

en How To Play

Table (sofa?) for one, please! Spending time alone is good for the soul and a perfect way to reset from our busy lives.

A mindful activity like simple card play can enhance the experience of being in our own company, keeping our mind focused whilst at the same time allowing our thoughts to wander.

With this in mind, on the following pages we have set out the rules of five of our favourite solo card games for you to learn and play in your moments of peaceful solitude.

fr Comment Jouer

Table (canapé ?) pour une personne, s'il vous plaît ! Passer du temps seul est bon pour l'âme et constitue un moyen idéal de se remettre de nos vies bien remplies.

Une activité de pleine conscience comme un simple jeu de cartes peut améliorer l'expérience d'être en notre propre entreprise, en gardant notre esprit concentré tout en permettant à nos pensées de vagabonder.

Dans cet esprit, nous avons exposé dans les pages suivantes les règles de cinq de nos jeux de cartes solo préférés pour que vous puissiez apprendre et jouer dans vos moments de paisible solitude.

de Spielweise

Tisch (Sofa?) für eine Person, bitte! Zeit alleine zu verbringen ist gut für die Seele und eine perfekte Möglichkeit, sich von unserem hektischen Alltag zu erholen.

Eine achtsame Aktivität wie einfaches Kartenspielen kann das Erlebnis, in der eigenen Gesellschaft zu sein, bereichern, indem es unseren Geist konzentriert hält und gleichzeitig unseren Gedanken freien Lauf lässt.

Vor diesem Hintergrund haben wir auf den folgenden Seiten die Regeln für fünf unserer beliebtesten Solo-Kartenspiele zusammengestellt, damit Sie sie in Momenten friedlicher Einsamkeit lernen und spielen können.

es Cómo Jugar

¡Mesa (¿sofá?) para uno, ¡por favor! Pasar tiempo a solas es bueno para el alma y una manera perfecta de reiniciar nuestras ocupadas vidas.

Una actividad consciente como un simple juego de cartas puede mejorar la experiencia de estar en nuestra propia compañía, manteniendo nuestra mente enfocada y al mismo tiempo permitiendo que nuestros pensamientos divaguen.

Con esto en mente, en las siguientes páginas hemos establecido las reglas de cinco de nuestros juegos de cartas en solitario favoritos para que aprendas y juegues en tus momentos de pacífica soledad.

Object of the Game

The objective is to create piles of that are in sequence and in suit, from ace to king (ace is low in this game). Ultimately, you are aiming to organise the entire pack into these orderly piles and if you do so, you have completed the game.

The Deal

In Solitaire the cards are dealt as follows;

The Tableau

The main game area, consisting of seven piles of cards.

The Foundations

Four piles, on which each suit or sequence must be collated. Most cases dictate that the ace cards begin the pile (sit at the bottom as the first card).

The Stock (or 'Hand') Pile

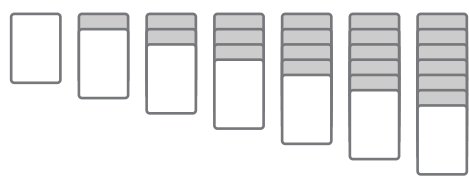
Formed from any cards leftover after the tableau piles have been dealt. The cards in the stock pile are played into the game according to the game rules.

The Talon (or 'Waste') Pile

Cards pulled from the stock pile that cannot be placed within the tableau or foundation piles will be placed face up in the waste pile.

The Setup

Form the tableau by dealing cards into seven piles. Starting from the left, place the first card face up. Then place six more cards down, this time all face down, so you have a sequence of seven cards with only the lefthand-most card face up. Repeat this process but this time miss out the first pile on the left (the one with the card face up) and place a card face up on pile two followed by a card face down on piles three through to seven. Continue this pattern until the top card of pile seven is facing up, with six cards facing down beneath it (below).



Place the remaining cards (the stock pile) above the tableau. At this point in the game you have no waste pile or foundation piles.

