face-up card is removed, the exposed face-down card is turned up and becomes available.

A space in the tableau may be filled only by an available king, but for this purpose a group of cards on top of a pile, in proper sequence and alternation, with a king on the bottom, may be moved as a unit.

#### **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on

the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

### **Redeal**

There is no limit on redealing until the game is won or blocked.

## **IDIOT'S DELIGHT**

The attraction of this solitaire game is that the percentage of wins is higher than in most of the other tableau-depleting games.

### **Layout**

Four cards are dealt in a row.

### **Play**

Discard any card lower than another card of the same suit (aces rank high, above the kings). Continue in the same way, dealing in rows of four upon four fixed piles or spaces, and discarding whenever possible.

A space in a tableau, by removal of an entire pile, may be filled by the top card from any other pile. Of course, the selection should be made if possible so as to release additional cards for discard. Spaces must be filled before a new row of four cards is dealt, if there are enough cards in the tableau for this purpose.

Since aces are high, they may be moved only into spaces. The game is won if, after the entire deck is dealt, only the four aces remain in the tableau, the rest having been discarded.

## **INDIAN**

This is a Forty Thieves variation.

### **Layout**

Three rows of ten cards each are dealt, each row overlapping the one above. The first row of the tableau is dealt face down, the others face up.

### **Foundations**

The eight aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings.

### **Play**

The bottom card of each column of the tableau is available to be played on foundations or built on other piles. Only one card may be moved at a time. In building on the tableau, a card may be placed on the next highest card of any suit but its own. A space made by removal of an entire pile may be filled by any available card from the tableau, wastepile, or hand.

## **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **KING ALBERT**

King Albert is a conventional building game.

### **Layout**

The completed tableau consists of nine piles increasing in number from one to nine cards, with all cards dealt face up. The remaining seven cards are dealt to the tableau to form a reserve.

### **Foundations**

The four aces, as they become available, are to be moved to a column and built up in suit to kings.

### **Play**

All reserve cards are available for building on foundations or tableau. The top card of each tableau pile is available to be built on foundations or another tableau pile. Tableau piles may be built downward in alternating colors.

A space in the tableau, by removal of an entire column, may be filled by any available card.

## **KLONDIKE**

This most popular of all solitaires is at the same time one of the most difficult to win.

### **Layout**

The completed tableau consists of seven piles increasing in number from one to seven cards, with the top card of each pile face up and the rest face down.

### **Foundations**

The four aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings.

### **Tableau**

The face-up cards on the tableau are built down in alternating colors. Tableau cards may be built on each other, but all face-up cards on a pile must be moved as a unit.

Whenever such a transfer is made, the exposed face-down card on one pile is turned up and becomes available.

Top cards of tableau piles are always available for play on foundations. Aces

should be moved up as soon as possible, but any higher card can be kept on the tableau for building purposes, if the player wishes, rather than built on a foundation.

A space in the tableau, by removal of an entire pile, may be filled only by a king, or by a build with a king at the bottom.

### **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **KLONDIKE (FLIP 3)**

This is a popular variation of Klondike.

### **Layout**

The completed tableau consists of seven piles increasing in number from one to seven cards, with the top card of each pile face up and the rest face down.

### **Foundations**

The four aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings.

### **Tableau**

The face-up cards on the tableau are built down in alternating colors. Tableau cards may be built on each other, but all face-up cards on a pile must be moved as a unit.

Whenever such a transfer is made, the exposed face-down card on one pile is turned up and becomes available.

Top cards of tableau piles are always available for play on foundations. Aces should be moved up as soon as possible, but any higher card can be kept on the tableau for building purposes, if the player wishes, rather than built on a foundation.

A space in the tableau, by removal of an entire pile, may be filled only by a king, or by a build with a king at the bottom.

### **Hand**

When play comes to a standstill, cards are flipped from the hand to the wastepile three at a time. The top card on the wastepile is available for play.

### **Redeal**

Unlimited redeals are permitted.

## **LA BELLE LUCIE**

A fascinating game that pays off well if you plan intelligently.

### **Layout**

The pack is dealt into seventeen piles of three face-up cards with one card left over.

### **Foundations**

The four aces, as they become available, are to be placed in a column and built up in suit to kings.

### **Play**

Only one card at a time may be moved from the top of a pile. Top cards are available for building on foundations, or building on each other down in suit. A space by removal of an entire pile is never filled.

### **Redeal**

Two redeals are permitted. All the cards except the foundation piles are picked up, shuffled, and dealt again in piles of three, with any one or two odd cards placed at the end in a separate pile.

## **LITTLE SPIDER**

Don't be discouraged if little opportunity for building develops during the deal in this game. Building during the deal is merely an added bonus. The real play begins when the cards are down and the liberal building rules kick in.

### **Layout**

Two rows of four cards each are dealt to form the tableau, leaving space between for the foundations. Continue to deal eight cards at a time, one on each pile or space of the tableau. After each eight-card deal from the hand, pause and play up what you can as described below. Do not fill spaces in the tableau except in the course of dealing a group of eight cards. The last four cards of the pack are dealt on the upper row.

### **Foundation**

Two aces of one color and two kings of the other color, as they become available, are to be moved into a row between the tableau rows. The player has free choice of colors. The foundation aces are to be built up in suit to kings, and the foundation kings are to be built down in suit to aces.

### **Play**

The top cards of tableau piles are available. Any available foundation may be moved into place from either tableau row. From the upper row, cards may be played off to all foundations. From the lower row, until the whole pack is dealt,

a card may be built only on the foundation directly above the tableau pile.

