

## **Patience**

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## OverView

Patience is a collection of 30 solitaire (a.k.a. "patience") card games. You can switch between games using the **Select Game** option from the menu. The rules for each game can be found in the **How To Play...** section in the help system.

Registration is only **\$20**, and helps ensure a continuing supply of quality shareware games and utilities. Select the **Registration Info** option from the **Help** menu for information on registering.

### The Basics:

- To start a new game select New Game from the Game menu or use Ctrl-N.
- To restart the game in progress, select Restart Game from the Game menu or use Ctrl-R.
- To undo your last move (only three moves can be undone in the unregistered version), use Ctrl-Z, the right mouse button, or select **Undo** from the **Options** menu.
- To redo moves you have undone, use Ctrl-A, or select **Redo** from the **Options** menu.

### Universal Instructions:

- A card may be picked up by pressing the left mouse button when over it, holding the button down allows you to move the card. Releasing the left button releases the card.
- You can look at a partially obscured card by holding down the shift key, and pressing the right mouse button down while over the card. This will bring the card to the top, when the button is released, the card will resume its previous position.
- A facedown card can be flipped up (if allowed by the games rules), by clicking on it.
- In some games only one card can be moved at a time. In games where only one card can be moved at a time and temporary spots are available, multiple cards can be moved as if the move was performed in a Towers-of-Hanoi fashion.
- If you double-click on a card, it will go to a goal pile if possible. If the card cannot be moved to a goal pile, it will go to the first available spot for it (excepting an empty column) in the table.
- A mouse click on a deck will deal the next card to the top of the waste pile.
- A number above a deck indicates the number of cards in it.
- Some games have further actions (such as a redeal of the wastepile) that can be performed by clicking on the outline of an empty deck.

## Rules for all Games

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## Menu Options

### Game Menu

- New Game - shuffles the deck, and deals a new game.
- Restart Game - restarts the current game without shuffling.
- Quit - exits Patience.

### Select Game

This is used to select the variation or game to be played. A checkmark appears next to the currently selected game.

### Options

- Undo - undo a move. Only three undos are allowed in the unregistered version.
- Redo - redo moves that have been undone.
- Refresh - clears and redraws the screen.
- Statistics - shows statistics for each game.
- AutoMove Cards - controls whether automatic moves will be made, these are generally clean-up moves, and are not available for all games.
- Card Design - change the design of the card back.

## Keyboard Commands

- Ctrl-N - Start a new game (shuffle and deal).
- Ctrl-R - Restart the current game (redeal without shuffling).
- Ctrl-Z - Undo the last move. (Only last three, in unregistered version).
- Ctrl-A - Redo the last undone move.
- Ctrl-L - Refresh the screen.

## **Baker's Dozen**

**Goal:** Pile all cards into thirteen-card sequences on the goal piles (at the top of the board) following suit and upward in sequence starting with the Aces.

**Rules:**

- Cards on the table stack downward in sequence, regardless of suit.
- Empty columns cannot be filled.
- Only one card can move at a time.

To make this game solvable more often, Kings are always moved to the bottom of the stacks they occupy.

## **Beleaguered Castle**

**Goal:** Pile all cards into thirteen-card sequences on the goal piles (at the center of the board), following suit and upward in sequence starting with the Aces.

**Rules:**

- Cards on the table stack downward in sequence, regardless of suit.
- Any card can be used to fill an empty row.
- One card can move at a time. If there are empty rows; multiple cards can be moved as if the empty rows were used as temporary spots.

You really need to get an empty row soon to do well. Also, note that a properly packed sequence can be placed on a goal pile all at once.

## Calculation

**Goal:** Pile all cards into thirteen-card sequences on the goal piles, following the pattern required for each pile regardless of suit.

