
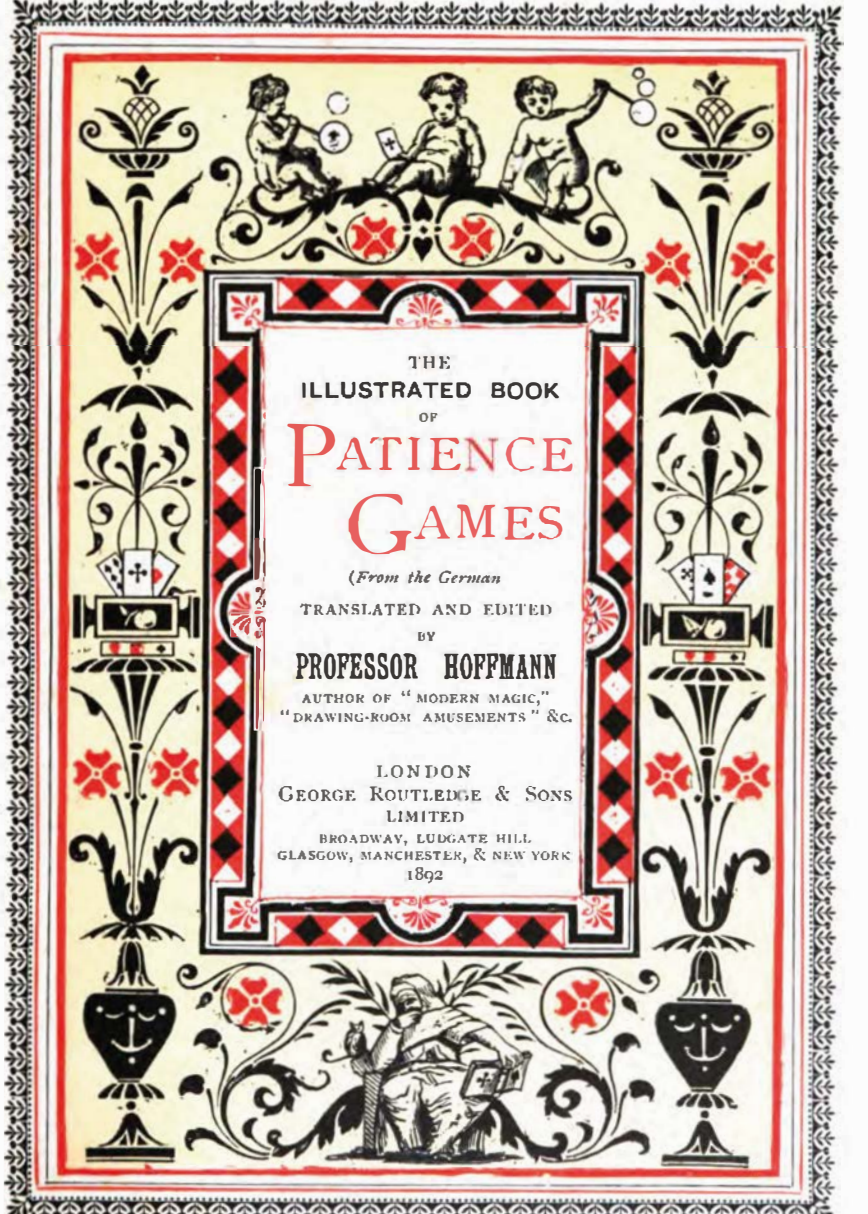


ILLUSTRATED BOOK of PATIENCE GAMES



By Professor Hoffmann





THE
ILLUSTRATED BOOK
OF

PATIENCE
GAMES

(From the German)

TRANSLATED AND EDITED
BY

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"DRAWING-ROOM AMUSEMENTS" &c.

LONDON
GEORGE ROUTLEDGE & SONS
LIMITED

BROADWAY, LUDGATE HILL
GLASGOW, MANCHESTER, & NEW YORK
1892






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INTRODUCTION.