Once the pack is completely dealt, top cards in the lower row as well as the upper may be played to any foundation, and top tableau cards may be built on each other in sequence up or down, regardless of suit. The sequence is circular, making ace and king adjacent in rank. A space by removal of an entire pile may not be filled.

## **MARIA**

This is a Forty Thieves variation.

### **Layout**

Four rows of nine cards each are dealt, each row overlapping the one above. This is the tableau.

### **Foundations**

The eight aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings.

### **Play**

The bottom card of each column of the tableau is available to be played on foundations or built on other piles. Only one card may be moved at a time. The tableau cards may be built down in alternate color. A space made by removal of an entire pile may be filled by any available card from the tableau, wastepile, or hand.

### **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **MIDSHIPMAN**

This is a Forty Thieves variation that plays like Emperor.

### **Layout**

Four rows of nine cards each are dealt, each row overlapping the one above. The first two rows of the tableau are dealt face down, the last two face up.

### **Foundations**

The eight aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings.

### **Play**

The bottom card of each column of the tableau is available to be played on foundations or built on other piles. The tableau cards may be built down in alternate color. All face-up cards on a pile may be moved as a unit. Cards on foundation piles may be removed and built on the tableau. A space made by

removal of an entire pile may be filled by any available card from the tableau, wastepile, or hand.

### **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **NESTOR**

The layout in this game is simple but spectacular, and play is uncomplicated.

### **Layout**

Six rows of eight cards are dealt, with rows overlapping. Two cards of the same rank will never reside in the same column.

The tableau uses all the cards but four. The remaining four cards form the hand.

### **Play**

The bottom card of each column of the tableau is available. Remove available cards by pairs in rank, regardless of suit, and discard.

When play is blocked, turn up the top card from the hand. Use it if you can, otherwise discard it by double-clicking and turn up the next card. The game is won if the entire tableau is discarded by pairs.

## **NUMBER TEN**

This is a Forty Thieves variation.

### **Layout**

Four rows of ten cards each are dealt, each row overlapping the one above. The first two rows of the tableau are dealt face down, the other two face up.

### **Foundations**

The eight aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings.

### **Play**

The bottom card of each column of the tableau is available to be played on foundations or built on other piles. The tableau cards may be built down in alternate color. A group on top of a pile, in correct sequence and alternation, may be moved in whole or in part. A space made by removal of an entire pile may be filled by any available card from the tableau, wastepile, or hand.

### **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on

the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **PENGUIN**

This game is a FreeCell variation.

### **Layout**

Forty-nine cards are dealt into seven face-up tableau piles. Seven free cells are available above the tableau.

### **Foundations**

The first card dealt to the tableau establishes the rank of the foundations. The remaining three cards of this same rank are to be placed to the foundations during the deal. The foundations are built up in suit until each pile is thirteen cards, wrapping from king to ace as necessary.

### **Play**

The top card of each tableau pile is available to be built on foundations, another tableau pile, or an empty free cell. Only one card is allowed at a time in a free cell. Cards in the free cells can be played to the foundations or on the tableau. Tableau piles may be built downward in the same suit. Groups of cards, in sequence and suit, may be moved as a unit.

A space in the tableau, by removal of an entire column, may be filled with a card one rank below the starting card of the foundations.

## **PERSEVERANCE**

This game is a more difficult variation of Baker's Dozen.

### **Foundations**

The four aces are removed from the pack and moved to a column to the right of the tableau to be built up in suit to kings.

### **Layout**

The remainder of the pack is dealt into four rows of twelve face-up cards each, with the rows overlapping.

### **Play**

The top cards of the piles are available to be played on foundations or on each other. On the piles, build down in suit. A group at the top, in correct sequence and suit, may be moved as a unit.

### **Redeal**

Two redeals are permitted. When play comes to a standstill, the cards are picked up from the piles in reverse order in which they were dealt, and dealt again into twelve piles as far as the cards go.

## **PRINCE ALBERT**

Although this game is only a slight variation of King Albert, it is much harder to win.

### **Layout**

The completed tableau consists of nine piles increasing in number from one to nine cards, with the top card of each pile dealt face up. The remaining seven cards are dealt to the tableau to form a reserve.

### **Foundations**

The four aces, as they become available, are to be moved to a column and built up in suit to kings.

### **Play**

All reserve cards are available for building on foundations or tableau. The top card of each tableau pile is available to be built on foundations or another tableau pile. Tableau piles may be built downward in alternating colors.

A space in the tableau, by removal of an entire column, may be filled by any available card.

## **PUSS IN CORNER**

This game is a variation of Sir Tommy.

### **Foundations**

The four aces are removed from the pack and placed in a row to form the foundations. Each foundation is to be built up to kings in all the same color (red on red and black on black).

### **Play**

Deal four cards, one by one, placing each on any of four wastepiles below the foundations. Play up what you can. Continue dealing cards one by one and placing them as desired on the four piles. Pause to play up to the foundations only after each group of four cards has been placed. Top cards of wastepiles are available for play on foundations. As many or as few cards may be placed on one pile as desired.

### **Redeal**

One redeal is permitted. After the hand is exhausted and play is at a standstill, the four wastepiles are picked up in the same order they were dealt, turned face down, and dealt again.

## **PYRAMID**

The most popular of the Simple Addition family. Although you can rarely win, Pyramid is widely played and has many devoted followers.

### **Layout**

Twenty-eight cards are dealt in a pyramid form. This is accomplished by dealing successive rows of from one to seven cards. Each card is overlapped by two cards of the row below.