The Play

Begin by transferring any face up cards within the tableau. For example if one of the seven face up cards is a five and another is a six, you may move the five on top of the six. The card that was directly beneath the card you have moved (in this case the five) can now be turned face up and is now in play. Continue transferring cards where possible until there are no available moves.

During the process of play, if you uncover any ace cards, they should begin one the foundation piles. There is one foundation pile per suit and they are to be built up in sequence from ace to king.

If you run out of available moves with the tableau, you can use cards from the stock pile, beginning with the card at the top of the pile and working through in order. If you turn over a card from the stock pile and it can't be used in the tableau or any of the foundation piles, move the card to the waste pile.

If you reach a point where a pile within the tableau has been completely used up, creating a space in the tableau, you can now fill this space with a card or sequence of cards from elsewhere in the tableau. However, the space can only be filled with a king or a sequence starting with a king.

This is a useful play as it could unblock face down cards in another pile in the tableau.

Continue transferring cards amongst the tableau and from the stock pile until you have completed each of the foundation suit piles in sequence. If you've achieved this, you've won!

Object of the Game

The objective is to dismantle the pyрмаid of cards, ending up with all 52 cards in a pile.
Once you have discarded all cards meaning no pyramid is left, the game is won.

The Deal

In Pyramid the cards are dealt as follows;

The Tableau

The main game area, consisting of a pyramid of cards from a a top row of one card to a bottom row of seven cards.

The Stock (or 'Hand') Pile

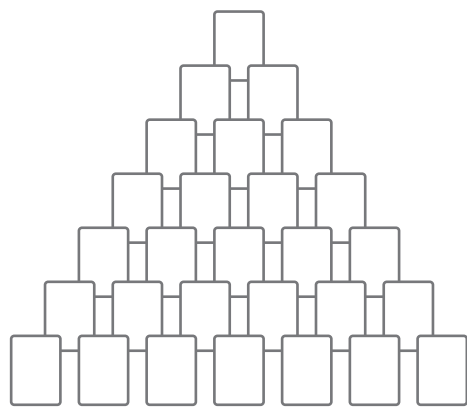
Formed from any cards leftover after the tableau has been dealt. The cards in the stock pile are played into the game according to the game rules.

The Discard Pile

Cards that have been removed from the game during gameplay and are placed face up.
You can play from your discard pile in the same way you can from your stock pile.

The Setup

Starting by placing one card face-up, then layer two face-up cards on top but set overlapping below and to each side of the top card, then three below that, then four, and continue until you have seven face-up cards at the base of a pyramid shape (below).



Once the pyramid tableau has been dealt, the remaining cards become the stock pile and are set to the side.

Card Values

Each card has a value in accordance with their position in the number sequence. Starting with the Ace cards on one point, the twos are two points, three's are three points etc. The jack, queen and king cards hold values of 11, 12, and 13 respectively.

The Play

The game is played by discarding cards in pairs where their combined value equals 13. For example, if you have a seven (7) and a six (6), or an ace (1) and a queen (12), they can be paired and moved to the discard pile. The king having a value of 13 means that it is the only card that doesn't need to be paired with another card in order to be discarded. The only cards in play at the beginning of the game are the seven cards on the bottom row of the pyramid, the top card from the stock pile and the top card from the discard pile.. As you move cards from the pyramid to the discard pile, the cards that are uncovered further up the pyramid enter play (both cards overlapping a card must be removed before that card becomes available).

The game ends when either there are no more available pairs to be made, or when the pyramid has been destroyed. If you achieve the later, the game is won!

Object of the Game

The objective is to eliminate all of the clubs from the game.

The Pack

Before beginning, remove the cards numbered two, three, four, five and six from each suit, creating what's known as a Piquet deck (a pack of 32 French suited cards). Now shuffle the deck.

