

Manx and Tabby Cat

For once we can speak about a game with complete authority, because we modestly confess that we invented Manx and its close variant Tabby Cat. They are reminiscent of Miss Milligan, and have the qualities we value most in any solitaire: you can't lose too quickly, and you can win frequently if you play well. The two games are identical except for the rule of the tail; Manx is the harder-to-win version.

Layout Size: The tableaux can get quite long. If you have a short screen, expect to do some occasional vertical scrolling.

Difficulty: Manx and Tabby Cat are of medium difficulty. They are not skull-crackers, but you will lose if you are not willing to learn the games' techniques and apply your mind to their use. A good player can win as many as half of all games of Manx.

Manx Rules: Manx features four tableaux, four discard piles, and a special pile called the tail. Begin by shuffling the deck and laying out four cards, one in each tableau. Tableaus build down without regard for suit or color, and building is circular so that King may be played on Ace. Full or partial builds are available, and an empty tableau may be filled with anything available.

Whenever you wish, deal four more cards from the hand, one onto each tableau pile. Usually you will deal when you have run out of other moves.

If the tail is empty, the topmost card of any tableau may be moved to it. The card in the tail may not be returned to play until you can correctly build it back onto a tableau.

An available build of thirteen cards beginning with the King and descending in order to the Ace may be moved to any empty discard pile. The goal is to fill all four discard piles, leaving the deck and tableaux empty.

(See picture: Manx. Either the 2S-AC or the 2H-AS-KS may be moved onto the 3S. Moving the 2S-AC would expose the 6D, allowing the 5H to be moved there from the tail. This picture serves equally well for Tabby Cat.)

Tabby Cat Rules: Tabby Cat is identical to Manx, except that you may move any

available full or partial build to the empty tail. The cards in the tail must be returned to play together; you may not move some and leave the rest behind.

On the Screen: Solitaire Till Dawn will deal four cards for you when you click on the hand. The number displayed on the hand is the number of deals remaining, instead of the number of cards in the hand.