A card in the pyramid is available if it is not covered by any other card. At the outset, seven cards of the bottom row are available. Playing two adjacent cards releases one card in the sixth row, etc. To win the game, not only the pyramid but also the wastepile must be cleared away and discarded.

### **Play**

From the available cards, remove and discard singly all of the kings and all other pairs that total thirteen. Aces count as one, jacks count as eleven, and queens as twelve.

### **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play. Note that a card turned up from the hand may be matched with a card on the wastepile.

## **RAINBOW**

This game is a Canfield variation.

### **Layout**

Four face-up cards are dealt to form the tableau piles. To the left of this, thirteen face-up cards are dealt and squared up to form the stock. Above the tableau piles, one card is dealt to the first foundation.

### **Foundations**

The other three cards of same rank as the first foundation are to be moved to the row with it as they become available. The foundations are built up in suit until each pile is thirteen cards.

### **Play**

Tableau cards may be built on each other downward in any suit. The top card or an entire pile may be moved during building. Top cards of the piles are available to be played on the foundations, but never into spaces.

Spaces are automatically filled at once from the stock. The top card of the stock is also available to be played on foundations or built on tableau piles. After the stock is exhausted, tableau spaces may be filled from the wastepile or hand, and the player may keep them open until he wishes to use them.

## **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **RANK AND FILE**

This is a Forty Thieves variation.

## **Layout**

Four rows of ten cards each are dealt, each row overlapping the one above. The first three rows of the tableau are dealt face down, the last face up.

## **Foundations**

The eight aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings.

## **Play**

The bottom card of each column of the tableau is available to be played on foundations or built on other piles. The tableau cards may be built down in alternate color. A group on top of a pile, in correct sequence and alternation, may be moved in whole or in part. A space made by removal of an entire pile may be filled by any available card from the tableau, wastepile, or hand.

## **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **ROUGE ET NOIR**

Like Busy Aces, Rouge et Noir is a basic type from which many other solitaires have been derived. The alternate color rule of building makes it much easier to win than Busy Aces.

## **Foundations**

The eight aces are dealt to a row above the tableau to be built up in alternate colors to kings.

## **Tableau**

Below the foundations, a row of eight cards is dealt to form the tableau. These cards may be built on each other downward in alternate color. Only one card at a time may be moved in building. The top card of a tableau pile is always available for play upon another pile or foundation.

Spaces in the tableau may be filled only from the wastepile or hand.

## **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on

the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

### **Redeal**

One redeal is permitted.

## **SCORPION**

Although largely mechanical, Scorpion is a highly colorful way of finding out if the chance of the deal has created any "crisscrosses." Where none exist, you are bound to win.

### **Layout**

A row of seven cards, four face down and three face up, is dealt to the tableau. Two more rows are dealt the same way upon the first. Four more rows, all face up, are then dealt. The tableau thus comprises forty-nine cards. The remaining three cards are left in the hand.

### **Play**

The next-lower in suit may be placed upon the top card of a tableau pile, except that nothing can be built upon an ace. Available for building is any card face up in the tableau, regardless of how deeply buried. Such card, together with all that cover it, may be picked up and moved as a unit.

Whenever all face-up cards are cleared off a pile, the exposed face-down card on one pile is turned up and becomes available.

A space in the tableau, by removal of an entire pile, may be filled only by a king, or by a group with a king at the bottom.

The game is won if all four suits become assembled in descending sequence upon the kings.

### **Hand**

When play comes to a standstill, deal the three cards to each of the first three tableau piles. It is not obligatory to fill spaces before dealing.

## **SHAMROCKS**

This game rivals its cousin, La Belle Lucie, in popularity. In Shamrocks, there is more chance that the layout will present no possible move, but also a better possibility of winning if you can get started at all.

### **Layout**

The pack is dealt into seventeen piles of three face-up cards with one card left over. If any king lies over a lower card of the same suit in the same pile, the king is moved below that card.

## **Foundations**

The four aces, as they become available, are to be placed in a column and built up in suit to kings.

## **Play**

Only one card at a time may be moved from the top of a pile. Top cards are available for building on foundations, or building down on each other without regard to suit. However, each pile may only consist of three cards. Thus, the layout is blocked if no ace is on top of a pile and no build can be made to the single card. A space by removal of an entire pile is never filled.

## **SIMPLICITY**

This variation of Four Seasons was probably invented to give emotional relief to frustrated devotees of Four Seasons.

## **Layout**

Two rows of six cards each are dealt to form the tableau. The next card is dealt to a row above the tableau for the first foundation.

## **Foundations**

The other three cards of same rank as the first foundation are to be moved to the row above the tableau as they become available. The foundations are built up in suit until each pile is thirteen cards, aces following kings

## **Tableau**

Tableau cards may be built on each other downward, in alternating colors. Only one card at a time may be moved from the top of a pile. Spaces may be filled by available cards from the tableau, wastepile, or hand. Top cards of the piles are available to be played on the foundations.

## **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **SIR TOMMY**

A derivative of Auld Lang Syne, with the very vital difference of a choice in placing cards from the hand.

## **Foundations**

The four aces, as they become available, are to be placed in a row and built up to kings, regardless of suit.

## **Play**

Deal four cards, one by one, placing each on any of four wastepiles below the foundations. Play up what you can. Continue dealing cards one by one and placing them as desired on the four piles. Pause to play up to the foundations

only after each group of four cards has been placed. Top cards of wastepiles are available for play on foundations. As many or as few cards may be placed on one pile as desired.