The Deal

In Hope Deferred the cards are dealt as follows;

The Stock (or 'Hand') Pile

The pile of cards you begin the game with. The cards in the stock pile are played into the game according to the game rules.

The 'In Play' Pile

Cards that have been dealt from the stock pile.

The Clubs

Cards from the club suit that have been set aside from the 'in play' pile. These are to be set out in a row in card order, leaving gaps for missing cards.

The Play

With the stock pile face down, turn over the top three cards, placing them face up on the table. If there are any clubs amongst them, remove them and place them to the side, layed out in order (ace - king). Any cards turned over that aren't clubs forms the 'in play' pile. Turn the next three cards in the stock pile face up and again remove any clubs, placing them to the side. Repeat this process five times. Then, shuffle the cards left in the 'in play' pile and repeat the process again another three times.

If at this point you have successfully eliminated all the clubs then you have won the game!

Object of the Game

The objective is to group all the cards with their matching ranked cards across the four suits. For example the four aces, four 'fives', four jacks.

The Deal

In Beehive the cards are dealt as follows;

The Beehive

A stack of ten cards placed face up.

The 'Flower Garden' Pile

Six cards placed face up in two rows of three, one beneath the other.

The Stock (or 'Hand') Pile

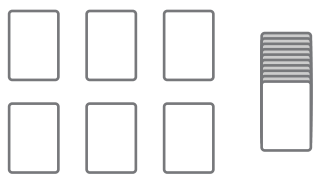
Formed from the cards leftover after the beehive and in play cards have been dealt.

The Waste Pile

Cards turned over from the stock pile in groups of three. The cards in the waste pile are played into the game according to the game rules.

The Setup

Take the top ten cards from the deck and place them face up in a pile. This is the beehive.
To the side, place six cards face up in two rows of three. This is the flower garden.



The Play

Begin by playing any matching cards within the flower garden onto one another (for example one three onto another three, one queen onto another, etc) if there are any available. Fill any spaces that are made available within the flower garden using the top card from the beehive. You may also use the top card from the beehive to add directly to a matching pile of cards. For example if the top card of the beehive is a four and you already have a four in the flower garden, you can place it

directly into play. When you have grouped all four suits of a particular value card in one pile within the flower garden, this can then be removed from the game, and the resulting space filled by the top card of the beehive. Keep playing cards into the flower garden from the beehive until you have exhausted all available moves.

When you get to this point, you can now introduce cards from the stock pile by turning over groups of three cards at a time and placing them face up in a pile. This is the waste pile. If the top card of the waste pile is available to play into the flower garden, do so. If the card revealed immediately below it is then also available to be played, do so, and so on. If you have no available moves, turn over a further three cards from the stock pile face up into the waste pile, and repeat the process as many times as you need to. Keep playing in cards to the flower garden from the waste pile and from the beehive until there are no more moves or you have turned over all the cards in the stock pile.

When the stock pile has been exhausted, begin again by turning the waste pile face down, creating a new stock pile. Now start turning the cards back over in groups of three as you did before and playing into the flower garden where possible as set out above.

If you manage to group the entire deck into their sets of four cards per card value before you run out of available moves, you have won the game!

Object of the Game

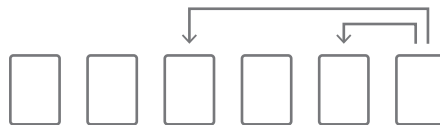
The objective is to group cards either by suit or by value until you have all the cards in one pile.

The Deal

The cards are dealt one by one, face up, in a row from left to right. Dealing is fluid and continuous, only interrupted by running out of space or the player making a move.

The Play

A card may be stacked on top of the card immediately to its left, or on the third card to its left, if the cards are the same value or the same suit.



When a pile has begun to be formed (two or more cards are stacked on top of one another), the entire pile is moved along with the top card. If you have more than one available move, it's up to you which you chose to make. If you manage to group the entire deck in one pile before running out of moves/cards then you have won teh game!