### Rules:

- The table consists of four holding piles, any cards can be placed there.
- One card can move at a time.
- The goal piles are each started with the card that indicates the difference to the next card that should be placed on that pile. Thus, the stacks should be piled as follows:

Pile 1: A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K

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

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

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

## **Cat's Cradle**

**Goal:** Get all cards entered into the layout.

### **Rules:**

- Cards on the table stack red-on-black, and downward in sequence.
- Multiple cards can be moved at once.
- Cards can only be moved among stacks in the same row, column or diagonal.
- When empty spots are available, you can click the deck to flip the next card. Once you start filling in empty spots, stacking will not be allowed to continue until all empty spots are filled.

**Club**

**Goal:** Pile all cards into thirteen-card sequences on the goal piles (at the top of the board) following suit and upward in sequence starting with the Aces.

**Rules:**

- Cards on the table stack red-on-black, and downward in sequence.
- Any card can be used to fill an empty column.
- One card can move at a time. If there are empty columns; multiple cards can be moved as if the empty columns were used as temporary spots.
- Cards cannot move from the lower three stacks to the upper stacks, cards in the lower stacks can only move to other low stacks or the goal piles.
- Cards can be moved from the upper to the lower three stacks.

## **Corners**

**Goal:** Pile all cards into thirteen-card sequences on the corner piles, circularly upward in sequence following suit.

### **Rules:**

- The first base card is given, the other three cards of the same rank are the other bases.
- Cards can stack on the cross spots in descending order, ignoring suit.
- An card can fill an empty spot on the cross.
- Only one card can move at a time.

## **Demon**

**Goal:** Pile all cards into thirteen-card sequences on the goal piles (at the top of the board) following suit and circularly upward in sequence starting with the base cards.

### **Rules:**

- The first base card is given, the other three cards of the same rank are the other bases.
- Cards on the table stack red-on-black, and circularly downward in sequence.
- Empty columns are filled by the demon (the stack at the left), or the deck if the demon is empty.
- When the demon stack is emptied, it may be used as a temporary spot for a single card.
- Multiple cards can be moved at once.
- Clicking on the deck deals a 3-card sweep. When the deck becomes empty, clicking on the empty deck will redeal from the wastepile.

## **Forty Thieves**

**Goal:** Pile all cards into thirteen-card sequences on the goal piles (at the top of the board) following suit and upward in sequence starting with the Aces.

**Rules:**

- Cards on the table stack following suit, and downward in sequence.
- Any card can be used to fill an empty column.
- One card can move at a time. If there are empty columns; multiple cards can be moved as if the empty columns were used as temporary spots.

You really need to get an empty column soon to do well. Also, note that a properly packed sequence can be placed on a goal pile all at once.

## Gaps

**Goal:** Order all cards into twelve-card sequences on the table, starting with twos in the leftmost spots, and following suit.

### Rules:

- Fill each gap with the card that continues the suit-sequence upwards from the left. i.e. If there is a gap to the right of the five of hearts, it can be filled with the six of hearts.
- A single click on a card that has a gap it would fit into moves it there.
- A gap to the right of a king cannot be filled.
- A gap on the extreme left of a row can be filled with any two.
- When stuck (with all gaps positioned behind kings), click on the shuffle card to shuffle and redeal all cards which are not part of a sequence anchored at the left by a two.

This game does not allow you to undo a shuffle and redeal.

## **Golf**

**Goal:** Pile all cards onto a single sequence of fifty-two cards, stacking the cards consecutively, regardless of suit.

### **Rules:**

- Cards on the table can only be moved to the goal stack.
- The cards eligible to move onto the goal are those at the bottom of the columns that are one rank higher or lower, regardless of suit.
- Empty columns cannot be filled.
- One card can move at a time.
- When you get stuck, clicking on the deck will deal a new card to the goal pile. When the deck is empty, you can only play from the columns.

This game is also known as **One Foundation**.

## **Heads and Tails**

**Goal:** Pile all cards into thirteen-card sequences on the goal piles (at the left and right of the board) following suit. The goals at the left start with the Aces and stack upward, the goals at the right start with the Kings and stack downward.