## **SPIDER**

The many devotees of Spider claim it as the king of all solitaires. Certainly few others can give you quite the same combination of luck of the deal plus extraordinary opportunities to overcome bad luck with skill.

### **Layout**

A row of ten cards are dealt face down, followed by three more rows face down on top of the first row. Four more cards are dealt face down to make a total of forty-four cards face down. A row of ten cards is then dealt face up on the piles.

### **Play**

All plays are carried out on the ten piles which are both the tableau and the foundations. The top card on each pile is available. Cards can be built on each other downward, regardless of suit. The sequence ends with an ace. The king may not be built on it.

A group on top of a pile, in suit and in correct sequence, may be moved in whole or in part. Hence, there is a premium upon making the "natural" builds in suit, when possible.

On removing the last face-up card from a pile, turn up the top face-down card, which then becomes available.

A space created by removal of an entire pile may be filled by an available card or group.

The object of play is to gather an entire suit of thirteen cards in ascending sequence from ace to king, from the top to bottom. When a suit is so assembled and is available, it can be taken off the tableau and discarded. This is accomplished by double-clicking any card within the sequence. To win the game, all eight suits must be properly assembled and then discarded.

Any assembled suit can be discarded when you choose to do so. There may be an advantage in breaking it up to help straighten other suits.

### **Hand**

After play on the original layout comes to an standstill, ten more cards can be dealt from the hand, one on each pile. Continue in the same way, dealing a new row of ten cards and then pausing to play. Every space in the tableau must be filled before a new row can be dealt.

## **SPIDERETTE**

Patterned after the two-pack game Spider, Spiderette is much more difficult to win.

### **Layout**

Deal twenty-eight cards in seven piles, in the same manner as for Klondike.

### **Play**

All building is on tableau piles. The top card on each pile is available. Cards can be built on each other downward, regardless of suit. The sequence ends with an ace. The king may not be built on it.

A group on top of a pile, in suit and in correct sequence, may be moved in whole or in part. Hence, there is a premium upon making the "natural" builds in suit, when possible.

On removing the last face-up card from a pile, turn up the top face-down card, which then becomes available.

A space created by removal of an entire pile may be filled by an available card or group.

The object of play is to gather an entire suit of thirteen cards in ascending sequence from ace to king, from the top to bottom. When a suit is so assembled and is available, it can be taken off the tableau and discarded. This is accomplished by double-clicking any card within the sequence. To win the game, all four suits must be properly assembled and then discarded.

Any assembled suit can be discarded when you choose to do so. There may be an advantage in breaking it up to help straighten other suits.

### **Hand**

After play on the original layout comes to an standstill, seven more cards can be dealt from the hand, one on each pile. Continue in the same way, dealing a new row of seven cards and then pausing to play. Every space in the tableau must be filled before a new row can be dealt. The last three cards of the pack are dealt on the first three tableau piles.

## **SQUARE**

This game is a Deuces variation.

### **Foundations**

The eight deuces, as they become available, are to be placed in two rows to form the foundations. These foundations are to be built up in suit to aces (coming after kings).

**Layout**

Twelve more cards are dealt around four sides of the foundations to form the tableau.

**Play**

Tableau piles may be built down in suit. The top card of a tableau pile is available for play on another, or on a foundation. Spaces in the tableau are immediately filled from the wastepile or hand, never the tableau.

**Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

**Redeal**

One redeal is permitted.

**STOREHOUSE**

A game of the Canfield type that is considerably easier to win.

**Foundations**

The four deuces are placed in a row to form the foundations and are to be built up in suit to aces.

**Layout**

Four face-up cards are dealt to form the tableau piles. To the left of this, thirteen face-up cards are dealt and squared up to form the stock.

**Play**

Tableau cards may be built on each other downward in suit. An entire pile is moved as a unit in building. Top cards of the piles are available to be played on the foundations, but never into spaces.

Spaces are automatically filled at once from the stock. The top card of the stock is also available to be played on foundations or built on tableau piles. After the stock is exhausted, tableau spaces may be filled from the wastepile or hand, and the player may keep them open until he wishes to use them.

**Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

**Redeal**

Two redeals are permitted.

## **STREETS AND ALLEYS**

This is Beleaguered Castle made more difficult, but it is unlikely that you will find the original game too easy.

### **Foundations**

The four aces, as they become available, are to be moved to a column in the center of the tableau and built up in suit to kings.

### **Layout**

The cards are dealt into two wings of a tableau, one on each side of the foundations. A wing is made up of four rows of seven cards each on the left wing and six cards each on the right wing.

### **Play**

Only one card at a time at the open end of each row is available. The open end is that having the uncovered card.

Available cards may be played on foundations, or may be built on each other downward without regard to suit.

A space made by removal of an entire row may be filled by any available card.

## **SULTAN OF TURKEY**

The intended final picture shows the lone monarch surrounded by his harem. Only an exceptional run of cards can deprive you of this winning view.

### **Layout**

The eight kings and one ace of hearts are removed from the pack. They are dealt in three rows with a king of hearts in the center to form the foundations. A column of four cards is dealt to each of side of the foundations to form the tableau.

### **Foundations**

You cannot build on the central king of hearts. All other kings are to be built up in suit to queens. The ace of hearts is to be built up in suit to the queen.

### **Play**

All cards in the tableau are available for play to the foundations. Spaces in the tableau are immediately filled from the wastepile or hand.

### **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

### **Redeal**

Two redeals are permitted.