PATIENCE GAMES, as the term is usually understood, are card games for a single player who plays against fate or chance, represented by the more or less favourable arrangement of the cards at the outset of the game. "The player at starting sets himself the task to arrange the cards in some particular manner; then, taking the pack in the accidental state determined by thorough shuffling, he attempts to carry out his design, conforming, however, to certain rules of play"—varying with the particular game—"which materially restrict the facilities for his operation. The effect of the restriction will vary according to the way in which the cards fall. Sometimes favourable combinations will appear, sometimes unfavourable; and the success or failure of the attempt will depend therefore on the chance arrangement in which the cards may happen to be. . . . In carrying out this general principle, however, there are two varieties of games adopted, which differ materially in the nature of the interest they offer to the player. In one class of games the result is determined by chance alone, without any power of the player to modify it; in the other class, opportunity is introduced for the exercise of *skill*. In the former the player has nothing to do but to follow strictly the given process and to abide the result; in

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the latter he has operations to perform which he may do in different ways according to his pleasure ; and thus, although the chance fall of the cards will still have an important effect, yet he may considerably influence the result of his mode of play." *

The most frequent object of a Patience Game is to arrange the cards in regular order of sequence, either from a low card to a higher (as from Ace to King), in which case they are said to be in *ascending* sequence ; or from a high card to a lower (as from King to Ace), in which case they are said to be in *descending* sequence. Occasionally both forms of sequence are aimed at in the same game. The card which forms the starting point of the required sequence is known as the "foundation" card, and the sequence (or "family") is said to be "built up" on such card. In some cases the foundation cards are picked out and placed in position beforehand ; in others they are only laid down as they come to hand in course of play. In some instances it is a condition that the cards forming the sequence shall be all of the same suit as the foundation card ; in others the distinction of suit is disregarded. Some games permit the provisional formation of what are called *auxiliary* sequences (descending or ascending as the case may be), *i.e.*, groups of two, three, or more cards in regular order of succession as between themselves, but not yet ripe, by reason of the absence of some intervening link, to be played to either of the "families," or sequences formed on the foundation cards.

There is another class of Patience Games in which the player does not seek to form sequences, but merely to "pair" cards. The cards thus paired are thrown aside, and if he is able, under the limitations of the particular game, to throw out all

* Dr. Pole, in the *Cyclopedia of Card and Table Games*. Tit., PATIENCE GAMES.

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the cards in this way he has won. There is yet another class of Patiences in which the player is entitled to throw out or otherwise dispose of any two cards which together form a particular number, say eleven or thirteen—his success, as before, depending upon his being able to get rid of all the cards in this manner.

It will be obvious that the endeavour thus to arrange, pair, or combine the cards of a whole pack is a matter of considerable difficulty, varying in degree according to the restrictions of the particular game. The player must therefore, particularly if a novice, be prepared for a good many failures, sometimes when he appears to have all but reached the goal of success. Hence, doubtless, the special appropriation of the name of *Patience* Games to recreations of this description.

The majority of Patience Games were originally played with the ordinary whist pack of 52 cards, though in some, mostly of continental origin, the piquet or bézique pack of 32 cards only (consisting of the ace, seven, eight, nine, ten, knave, queen, and king of each suit) is used. Of late years there has been a tendency, however, more frequently to use two whist packs shuffled together. The practice has its advantages and disadvantages. On the one hand, the greater bulk of cards is somewhat awkward to handle, and demands an inconvenient amount of table-space for its development. On the other, the fact that there are eight, instead of four cards of each denomination gives greater variety, and the fact that eight sequences are in course of simultaneous formation tends, or seems to tend (for the advantage is sometimes more apparent than real), in favour of the player. In any case, the use of the two packs makes undoubtedly a livelier game.

By way of conclusion to this brief introduction it may be well, once for all, to explain certain terms which are more or

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less peculiar to Patience Games, and which we shall have frequent occasion to use in our description.

The preliminary arrangement on the table of the prescribed number of cards or heaps of cards (before the actual play begins), is known as the *tableau*, or lay-out. The diagrams prefixed to the descriptions which follow represent the *tableaux* of the respective games described.

The cards in hand not employed in the formation of the *tableau*, or remaining for the time being unplayed, constitute the *stock*, or *talon*.*

In the course of play, each card of the stock is in due succession turned up. If the rules of the particular game permit it is "played," usually to a principal or auxiliary sequence. If its nature does not allow of its being so played, it is laid face upwards in front of the player, the cards so deposited being known as the "waste-" or "rubbish-heap." Many writers on Patience Games (including the author of the work from which the following pages are translated), have fallen into the error of regarding the waste-heap as still forming part of the *talon*, and included under its name, thereby gratuitously complicating their descriptions. When the waste-heap is (according to a license permitted in many Patiences) again gathered up in the hand for a second distribution it may fairly be referred to as the *stock* or *talon*, but under no other circumstances.

A card dealt face upwards is known as an "exposed" or "faced" card; a card dealt face downwards as a "covered" card, even though no other card be laid upon it.