### **Rules:**

- Cards on the table stack upward and downward in sequence, following suit.
- Emptied columns are filled by the stacks in the center of the board.
- Only one card can be moved at a time.

## **Idiot**

**Goal:** Remove all cards except the four Aces from the board, with one Ace in each column.

### **Rules:**

- When two cards of the same suit are at the top of different stacks, the smaller card can be removed by double-clicking on it.
- Clicking on the deck will deal four new cards, one to each column.
- Any card can be used to fill an empty column.
- The cards cannot be moved or restacked except in the ways specified above.

Caution: This game is trivially simple, but incredibly addictive.

## **Indian Patience**

**Goal:** Pile all cards into thirteen-card sequences on the goal piles (at the top of the board) following suit and upward in sequence starting with the Aces.

### **Rules:**

- Cards on the table stack downward in sequence, as long as the suit differs.
- The bottom card of a stack, once flipped, becomes protected.
- A protected card can only be placed onto a goal, and cannot be stacked, or stacked on.
- When the deck is empty, all protected cards are freed, and can be used as normal.
- When a column is emptied, it is dealt from the deck (one down, two up).
- One card can move at a time. If there are empty columns; multiple cards can be moved as if the empty columns were used as temporary spots.

## **Interregnum**

**Goal:** Move all cards to the goal piles, ignoring suit, and building up circularly from the base card.

### **Rules:**

- The cards at the top of the board are indicators, the base card for the goal pile below an indicator is the next card up (circularly) from it.
- Clicking on the deck will deal eight new cards, one to each column.
- The cards cannot be moved or restacked except in the ways specified above.

Counters above each goal pile indicate how many cards are present in it. When 12 cards are reached, the indicator flips down, making a full 13 card sequence, and finishing that stack. Double-clicking on a card in the table always places it on the goal pile with the fewest cards in it.

## **Klondike**

**Goal:** Move all cards in sequence from Ace to King to the four goal piles (at the top of the board). Each pile can contain only one suit.

### **Rules:**

- Cards on the table must be stacked red-on-black or black-on-read and descending in sequence.
- Only Kings can be used to fill an empty column.
- Multiple cards can be moved at once.
- Clicking on the deck deals a 3-card sweep. When the deck becomes empty, clicking on the empty deck will redeal from the wastepile.

This game is extremely popular, and referred to simply as Solitaire in the US. It also goes by the names Chinaman, Fascination, and Triangle. An inferior version of this game is also included with Windows.

## **Polyandry**

**Goal:** Move all cards into thirteen-card sequences on the goal piles (at the top of the board) following suit. The six empty goals start with any Ten (except Hearts) and going circularly downward to Jacks. The Queen of Hearts goes circularly upward to Jack, while the Jack of Hearts goes circularly downward to a Queen. At the end of the game, you will have a Queen of Hearts surrounded by seven Jacks, which gives the game its name.

### **Rules:**

- Only one card can be moved at a time, and only onto a goal.
- Clicking on the deck will deal sixteen new cards, one to each stack.
- Once the deck is empty, clicking on it will pick up each of the sixteen stacks in turn, and deal its contents onto the stacks, starting at itself.

## Pyramid

**Goal:** Remove all cards from the table and the waste piles.

**Rules:**

- Pairs of cards that sum to 13 can be removed from the board. (Jack=11, Queen=12, King=13)  
Click on the two cards in sequence to remove them.
- A king, which has value 13, can be removed by simply clicking on it.
- Cards covered by other cards cannot be removed.
- As an exception to the previous rule, if the only card covering a card is its pair the cards may be removed by selecting the covering card first.
- Clicking on the deck will deal a new card available for play.

## **Reno**

**Goal:** Pile all cards into thirteen-card sequences on the goal piles (at the top of the board) following suit and upward in sequence starting with the Aces.