## **TAM O' SHANTER**

This Auld Lang Syne variation is ideal for those who don't care if they ever win.

### **Foundations**

The four aces, as they become available, are to be placed in a row to form the foundations. These foundations are to be built in sequence to kings, regardless of suit.

### **Play**

A row of four cards is dealt below the foundations to form the reserve. Top cards of the reserve piles are available for play on foundations. Spaces in the reserve are not filled except by the deal.

### **Hand**

Whenever play comes to a standstill, deal four more cards from the hand, one on each pile or space.

## **THE WISH**

An ancient belief is that if you win this solitaire your wish of the moment will be granted.

### **Pack**

All deuces, 3's, 4's, 5's, and 6's are discarded from the pack.

### **Play**

The entire pack is dealt into eight piles of four cards each. Remove and discard cards from the tops of the piles in pairs. The game is won if the entire pack is so discarded.

## **THIRTEENS**

A very basic game of the Simple Addition type.

### **Layout**

The tableau is dealt in two rows of five cards each.

### **Play**

Discard any kings and any pairs that total thirteen. Aces count as one, jacks count as eleven, and queens count as twelve. Fill spaces in the tableau with any card from the hand. The game is won if the entire tableau is discarded.

## **THUMB AND POUCH**

After losing at Klondike, you can finally win one with this much easier variation.

### **Layout**

The completed tableau consists of seven piles increasing in number from one to seven cards, with the top card of each pile face up and the rest face down.

### **Foundations**

The four aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings.

### **Tableau**

The face-up cards on the tableau are built down on any suit but their own. Face-up cards may be moved one at a time, in part or in whole.

Whenever a face-down card on one pile is exposed, it is turned up and becomes available.

Top cards of tableau piles are always available for play on foundations. Aces should be moved up as soon as possible, but any higher card can be kept on the tableau for building purposes, if the player wishes, rather than built on a foundation.

A space in the tableau, by removal of an entire pile, may be filled by any available card or group.

### **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **TREFOIL**

This is La Belle Lucie made easier.

### **Foundations**

The four aces are removed from the pack and placed in a column to be built up in suit to kings.

### **Layout**

The remainder of the pack is dealt into sixteen piles of three face-up cards.

### **Play**

Only one card at a time may be moved from the top of a pile. Top cards are available for building on foundations, or building on each other down in suit. A space by removal of an entire pile is never filled.

### **Redeal**

Two redeals are permitted. All the cards except the foundation piles are picked

up, shuffled, and dealt again in piles of three, with any one or two odd cards placed at the end in a separate pile.

## **WESTCLIFF**

This game is a blend of Klondike and Forty Thieves, and is fairly easy to win.

### **Layout**

Two rows of ten cards are dealt face down. A third row is dealt face up upon the first two rows.

### **Foundations**

The four aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings.

### **Tableau**

The face-up cards on the tableau are built down in alternating colors. Any or all face-up cards on a tableau pile may be removed to another pile, if the sequence and alternation is correct. When all face-up cards are removed, the exposed face-down card is turned up and becomes available.

A space in the tableau, by removal of an entire pile, may be filled by any available card or group from the tableau, wastepile, or hand. Top cards of tableau piles are available for play on foundations.

### **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

## **WHITEHEAD**

A blend of Klondike and Spiderette, but is only a little easier to win.

### **Layout**

The completed tableau consists of seven piles increasing in number from one to seven cards. All cards are dealt face up.

### **Foundations**

The four aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings.

### **Tableau**

The face-up cards on the tableau are built down in the same colors. Available for removal from one pile to another or into a space is the top card of the pile, together with any or all immediately below it that are in unbroken sequence in the same suit.

Whenever a face-down card on one pile is exposed, it is turned up and becomes available.

Top cards of tableau piles are always available for play on foundations. Aces should be moved up as soon as possible, but any higher card can be kept on the tableau for building purposes, if the player wishes, rather than built on a foundation.

A space in the tableau, by removal of an entire pile, may be filled by any available card or group.

### **Wastepile**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

### **WILL O' THE WISP**

The major difficulty of Spiderette lies in the large number of buried cards, twenty-one. Will O' the Wisp reduces this number to fourteen, but earns its name because it is by no means so easy to win as it looks on paper.

### **Layout**

Three rows of seven cards are dealt. The first two rows are dealt face down, with the last face up.

### **Play**

All building is on tableau piles. The top card on each pile is available. Cards can be built on each other downward, regardless of suit. The sequence ends with an ace. The king may not be built on it.

A group on top of a pile, in suit and in correct sequence, may be moved in whole or in part. Hence, there is a premium upon making the "natural" builds in suit, when possible.

On removing the last face-up card from a pile, turn up the top face-down card, which then becomes available.

A space created by removal of an entire pile may be filled by an available card or group.

The object of play is to gather an entire suit of thirteen cards in ascending sequence from ace to king, from the top to bottom. When a suit is so assembled and is available, it can be taken off the tableau and discarded. This is accomplished by double-clicking any card within the sequence. To win the game, all four suits must be properly assembled and then discarded.

Any assembled suit can be discarded when you choose to do so. There may be an advantage in breaking it up to help straighten other suits.

### **Hand**

After play on the original layout comes to a standstill, seven more cards can be dealt from the hand, one on each pile. Continue in the same way, dealing a new row of seven cards and then pausing to play. Every space in the tableau must be filled before a new row can be dealt. The last three cards of the pack are dealt on the first three tableau piles.