In some games certain cards are beforehand thrown out, no use being made of them in the game in question. These are known as "dead" cards.

When the player reaches a point at which he can make no

* *Talon* is a French word, signifying the heel of a shoe, or the remains of a cut loaf, and is by analogy applied to the *undealt* portion of a pack of cards.

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further progress, he is said to be "blocked," or, less elegantly, "choked." This in many cases terminates the game. In others some form of indulgence is allowed, either in the shape of a fresh deal or otherwise, to give the player a further chance of success.

The games described in the following pages are of varying degrees of difficulty, but no attempt has been made to classify them, save by reference to the number of cards employed. Those played with the piquet pack are first described; then those with a single whist pack, and finally those for which two whist packs are necessary.

It may now and then strike the reader that the instructions given are almost unnecessarily minute. For this peculiarity the German original must be held responsible. If it be a fault, it is one on the right side, and it has been thought wiser to make no attempt to correct it.

The question of Titles is one which presents some difficulty. Many of the Patiences here described have twin-brothers, scarcely to be distinguished from them, but known in England under different names. There are, however, almost always minute differences of detail between them, and on the whole it has been thought better to adhere to the nearest equivalents of the German titles.

Even among English players there are innumerable diversities of practice on more or less important points, such as whether the stock is to be held face up or face down, whether and how often a waste-heap may be re-dealt, or the precise limitation of the "graces" allowed to the player. There is no central authority which can claim to make an absolute rule on such points, and meanwhile the average player is usually a law unto himself, and plays the one way or the other for no better reason than because he has always done so. Upon the first point above mentioned,

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however, there is the eminent authority of "Cavendish" for holding the stock *face upwards*. This is a distinct advantage to the player, as enabling him always to see "one card ahead," and the practice is recommended for general adoption. The player, however, is not entitled to see any card of the stock beyond the one he has just removed and the one thereby brought into view. With auxiliary heaps and with the waste-heap the rule is different. These he is entitled to examine, and to study their order, and the better to do this he is recommended to deal them, where space permits, after such fashion that they may overlap, each card leaving its predecessor partially visible.





I. THE WISH.

(With the piquet pack of 32 cards.)

THE cards having been thoroughly shuffled and cut (this should be done without fail before commencing any Patience Game*), you divide them into eight heaps of four cards each, face downwards.† You then turn

* It will be found that throughout the book the reader is constantly reminded of the necessity for shuffling. This is all-important in Patience Games, such games from their very nature having a tendency to group the cards in sequences or other desired combinations. Unless the cards are thoroughly shuffled, such combinations remain wholly or partly unbroken, giving the player a tremendous advantage when he makes a second attempt. The kind of shuffling which suffices for most other forms of card games is utterly inadequate for Patience Games. Cavendish recommends for this purpose the shuffle called by French players "*la salade*." The cards are spread face downwards on the table and then mixed with the tips of the fingers, moving round and round in circles, but in opposite directions, and at varying distances from the centre. The method which the writer himself advocates is as follows:—First lightly shuffle the cards in the ordinary way, then deal, some little distance apart, three cards, face downwards; on these three more, and beside them a fourth card. The next time deal *five* cards, the next *six*, increasing the number of cards dealt by *one* each time, till you have seven heaps of various sizes on the table. From this point deal in the opposite direction, one card on each heap; gather up the heaps haphazard, and however systematically the cards may have been arranged at the outset, their order will be found to be broken in the most effectual manner.

† The dealing the cards *face downwards*, and turning them up one by one, is in

over and expose the top card of each heap. If among the eight cards thus exposed there are two alike, *e.g.*, two sevens, two queens, or two aces, you throw them aside, and turn up the cards next following them on the tops of their respective heaps. You proceed in like manner, throwing aside all like cards and supplying their places by turning up the cards next following, until the eight heaps are exhausted.

If you are able to pair all the cards of the pack in this manner, the game is won, but if at any given period there are among the eight cards exposed no two of like value, it is lost.

this case a needless complication. It will be found a better plan to deal all face upwards in the first instance, when the removal of a given card will leave the one below exposed in readiness for use.

When any heap is altogether exhausted, the player is permitted to fill up the vacant space with the uppermost card of any other heap. This privilege is sometimes a valuable assistance.

Another version of the same game is given by Dr. Pole (*Cyclopedia of Card and Table Games*) under the name "Pairs," as follows. The pack used in this case consists of 52 cards:—

"Deal out from the pack nine cards, laying them separately, face upwards. Then abstract from them any pairs (a pair means, as at cribbage, two cards of the same rank, as two queens, two threes, and so on) and throw them aside.

