Card Games for individuals

Patience

The game is played using a tableau of seven columns. Running from left to right, the first column contains one card, the second contains two, the third three, etc. In each column, the top card should be face up and the rest face down. Deal by placing one card, face up, on the table in front of you then, to this card's right, six more face down. Repeat this row by row, dealing one less card each time.

As well as the face-up cards in the tableau, you'll work with every third card in the remaining pack, one at a time. Move through the pack by taking three cards from the top and turning them over, creating a new face-up pile. When you've passed through the deck, turn it over and start again.

In the tableau, a card from the pack may be placed on another card that is one rank higher and of an alternate colour. An eight of hearts, for example, may be placed on either a nine of spades or a nine of clubs - both black suits. Sequences of grouped cards can be moved around according to the same rules as individual cards. Whenever you free up a face-down card on a tableau column, turn it over. If a column is emptied, you can shift any card or sequence into it.

If an ace comes into play, position it face up above the tableau, thus beginning a foundation. Foundations are suited and built from ace to king.

When all four foundations are complete, you've won. But if you find yourself with no more legal moves available, it's over. Give it up. Put the deck down.

How to spice it up: Try moving through the deck by reversing the first and last card of each set of three cards as soon as you turn them. Or play by turning over just one card each time but passing through the deck only once.

Wish Solitaire

Remove all 2s - 6s to form a deck of 32 cards

Shuffle cards and deal 4 cards face down into a pile on the table. Deal the whole deck into piles of 4 cards, lining the piles up so that there are 8 total piles in a row from left to right.

Turn over the top cards of each pile so that they are face up. Take any cards that are pairs of the same kind, regardless of suit - two 10's, two Kings, etc. and clear them away.

Once you have removed a card from the top of the pile, turn over the next card on the pile so it is face up.

To win the game, you must clear away all piles in pairs.

Card Games for individuals

Patience - clock

The goal is to complete all other four-of-a-kind sets before the fourth king is revealed.

Shuffle the pack and deal the cards, face down, into 13 piles of four cards each.

The piles should be arranged as if they are the numbers on a clock with the extra pile in the middle of the circle. The "numbers" of each of the piles (1 through 12 on the clock and the middle pile as the No. 13) are important.

Turn the top card on the 13th pile face up (that's the pile in the middle of the circle). Place the card, still face up, under the pile of that card's number. For example, a 4 would go under the 4 pile. An ace would go under the one pile. Face cards are placed as follows: jack under 11, queen under 12, king under 13.

Then, turn the top card on that pile face up and place it, still face up, under the appropriate pile. Continue in this manner until the game ends.

If the final face-down card in a pile belongs to that same pile, continue the game by turning the next (moving clockwise) face-down card face up.

You win if all 13 piles become face-up piles of four-of-a-kind. However, you lose if the fourth king is turned face up before all the other sets are completed. Clock Solitaire is only won about 1% of the time because it is entirely based on chance.
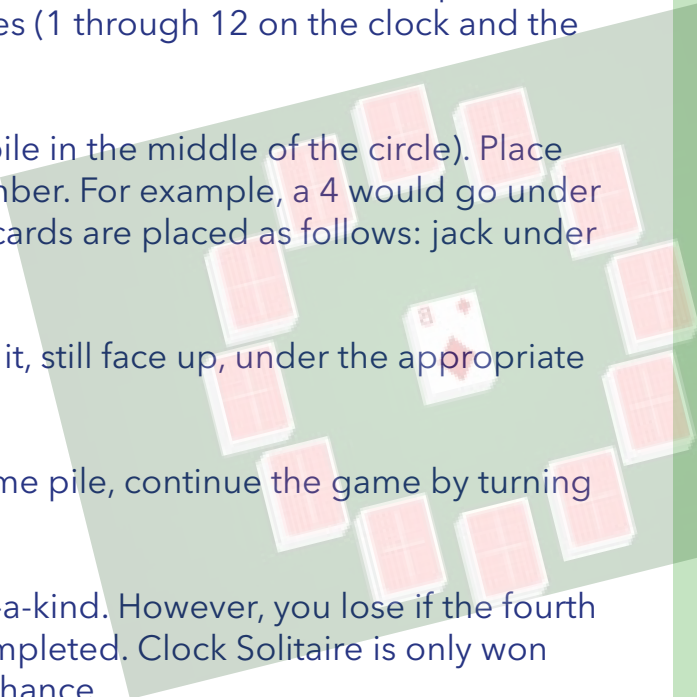
Accordion

The goal is to get all the cards in one pile.