### **WIN SOLITAIRE**

This is a popular variation of Klondike that is easier to win due to the more liberal rules.

### **Layout**

The completed tableau consists of seven piles increasing in number from one to seven cards, with the top card of each pile face up and the rest face down.

### **Foundations**

The four aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings. Cards on foundation piles may be removed and built on the tableau.

### **Tableau**

The face-up cards on the tableau are built down in alternating colors. Tableau cards may be built on each other. Face-up cards on a pile may be moved in part or in whole.

Whenever a face-down card on one pile is exposed it is turned up and becomes available.

Top cards of tableau piles are always available for play on foundations.

A space in the tableau, by removal of an entire pile, may be filled only by a king, or by a build with a king at the bottom.

### **Hand**

Turn up cards from the hand one by one, placing unplayable cards face up on the wastepile. The top card of the wastepile, as well as the card in the hand, is available for play.

### **Redeal**

Unlimited redeals are permitted.

## **WIN SOLITAIRE (FLIP 3)**

This is a popular variation of Klondike (flip 3) that is easier to win due to the more liberal rules.

### **Layout**

The completed tableau consists of seven piles increasing in number from one to seven cards, with the top card of each pile face up and the rest face down.

### **Foundations**

The four aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings. Cards on foundation piles may be removed and built on the tableau.

### **Tableau**

The face-up cards on the tableau are built down in alternating colors. Tableau cards may be built on each other. Face-up cards on a pile may be moved in part or in whole.

Whenever a face-down card on one pile is exposed it is turned up and becomes available.

Top cards of tableau piles are always available for play on foundations.

A space in the tableau, by removal of an entire pile, may be filled only by a king, or by a build with a king at the bottom.

### **Hand**

When play comes to a standstill, cards are flipped from the hand to the wastepile three at a time. The top card on the wastepile is available for play.

### **Redeal**

Unlimited redeals are permitted.

## **YUKON**

A blend of two largely mechanical games, Klondike and Scorpion, Yukon affords surprising scope for skillful manipulation.

### **Layout**

Deal twenty-eight cards in seven piles, in the same manner as for Klondike. Then the remaining twenty-four cards are dealt in four overlapping rows upon the six piles other than the single card.

### **Foundations**

The four aces, as they become available, are to be moved to a row above the tableau and built up in suit to kings.

### **Play**

The face-up cards on the tableau are built down in alternating colors. Available for building is any card face up in the tableau, regardless of how deeply buried.

Such card, together with all that cover it, may be picked up and moved as a unit.

Aces may thus be built on deuces, but not kings on aces.

Whenever all face-up cards are cleared off a pile, the exposed face-down card on one pile is turned up and becomes available.

Top cards of tableau piles are always available for play on foundations. Aces should be moved up as soon as possible, but any higher card can be kept on the tableau for building purposes, if the player wishes, rather than built on a foundation.

A space in the tableau, by removal of an entire pile, may be filled only by a king or by a group with a king at the bottom.

### **Helpful Hint**

Get the face-down cards into play as quickly as possible. Play on foundations only to further this end. In building, try to keep foundations abreast in rank. To build one far ahead of the others may deprive the tableau of cards vitally needed for building.

# SPADES

Spades is a very good game for families and for groups of all ages and playing abilities.

Spades games are easy to learn. Spades is an excellent choice when you want to play an action-packed, high-scoring game with some of the exciting features of Bridge and Pinochle. In fact, Spades is one of the best introductions to these games: as it includes bidding and strategic play.

## SPADES BASICS

In all suits Aces are high, followed by K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. Spades are always the trump suit. Trump cards outrank cards of the same or higher rank in non-trump suits.

The cards are dealt clockwise, beginning with the player nearest the dealer's left. All play is clockwise. All the cards are dealt. The draw of cards for Two-Hand Spades is very different from a standard deal and will be explained in the rules for that game.

The player on the dealer's left begins the bidding. Each player looks at their cards and decides how many tricks they will be able to take. For example: A player who holds three high spades: K, Q, 10 and two Aces in other suits might make a bid of four, the sum of all tricks available in the game when playing according to the general rules. The amount of your bid is called a contract. There is only one round of bidding, and no player may pass.

The object of play is to win the number of tricks you have bid. The player to the dealer's left will play the first card. Players must follow the suit led. If a player does not have any cards in the suit led, any other card may be played. However, players do not have to play a trump if they have one.

A trick is won by the player who has played the highest card in the suit led or who plays the highest trump. Spades are always trump. The player who wins a trick leads the next card to the table. The play of the hand continues until all tricks are taken.

The point counts below are for the basic Spades game. There are different point counts, which will be described in the game variations.

Contract Made (winning all tricks bid):	10 points each trick
Over Tricks (tricks won above contract)	1 point each trick
Breaking Contract (taking fewer tricks than bid)	0 points

Game is played to 500 points unless otherwise specified in the game settings.

### **TWO-HAND SPADES**

After the cards are shuffled, they are placed face down on the table and are called the stock. The first player begins by picking up the top card from the stock. The player may look at this card. If the player does not want the first card, it is discarded, face down, next to the stock.

Then the player draws without looking at the face another card from the stock. This card must be kept. If a player wants to keep the first card drawn, the player picks up a second card from the stock, looks at the card and discards it face down next to the stock.

Players will take turns choosing and discarding until the entire stock of cards is used. Each hand will have thirteen cards. The discards are not used in play. The game is then played according to the general Rules of Spades.

Thirteen tricks are available in play.