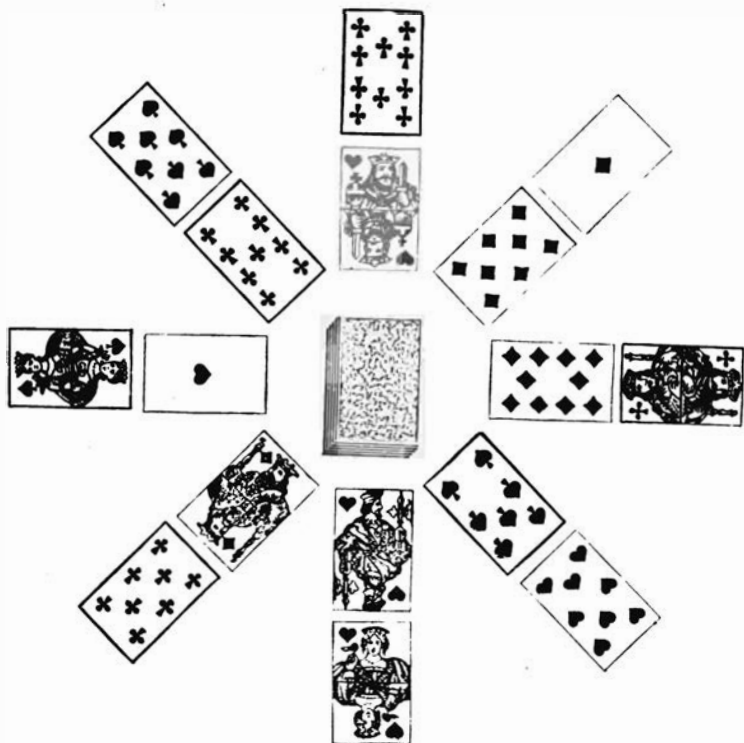
"Fill the place of the pairs withdrawn with new cards from the pack, then remove any further pairs, fill up anew, and so on.

"The object of the game is to abstract all the cards in this way, exhausting the pack. This can be done occasionally, as above described; but it will most frequently happen that a time will come when the nine cards before you contain no pair. You are then allowed to lay down one extra card; if this gives you a pair, you remove them, fill up to nine, and go on as before.

"If a second block occurs, you may repeat the license, but if this does not succeed you lose the game."



2. THE STAR.

(With piquet pack.)

AFTER having duly shuffled and cut the pack, you proceed as follows: you lay on the table the four uppermost cards, face upwards, in the form of a cross, sufficiently far apart to enable you to place the next four cards, also face upwards, between them. You have thus

THE STAR.

an octagonal figure, with each of its eight sides consisting of a single card. At the outer extremity of each of these eight cards you place another, the sixteen cards thus exposed forming a "star," as shown in our illustration. There are still sixteen cards left of the pack. These, constituting the *talon* or stock, you place face downwards in the centre of the star.

You now turn up the top card of the stock, and see whether, among the sixteen cards of the star, there is one which corresponds in value (irrespective of suit) with such card. If so, you pick up and throw aside the two cards thus paired. You then turn up the card next following on the stock, and proceed in like manner until all the cards of the star have in turn been paired and thrown aside with corresponding cards of the stock.

If you chance to remove one of the cards of the first circle (*i.e.*, that nearest to the stock in the centre), you must replace it by the corresponding card of the outer circle, so as to keep the inner circle complete as long as you possibly can. It will happen now and then that neither of the cards of the Star will pair with the top card of the stock ; in such case you are entitled to relieve yourself of this latter card by placing it in one of the vacant spaces of the outer circle. You should therefore, in order to obtain as soon as possible free spaces in the outer circle, pair cards for preference from this, rather than from the inner circle.

Should the cards of the *talon* be exhausted, and there remain in the Star only duplicate cards, you remove them two by two, and the game is won. If at any given period there is among the cards of the Star no pair to the exposed card of the stock, and no vacant space in the outer circle wherein to place it, you have failed.



3. HOPE.

(*With piquet pack.*)

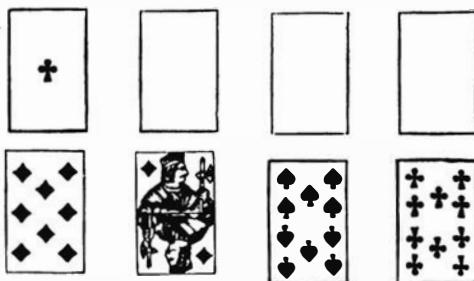


YOU first fix upon any suit you please, say Clubs. Taking the pack in hand, you turn up the three top cards and place them on the table, putting aside any Clubs which may chance to be among them. Turn up three more cards, again throwing out the Clubs, and adding them to the cards of the same suit already on the table; proceed in the same way until you have done this five times, then shuffle the cards already used (the Clubs excepted) with the rest of the pack, and proceed as before, repeating this process twice over.