The player deals out the cards one by one face up, in a row from left to right, as many at a time as space allows. (Dealing may be interrupted at any time if the player wishes to make a move. After making a move, the deal is then resumed).

Any card may be placed on top of the next card at its left, or the third card at its left, if the cards are of the same suit or of the same rank.

Example: Four cards, from left to right, are: 6 hearts, J hearts, 9 clubs, 9 hearts. The 9 hearts may be placed either on the 9 clubs or on the 6 hearts. It may not be played on the jack of the same suit because the jack is not to the immediate left, or third from the left.

When the movement of one or more cards has formed a pile, the entire pile is moved with the top card.

In the example above, when the 9 hearts is put on the 9 clubs, the two may be put on the J hearts and then all of these cards on the 6 clubs. However, it is not obligatory to make a particular move if the player prefers not to do so.

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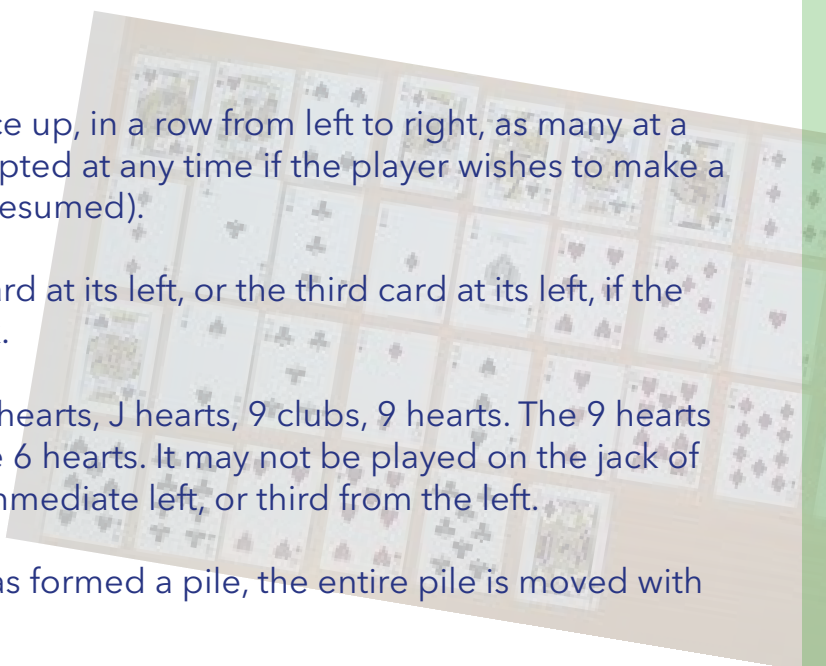
Streets and Alleys
The goal is to get all cards built onto the foundations.

A column of four cards is dealt to the centre of the table, slightly to the left. A column of four cards is then dealt to the right of centre, leaving room between these two columns for another column. All cards are dealt face up. The player continues dealing the cards in columns of four alternately to the left and right, overlapping outward from the centre with the cards already dealt. The entire pack is dealt out, so that each row on the left will contain seven cards and each row on the right, six cards.

Foundations
The four aces form the foundations. As each ace is released, it is moved into the centre between the left and right rows that were dealt. The foundations are built up in suit and sequence.

Building
Only the outermost card of each row is available for transfer. A card may be moved onto the outer end of a row, provided that it is in descending sequence with the card there, regardless of suit. Example: The 5 may be placed on 6♦ 6♥, 6♣, or 6♠. Any available card may be placed on a space.

Golf Solitaire
Shuffle the deck well and create seven columns of five cards. The columns should be evenly spaced, and the cards in each column should overlap each other so that the bottom card in each column is the only card not overlapped. After the columns (tableau) are situated, place the remaining cards in a face-down pile below the tableau. This is called the stockpile.

Flip over the top card of the stockpile to begin and place the card face-up next to it. The foundation or waste pile has just been created. The object of the game is to move a card from the tableau to the foundation that is not overlapped by any card and is at least one more or one less than the foundation card's face value. Aces can be counted as either the lowest numbered card in the deck or the highest number on-top of the King.

Continue moving cards from the tableau into the foundation until there are no more playable cards in it. When there are no more playable cards in the tableau, flip cards over from the stockpile and into the foundation until there are playable cards in the tableau again. The game continues until either the tableau or the stockpile runs out of cards.

When the tableau runs out of cards, it is considered a win, but if the stockpile runs out of cards before the tableau, it is considered a loss.