>Topic<Canfield

In Canfield, you build on four piles while trying to clear a pile of 13 cards. The game is sometimes confused with Klondike, but all sources I can find state this as "real" Canfield.

>Topic<General comments

The casino owner Mr Canfield is rumored to have sold decks for $50 to players, who then played this game once, and for every card they played on the foundations, the casino payed $5. The profit was substantial, about $20-$25 on the average.

Obviously, you rarely win this game. You build just like in many other solitaires, though you don't build from aces, but from a random card that is selected in the deal. There are two problems: you only have four piles to build on on the table, and you have a special pile with 13 cards that you must use to fill any free spaces.

>Topic<Rules

13 cards are dealt in a pile. One card is dealt on the first foundation, thereby determining the first card in the sequences. Finally, four cards are dealt to each of the four "table" piles.

You build upwards on the foundations, following suit.

You build downwards on the table, in alternating suit.

You flip through the hand three cards at a time.

Sequences may be moved from pile to pile on the table.

Free spaces on the table may only be filled from the 13-pile. (???)

You win by playing all cards on the foundations.

>Topic<Strategy

Beats me. I never managed to win this game. (I'll expand this when I can get some advice from someone who is more of an expert on Canfield than I am.)

>Topic<Source

All my game books describe this game. Mike Casteel has made one Mac implementation, and it is part of some multi-game solitaires.

>Topic<Related games

Klondike and similar games are fairly related to Canfield.