If at the close of the third operation you have extracted all the Clubs, the Patience has succeeded. If you have still any Clubs left in hand, it has failed.

4. THE AMAZONS.

(*With piquet pack.*)





OUR first step in this case is to remove from the pack the four kings, which are not made use of in this game, but are thrown aside as *dead* cards.

The cards having been duly shuffled and cut, you turn up the four uppermost and lay them side by side on the table. (These are represented by the *lower* row in the annexed diagram.) If among these four cards there chance to be an ace you place it to the left hand, just above the first card of your row, completing the row with another card, and then proceed to deal one by one, on the four cards of such lower row, the remaining cards of the pack. The aces you will place, as they present themselves, to the right of the first ace, forming the upper row of the diagram. Upon the aces you will place (as they chance to turn up) the sevens,* then the eights, nines, tens, and knaves, and finally the queens of their respective suits.

You are not, however, entitled to place a given card upon the heap founded on the corresponding ace unless the card in question chances to fall to the packet vertically beneath such ace.

The object of this patience is to form, with the entire pack, four families, each comprising a complete suit, commencing with ace and terminating with queen.

After having dealt all the cards to the four packets of the lower row, you pick them up again, placing each of the three other heaps upon the left hand heap, but without disturbing the existing order of the cards.

You then again deal the cards in four heaps, and continue as above until each card has found a place in its proper sequence.

In dealing, when you play a card upon one of the sequences, you must take note of the place it would, but for

* In a piquet pack, there being no twos, threes, fours, fives, or sixes, the seven is the next card to the ace.

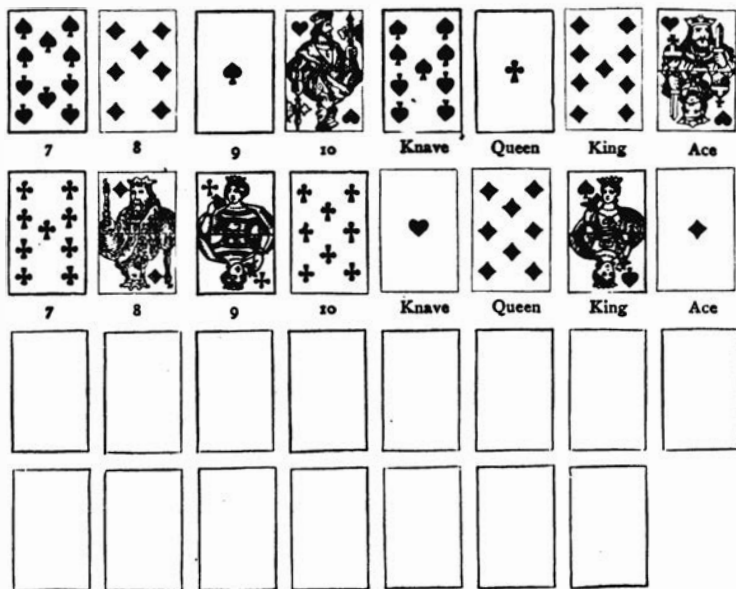
that circumstance, have occupied. Such place should remain vacant, the next card being dealt to the heap following.

Whenever you are able to complete a given suit up to queen inclusive, you put aside the family so completed, thenceforth proceeding with three packets only, and so on till you have won the game, *i. e.*, till you have each suit assembled in due order, commencing with ace and ending with queen.

But if, twice in succession, you have dealt through the remainder of the pack without having been able to add a single card to either of the sequences, you have lost the game.

5. THE HARVEST.

(With piquet pack.)



HAVING shuffled and cut the cards, you arrange them, as indicated by the diagram, in rows of eight cards each, dealt after the following manner. You count "seven" for the first card, "eight" for the second, "nine" for the third, and so on up to the eighth card, which you call "ace." After "ace" you begin again to count "seven," "eight," and so on. Whenever it chances that the card turned up corresponds with the value called (*e.g.*, if the card called "seven" be a seven, or the card called "knave" be a knave), you take it up and put it on one side.

