

>Topic<Spider

There are no foundations. Instead, you build downwards on the ten piles on the table. You don't have to follow suit, but when you do, you may move entire suits in one move. When you have a complete suit from ace to king, you can double-click it to remove it.

>Topic<General comments

Some people consider this the most interesting and challenging solitaire of them all. I don't know if that is true, but it is interesting and rather different from the rest.

Spider is the "father" to the Spider family of games. If you find Spider too hard - which is pretty likely - you may wish to start with Itsy Bitsy Spider, which is much easier.

>Topic<Rules

44 cards are dealt in ten piles (the table), with the top card open and the others closed. The rest of the cards form the hand.

On the table, you may build in falling sequences. Sequences in one suit may be moved as a unit.

Any card may be played on a free space.

When you click on the hand, one card is dealt to each pile.

Once you have a full suit, from ace to king in one suit, you may double-click it to remove it.

>Topic<Strategy

I don't want to comment on strategy here, since I find Spider so hard that I can't claim to know how to solve it.

>Topic<Source

I learned Spider from the book "Att lägga patiens". It is also a common game in the computer card games, both as part of multi-game games and as separate implementations (Spider, Tarantula).

>Topic<Related games

Spiderette, Itsy Bitsy Spider.