

# Baker's Dozen

A popular game, apparently, since so many of our customers requested that we add it to Solitaire Till Dawn! This is a game for planners and thinkers, because all cards are revealed in the initial layout. A special rule about laying out the Kings helps reduce the number of unwinnable games.

Layout Size: Scrolling required on small screens. Medium screens may require a little scrolling on very rare occasions.

Difficulty: Although some games cannot be won, a good player can win at least two thirds of all games of Baker's Dozen.

Rules: Lay out the entire deck in 13 tableaux of four cards each, face-up and fanned down. When Kings appear, slip them under their tableaux instead of placing them on top, so that no lower-ranked cards start out under the Kings. Four foundations start the game empty.

Top cards of tableaux are available for building on each other, and on the foundations. Tableaus build down regardless of suit or color; empty tableaux are never filled. The foundations begin with Aces and build up in suit to Kings.

(See picture: Baker's Dozen. The Ace of Diamonds can be played to an empty foundation. Then the 3 of Spades could be moved to the 4 of Spades; the 6 of Spades to the 7 of Diamonds; and the Jack of Diamonds to the Queen of Spades, revealing the 2 of Diamonds and allowing that and the 3 of Diamonds to be moved to the foundations. Note: These moves are legal but not necessarily wise.)

On the Screen: Solitaire Till Dawn will lay out the cards for you, placing the Kings under their tableaux as appropriate.