Starting with the next card, you again begin to count "seven," and so on until the whole of the pack has been dealt. This done, you pick up the stock afresh and deal again, counting from the number at which you stopped. This you may repeat as often as you please, till every card has in turn answered to its number, and been thrown out, in which case you have won the game. But if you have more than once, each time starting from seven, called over the remaining stock without any card answering to its number, you have failed.*

6. ROYAL MARRIAGE.

(With the whist pack of 52 cards.)

YOU remove from the pack in the first place the king and queen of hearts; then shuffle and cut, and after having done so, place the king at bottom, so as to be the last card. The queen of hearts is laid face

* This is most likely to happen when the remaining cards are eight, or some multiple of eight, in number; for if in such case (say) "seven" was called to the first card, and neither of the eight cards has been thrown out, the first card will again be seven, and the same result will necessarily be repeated.

For another version of the same game, played with the whist pack, see p. 31.

ROYAL MARRIAGE.

upwards on the table ; then the remaining cards, one by one, beside the queen. If the third card turned up (reckoning the queen of hearts as the first) chance to be *a queen or a heart*, you throw out the intervening card. In like manner with the other suits ; you throw out the cards which intervene between two cards of the same suit or same value. You are, however, only entitled to do this so long as there are but *one* or *two* cards between the two so corresponding. If more than two cards intervene they cannot be so dealt with.

If at the close of the deal you have succeeded in throwing out all the cards, so that the last, the king of hearts, is reunited to the first, the queen of the same suit, which you laid on the table, you have won the game. If one or more cards still remain between the queen and the king, you have failed.*

* There is an English version of this game known as Push-pin Patience, from the fact that the intervening cards are pushed up out of the row preparatory to being removed from the pack. In this version the player has an additional privilege, viz., that wherever a series however numerous, of cards of *one suit*, intervenes between two cards alike in suit or value, such series may be discarded. There is a further grace, viz., that if at the close of the deal there is still a row of cards remaining, you may transpose two of them to any positions you please, thus gaining fresh opportunities of discarding. These indulgences greatly increase the chances of success, which in the game in the text are decidedly against the player. Dr. Pole (*Cyclopædia of Card and Table Games*) gives yet another version, under the name of Discards. In this case there is no special reverence shown to king and queen, but the pack, after being well shuffled, is cut again and again till it has a card of same suit at top and bottom. The player is entitled to discard —

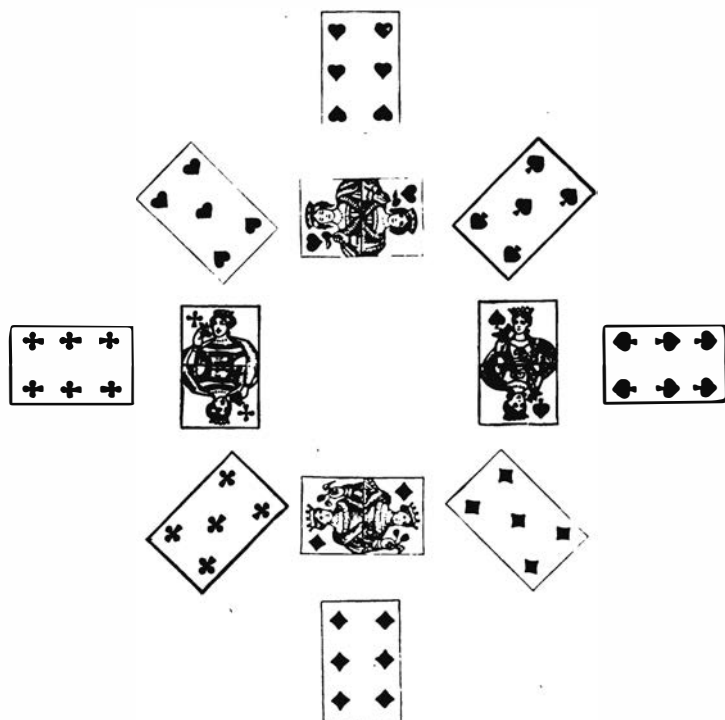
1. Any *one* card lying between two of the same suit or rank, as between two hearts or two kings.

2. Any *two cards of same suit or rank* lying between two of the same suit or rank, e.g., two aces between two knaves, two fives between two hearts ; two spades between two kings, or two diamonds between two clubs.

Should the player, as usually happens, be left at the close with a row of unmanageable cards, he is permitted to throw out any three of them at his pleasure. If this enables him, according to the rules above given, to clear off the remainder, he is considered to have won the game.