### **Rules:**

- Cards on the table stack red-on-black, and downward in sequence.
- Empty columns can be filled only from the stack at the left until it is empty.
- Entire stacks may be moved on the table.
- Clicking on the deck deals a card. When the deck becomes empty, the game is over.

## Scorpion

**Goal:** Pile all cards into thirteen-card sequences on the table, following suit and downward in sequence starting with the Kings.

**Rules:**

- Cards on the table stack downward in sequence, following suit.
- Any faceup card can be moved, and all cards on top of it move with it.
- Only a King can be used to fill an empty column.
- Click on the three reserve cards when youre stuck, and they will be dealt to the leftmost columns, one to each column.
- Finished sequences are not removed from the table.

This game is a (much) harder variant of Spider.

## Scrooge

**Goal:** Pile all cards onto the four goal piles upward in sequence and in alternating colors.

**Rules:**

- Any faceup card that follows the sequence can be placed upon a goal card, including other goal cards.
- Any faceup card can be moved to an empty goal pile.
- Any card from the table can be moved to an empty temporary pile (on the left).
- Click on the facedown reserve cards when youre stuck, and they will be dealt to the temporary piles, one to each pile.
- You do **not** need to have 13 cards in each goal pile at the end, any way that works is fine.

## Seahaven Towers

**Goal:** Move all cards into thirteen-card sequences on the goal piles (at the upper corners of the board) following suit and ascending in sequence starting with the Ace.

**Rules:**

- The four spots at the upper center of the board are temporary spots, you can place any card there.
- Cards on the table stack following suit, and descending in sequence.
- Only Kings can be used to fill an empty column.
- You can always move one card at a time. However, for each empty temporary location, you can move an additional one card. In essence, you could have moved the cards up to the temporary position and back down.

There are two versions of this game, the standard ten-column version, as well as a tougher eight-column version. The AutoMove option is strongly suggested for this game.

## **Seven Devils**

**Goal:** Pile all cards into thirteen-card sequences on the goal piles (at the right of the board) following suit and upward in sequence starting with the Aces.

**Rules:**

- Cards on the table stack red-on-black, and downward in sequence.
- Any card can be used to fill an empty column.
- One card can move at a time. If there are empty columns; multiple cards can be moved as if the empty columns were used as temporary spots.
- The rightmost stack on the table consists of the seven devils, these cards may not be placed on other stacks, and can be moved only to the goal piles.

This game is a cross between Demon and Klondike, and is harder than either.

## **Shamrocks**

**Goal:** Pile all cards into thirteen-card sequences on the goal piles (at the bottom corners of the board) following suit and upward in sequence starting with the Aces.

**Rules:**

- Cards on the table stack either up or down in sequence, regardless of suit.
- No stack can ever contain more than three cards.
- Only a King can fill an empty stack.
- Only one card can move at a time.

To make this game solvable more often, Kings are always moved to the bottom of the stacks they occupy.

## **Sir Tommy**

**Goal:** Pile all cards into thirteen-card sequences on the goal piles, ignoring suit, and upward in sequence starting with the Aces.

**Rules:**

- Only one card can be on the wastepile at a time.
- Cards on the table stack regardless of suit or sequence.
- After being placed cards cannot be moved, except to be put on the goals.

This game is okay, but if you like it, you probably should give Strategy a try.

## Spider

**Goal:** Pile all cards into thirteen-card sequences on the table, following suit and downward in sequence starting with the Kings.

### Rules:

- Cards on the table stack downward in sequence, regardless of suit.
- Any card can be used to fill an empty column.
- Multiple cards can be moved at once, as long as they are properly packed.
- Clicking on the deck will deal ten new cards, one to each column.
- A full sequence (King through Ace), following suit, can be removed from the board by placing it (all at once) onto the pile in the lower right corner.

If all cards are dealt, all facedown cards have been flipped up, and all cards remaining on the table are in a full sequence (King through Ace), regardless of suit, the game ends as a win. This was done to avoid the busy work of transforming this configuration to the proper winning one (which is always possible, and never interesting).