### **THREE-HAND SPADES**

Follow the general rules for play, using any variations agreed upon by the players. Because players are dealt seventeen cards, there is one card extra. Therefore, before the deck is shuffled, the 2 of Clubs is removed.

There are seventeen tricks available in three handed play.

### **FOUR-HAND SPADES**

Follow the general rules for play, using any variations agreed upon by the players. Each player is dealt thirteen cards. There are thirteen tricks available in play.

### **PARTNERSHIP SPADES**

The Four-Hand rules are followed with minor variations. Partners are chosen as agreed upon by the players. Partners' bids are added together to make a team bid.

For example: If you bid 4 and your partner bids 6, your bid is 10 tricks. There would be no penalty if you and your partner each took 5 tricks apiece, as long as your combined score was at least 10 tricks won.

The partner who wins a trick must lead the next card.

## SPADES VARIATIONS

The rule variations for Spades create even more opportunities for skillful maneuvers, high scoring and ruthless cut-throat strategies. The variations you choose can speed up or slow down play. Spades is a game that you can change to fit any group of players. Unless noted, all the variations given may be combined in a single game and used with all number of players.

**Blind Bids**-If you are behind 100 points in a game, you may bid before you look at your cards. Making contract gives you 20 points per trick bid. You receive no points for over tricks.

When bidding is used in partnership play, one, (or both), members of the partnership may bid blind. When both bid blind, each scores 100 points. If one partner bids blind, the hands are scored separately and the totals combined.

**Nil Bid**-When a player makes a nil bid, the player is making a contract to win zero tricks. This is much more difficult than it sounds. If the player makes the contract, 100 points are won. If the contract is broken, 100 points are lost. Players could have a negative score at the end of a hand.

In partnership play, one member of a team may bid nil and the other may bid for any number of tricks available. In this case, both hands are scored separately and the totals are combined.

**Blind Nil Bid**-If you are behind 100 points or more in a game, you may make a blind nil bid, contract to take zero tricks without looking at your cards.

If you make this bid you score 200 points. If you fail to make the contract, you lose 200 points.

**Minimum Bid**-Each player must make a minimum bid of 3 tricks if this variation is selected.

**Over Trick Scoring**-Instead of a reward for winning more tricks than bid, players or partnerships are penalized. 10 points are subtracted from their score for each over trick taken. There are also options to subtract 50 points per 5 tricks and 100 points per 10 tricks.

**Breaking Contract Scoring**-If a player does not make their contract, instead of receiving zero points, there would be a penalty of 1 point for each trick less than bid, 10 points for each trick less than bid, or 10 points for each trick bid. Negative scores are possible when using these scoring variations.

**Breaking Trump**-The following example illustrates breaking the trump:.

You are playing a four-hand game. The three cards played for the first trick were hearts. You have the Ace of hearts in your hand, nine of spades and three

of clubs. You follow suit, winning the trick. You then must lead a club to the next trick. One of your opponents plays a spade, breaking trump. From this point in play, spades may be led.

### **SPADES STRATEGY**

To play a winning game in any Spades variation, develop your concentration and memory. Pay attention to the suits which your opponent(s) are leading. Combined with knowledge of your own hand, being able to remember which cards have been played in a trick should help you estimate which high cards are left in play.

In partnership play, make note of your partner's leads. You do not want to over-trump your partner's cards. Try to lead to your partner's strengths. For example: If your partner has not played any hearts and you suspect that his or her hand holds high clubs or few trumps, consider leading clubs if you have any or play a low heart, thus allowing your partner to play trump.

When playing three handed games it is especially important to be aware of what cards are being played. Because of the shifting allegiances developed between players who are behind or against the player, or players who are ahead, you must be able to leap on each play opportunity. In games which feature cutthroat action, use some of the same strategies which apply in the partnership game.

When you hold seven or eight low trumps and high cards in other suits, consider the strategy of flushing your opponent's trump cards. When you play your low trump, your opponent will have to follow suit, possibly wasting trump cards. You can set up an opportunity to take tricks with your non-trump high cards. This works especially well if your high cards are in a suit which your opponent lacks cards in.

When you can't follow suit, it is not always in your best interest to play a trump. If you have what is known as a short suit (a suit in which you have few cards), it can be helpful to use these cards up. This gives your partner an opportunity to lead cards in your void suit, which you could then trump.

# WHIST

## **RULES OF PLAY**

Four players play in two partnerships. The cards are dealt one at a time, face down, to each player, beginning with the player on the dealer's left. The last card is dealt face up and is the trump card.

The dealer must place the last card of the deck face up on the table and every card of its suit becomes trump. When it's the dealer's turn to play to the first trick, he picks up the trump card and it becomes part of his hand.

The object of play is to win tricks.

The turn to play is from player to player in clockwise rotation. The player at dealer's left makes the first lead, and may lead any card. Each player in turn thereafter must play a card, following suit if able. If not able to follow suit a player may play any card. Four cards so played (including the card led) constitute a trick.

A trick containing any trump is won by the player of the highest trump; a trick not containing a trump is won by the player of the highest card of the suit led. The winner of each trick leads to the next.

Each trick in excess of six counts one point for the side winning it. A game consists of 7 points, each trick above six counting 1. The value of the game is determined by deducting the losers' score from seven.

# FOR THE KIDS

There are five games included in the For the Kids section.

- Crazy Eights
- Go Fish
- Old Maid
- War
- Memory

## CRAZY EIGHTS

The object of Crazy Eights is to get rid of all the cards in your hand by playing one card each turn.