7. QUADRILLE.

(With a single whist pack.)



HAVING duly shuffled and cut the pack, you turn up the cards one by one, until you come to a queen, when you place it in the position of the corresponding queen in the figure. When all four queens have thus taken up their positions, you in like manner place the fives and sixes as indicated by the figure.

Upon the sixes you then place, as they chance to come to hand, the sevens, eights, and so on, in ascending sequence and duly following suit, up to the knaves. Upon the fives you place, in descending sequence, the fours, threes, twos and aces of their respective suits, and on the aces the kings.

If you are able to proceed as above until the kings and knaves lie beside their respective queens, the game is won, but if after dealing three times through the waste-heap, you have not yet attained this object, it is lost.

8. CÆSAR.

(With nine cards of a whist pack.)

SELECT from a whist pack nine cards, namely, an ace, a two, a three, a four, a five, a six, a seven, an eight and a nine. The rest of the pack are thrown aside as "dead" cards.

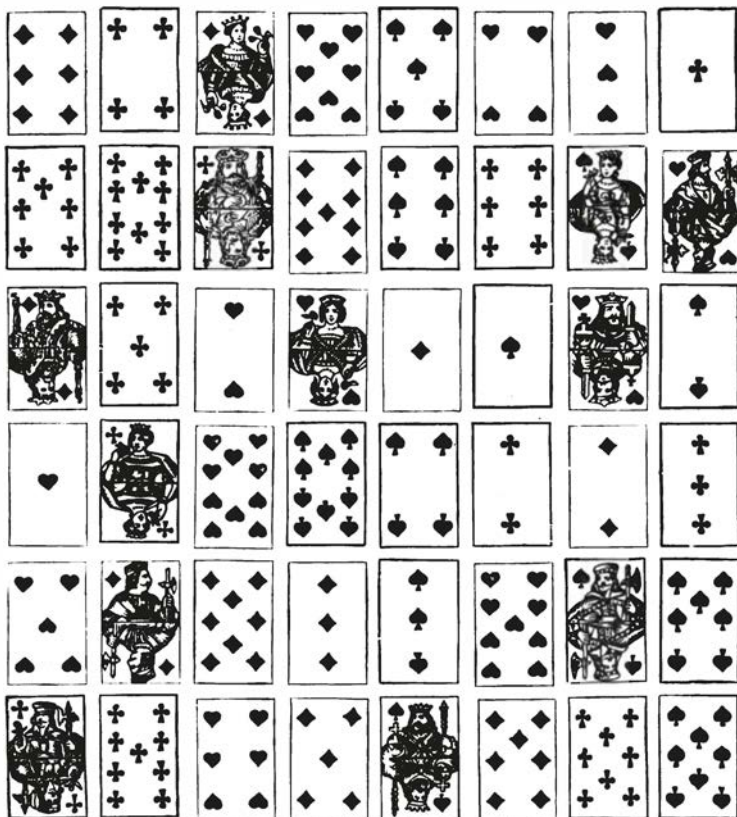
Of your nine cards, make three rows of three each, one above the other, endeavouring so to arrange them that the number of "pips" in each row, horizontally, vertically, or obliquely from right to left or left to right, shall invariably make the total "fifteen."

You may transpose the cards as often as you please till you obtain the desired result.*

* For the solution, see page 123.

9. NESTOR.

(With a single whist pack.)





YOU lay out, as shown in the illustration, six rows of eight cards each. You will thus have four remaining as a reserve. You must take care not to have in the same vertical line two cards of the same value *e. g.*, you must not have two kings or two fives placed one above the other, even though other cards intervene. If, in laying out the rows, such cards present themselves, you transfer them to the bottom of the pack.

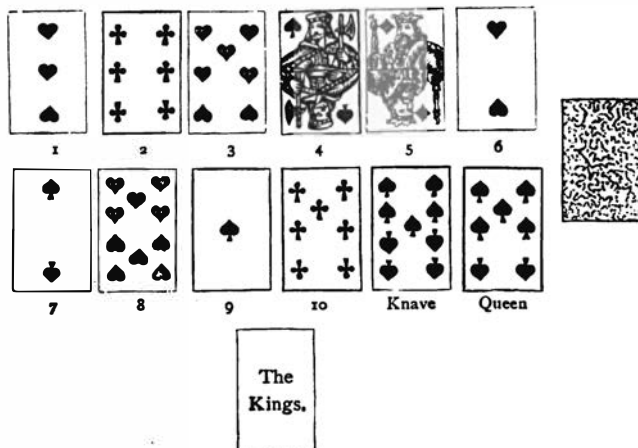
Having laid out the six rows according to the foregoing instructions, and placed the four reserve cards beside them, you begin by removing from the lowest row any two cards alike in value, say two aces or two kings, and then proceed in like manner with the other rows, bearing in mind however that you are only to remove cards *which have no other card below them*. Thus you cannot take any card from the centre portion of the *tableau*, until all those vertically beneath it have been already used.

