

Quadrille

Some solitaires are more interesting for the pretty patterns they make on the table than for their intellectual challenge. Many such games require large, elaborate layouts, but here's a charmingly small and simple one.

Layout Size: Fits on small screens without scrolling.

Difficulty: There's no strategy to Quadrille. You'll usually win if you simply pay attention.

Rules: Quadrille's layout consists of twelve piles in a star-burst pattern, with a wastepile to one side. All piles start out empty; begin by dealing a single card into the wastepile. The four central piles, which overlap, each will hold one queen and nothing else. The four piles at the compass points (North, South, East, and West) must each have a five played onto them first; thereafter they build down, following suit, with the King played onto the Ace at the end. The remaining piles (at the Northeast, Northwest, Southeast, and Southwest) must each have a six played onto them first; thereafter they build up, following suit, to the Jack.

Deal one card at a time from the hand into the wastepile. The top card of the wastepile is available for building onto the other piles. Only the wastepile cards can be moved. When the hand is empty, you may redeal by picking up the wastepile and turning it over to form a new hand. Only two redeals are allowed (a total of three passes through the hand).

(See picture: Quadrille. A game in progress. The 4C on the wastepile may be played on the 5C.)

The goal is to empty the hand and wastepile into the other piles. If you succeed, you'll be rewarded with the Quadrille, a pretty and dance-like arrangement of the twelve face cards.

On the Screen: Solitaire Till Dawn will deal the first card into the wastepile for you. Deal by clicking on the hand.