The cards are dealt to each player, one at a time. With two players, deal seven cards to each. With more players, deal five to each. The balance of the pack, placed face down in the center of the table, forms the *stock*. The top card of the stock is turned up and placed in a separate pile. This card is the *starter*.

Each player in turn must place one card face up on the starter pile. If unable to play, a player must draw cards from the top of the stock until he can, or until the stock is exhausted. If unable to play when the stock is exhausted, a player passes his turn. A player may draw from the stock if he wishes, even though able to play.

Each card played (other than an eight) must match the card showing on the starter pile, either in suit or in denomination. Thus, any club may be played on a club; any queen on any queen. The eights are wild; that is, an eight may be played any time in turn, and the player specifies a suit for which it calls (never a denomination). The following player must play either a card of the specified suit or an eight.

The player who first succeeds wins the hand.

If the hand ends in a block, no hand being able to play and the stock being exhausted, the player with the lowest count in his remaining cards is the winner.

## GO FISH

The cards are dealt to each player, one at a time. With two or three players, deal seven cards to each. With four players, deal five to each. The balance of the pack, placed face down in the center of the table, forms the *stock*.

The first round begins by the user clicking on the card in their hand that they want to ask for and then clicking on the cards of the player they want to ask. The player asked must hand over all of the cards asked for, but if he has none, he says, "Go Fish!" and the asker draws the top card of the stock.

When a player has had to fish, without making a catch, the turn to ask passes to the left.

The object in play is to form sets. A set is any four-of-a-kind, as four kings. On getting the fourth card of a set, the player shows all four, places them on the table before himself, and plays again.

If the asker gets one or more cards of the named rank from the player addressed, he asks again. He may address the same or any other player and name the same or any other rank. So long as he is successful in getting cards, his turn continues. Also, if when told to fish he gets the fourth card of the set in the rank named, he shows the set and his turn continues.

The game ends when the ownership of all thirteen sets has been decided. If one player is left without cards, he may in turn draw from the stock and ask for cards of that rank, but if the stock is gone he is out of the play. The player with the most sets is the winner.

## OLD MAID

One Queen is removed from the deck and then the cards are dealt one at a time to each player, as far as they will go; they do not have to come out even.

The object of the game is to form and discard pairs of cards, and not to be left with the odd card at the end.

Each player removes from his hand, in twos, all pairs of cards (with 3 sixes for example, a player may remove only two of them). The dealer then offers his hand, spread out face down, to the player at his left, who draws one card from it. This player discards any pair which may have been formed by the card drawn, then offers his own hand to the player at his left. Play proceeds in this way until all cards have been paired but one - the odd queen, which cannot be paired - and the player holding that card is the old maid.

## **WAR**

The object of the game is to win all of the cards.

Each player has his stack of cards in front of him, face down. Each turns up a card and the higher card wins, the winner putting both cards face down on the bottom his stack. If the cards are the same rank, each player covers his hand with one face down card and then turns up another card and the higher card takes all six cards. If the turned cards are again the same, each take another face-down card and another face-up card and the winner takes all ten cards; and so on.

## **MEMORY**

This is the classic childhood game of memory or concentration.

The object is to reveal sets of matching cards and remove them from the layout. When all of the cards are removed the game is over. Click any two hidden cards to reveal the rank and suit. If the cards match they are removed, if they do not match the cards are flipped over and play continues. The key is to remember the cards you have already flipped and go back to them as matches become apparent.

# SUPPORT INFORMATION

## *System Requirements*

Windows 2000 / ME / XP / Vista

Pentium 233MHz or faster

256MB RAM or higher

100MB free hard drive space

DirectX compatible video and sound cards

CD-ROM / Mouse / Keyboard

## *Installing Card Games on your PC*

1. Insert the Card Games CD into your CD-ROM drive
2. If your computer is configured to detect a newly inserted CD, the Autorun menu will appear. If the Autorun menu does not appear after a few moments, click on the Start button, then select Run, and type D:\setup.exe (where D is the letter of your CD-ROM drive). If you are not sure of your CD-ROM drive's letter, double-click on the "My Computer" icon.
3. Click on the Install option, and follow the onscreen instructions for installation and setup.
4. Upon successful completion of the install, you can launch the program either from the Card Games icon on your desktop OR by going to Start/Programs/On Hand Software/ Card Games

## *Customer Support*

The quickest way to find an answer to your question is to click on this link:

<http://www.onhandsoftware.com/Support.html>

This will take you immediately to the On Hand Software support site where we have posted the most frequently asked questions (FAQ's) and help files. There are also some patches to programs that you can download. In a minute or two you can often find the answer you are seeking.

However if you don't find an answer to your specific question there, we have also included a Support Form so that you can tell us which operating system and computer you are using, as well as including your question.

This form provides us with a more complete picture of the technical specs (computer brand, operating system) that we need to analyze and respond to your question. You'll find the form at the bottom of the support page.

We hope that you will quickly and easily find the information that you need on the support site or by using the product form.

## REPORTING BUGS

If you find a bug in our software, it would be helpful if you reported the bug to us via email to [info@onhandsoftware.com](mailto:info@onhandsoftware.com)

To report a bug, please email us with BUG REPORT in the subject line. Please include the following information in your email:

- What operating system you are using
- The software name and version # from the CD (ie PC103-01)
- The error message
- A brief description of what you were doing when the error appeared (ie did it happen upon launching of the game, or on a specific game level)
- Your name and email address so we can contact you when the bug is fixed.

When reporting bugs, detailed emails are necessary so we have a written record of the information our programmers will need to fix the problem.