If you like spider, check out the variants: **Scorpion** and **Will-o-Wisp**.

## **Strategy**

**Goal:** Pile all cards into thirteen-card sequences on the goal piles, following suit and upward in sequence starting with the Aces.

### **Rules:**

- Only one card can be on the wastepile at a time.
- Only Aces may be placed on the goals until the deck and wastepile are empty.
- Cards on the table stack regardless of suit or sequence.
- After being placed cards cannot be moved, except to be put on the goals.

The key to this game is stacking the cards so that they can be removed once the deck is emptied. If the AutoMove option is on, this removal will be performed automatically. If you win, try the game again using one less pile.

## **Sultan**

**Goal:** Pile all cards into thirteen-card sequences on the goal piles (the eight piles surrounding the King of Hearts in the center), following suit and upward in sequence. A successful game ends with the King of Hearts surrounded by eight Queens, this is the sultans harem.

### **Rules:**

- The two columns of four on each side of the main pattern are temporary spots.
- Any card may be placed in an empty temporary spot.
- The deck may be redealt three times.

With the AutoMove option on, this game nearly plays itself. While that isnt very much fun, it is useful as a tutor to figure out the game.

## **Terrace**

**Goal:** Pile all cards into thirteen-card sequences on the goal piles (at the top of the board) following suit and circularly upward in sequence, starting from the base card.

### **Rules:**

- You select the first base card from the original four cards dealt onto the table.
- Only the top card of the terrace (at the top of the board), may be played, and then only onto the goal piles.
- Cards on the table stack red-on-black, downward in sequence, circularly, (ie King on Ace).
- Any card except those on the terrace can fill an empty column.
- One card can move at a time. If there are empty columns; multiple cards can be moved as if the empty columns were used as temporary holding spots.

When the deck becomes empty, clicking on the empty deck will turn the wastepile over to be redealt. This second deal continues as long as you can use the card dealt (only one card can be on the wastepile).

## **Will-o-Wisp**

**Goal:** Pile all cards into thirteen-card sequences on the table, following suit and downward in sequence starting with the Kings.

### **Rules:**

- Cards on the table stack downward in sequence, regardless of suit.
- Any card can be used to fill an empty column.
- Multiple cards can be moved at once, as long as they are properly packed.
- Clicking on the deck will deal seven new cards, one to each column.
- A full sequence (King through Ace), following suit, can be removed from the board by placing it (all at once) onto the pile in the lower right corner.

This game is a variant of **Spider**, and is also known (with a few modifications) as **Spiderette**.

## **Background**

The games in this version of Patience were chosen because I like them, or thought they were popular enough to warrant inclusion. If I have missed your favorite, please write and let me know.

Patience is written in C++, using Borland C++ Version 4.0.  
The source code takes up about 400K (including minimal comments).

You can contact the author, Shaun Flisakowski, by sending mail to:  
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## Registration Information

The registration fee for Patience is **only \$20**, adds unlimited undo, and gets rid of those annoying nag screens. It also ensures that you will be informed of new releases, with even **more** games. Your \$20 supports the shareware concept, ensuring quality games continue to be produced by individuals who can give you more value by leaving out the box. When you register, I will send you a registration key that will turn off the nag dialog, and allow more than 3 undo/redo levels (up to an arbitrary number).

Why be the last person on your block to own a copy? Register Patience today:

Choose the Register option to register the game via Kagi. When you register like this, the serial number for the program is automatically included in your message. If you register by other methods, be sure to include the programs serial number from the Enter Key option under Help to ensure you obtain your registration key promptly.

You can contact the author, Shaun Flisakowski, at [flisakow@kagi.com](mailto:flisakow@kagi.com).

The latest version is always free to registered users of previous versions, and can be obtained from:  
<http://www.kagi.com/flisakow/>  
or  
via ftp at: [ftp.kagi.com](ftp://kagi.com)