The four "reserve" cards may be made use of one by one, as occasion may arise, to get you out of a difficulty. Thus, should there be in the lower row for the time being, no two cards alike you may use one of the reserve cards to effect the needful "pair."

To win the game, the whole of the cards must be paired and thrown out as above.



10. HIDDEN CARDS.

(With a single whist pack.)

THE cards having been shuffled and cut, you deal out two rows of six each, face upwards, counting the first card as *one*, the second *two*, and so on up to *six* for the first row; from *seven* up to *queen* for the second; then, placing the thirteenth card at the right hand, *face downwards* as shown in the figure, deal twelve more cards, one on each of the twelve cards in the two rows; on the thirteenth, which you put on one side, you place another, also face downwards. You repeat the operation until each of the thirteen heaps consists of four cards, and the stock is completely exhausted.

You now take the uppermost card of the first heap (the left of the top row), and place it under the heap corresponding to its value. Thus if it be a six you will place it under the *sixth* heap, if an ace under the *first* heap, if a queen under the

HIDDEN CARDS.

twelfth, and so on. The card thus hidden becomes the bottom card of that heap. Next, from the heap under which you have placed such card, you take the top card, and slip it under the heap corresponding to its own value, and so on throughout. If a king presents itself, you place it below the two rows, in the position shown in the diagram, and take in its place one of the cards of the reserve (the four turned-down cards), which you place under the heap corresponding to its value.

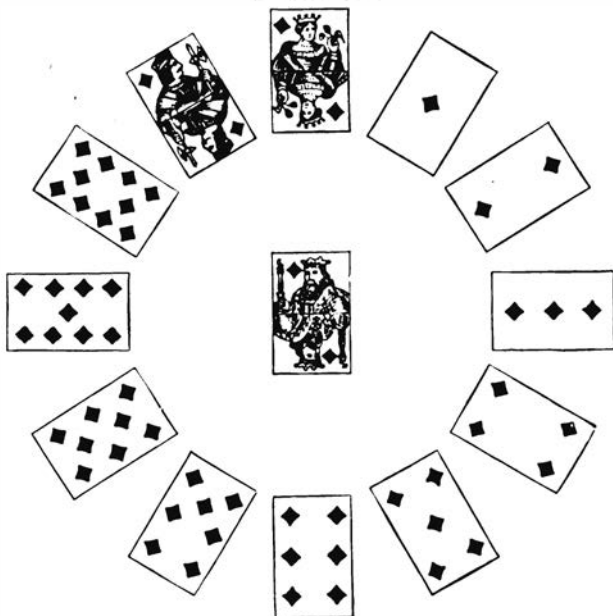
For the Patience to succeed, the twelve heaps, from ace up to queen, must follow each other in regular order of sequence, each heap consisting of four like cards, the four kings forming a thirteenth heap, placed below the others.*

* A very similar game is described by Dr. Pole (*Cyclopædia of Card and Table Games*) under the title of *All Fours*. The cards are in this case dealt *face downwards* in thirteen heaps; the uppermost card of each being turned up in due course, and placed *face upwards* under the heap indicated by its number. There is no reserve, but in the event of the player coming to a standstill by reason that the card which he should in ordinary course turn up is *already turned*, (as would be the case if four cards in succession had already been played to that particular heap) he may begin afresh by taking the top card of the first of the heaps still uncompleted, placing it under its proper number, and so going on as before. If when the player has done this, it happens that any card lies, still unfaced, on its proper heap, and only requires turning over, he may turn it accordingly. But if it requires moving to another heap, he has lost the game.



II. THE DIAL. No. 1.

(With a single whist pack.)



THE cards having been duly shuffled and cut, select any suit you please to form your first circle. We will suppose that, as shown in the figure, the choice has fallen on *diamonds*. Turn up the cards one by one, and whenever a diamond appears place it in the position indicated by its value (corresponding to the "hours" on a clock-face). When you chance to turn up a card of any other suit, but of the same value as a diamond already in position, you place it on the latter, subject to the following qualification, viz., that upon a red card you can only place a black one, and on a black a

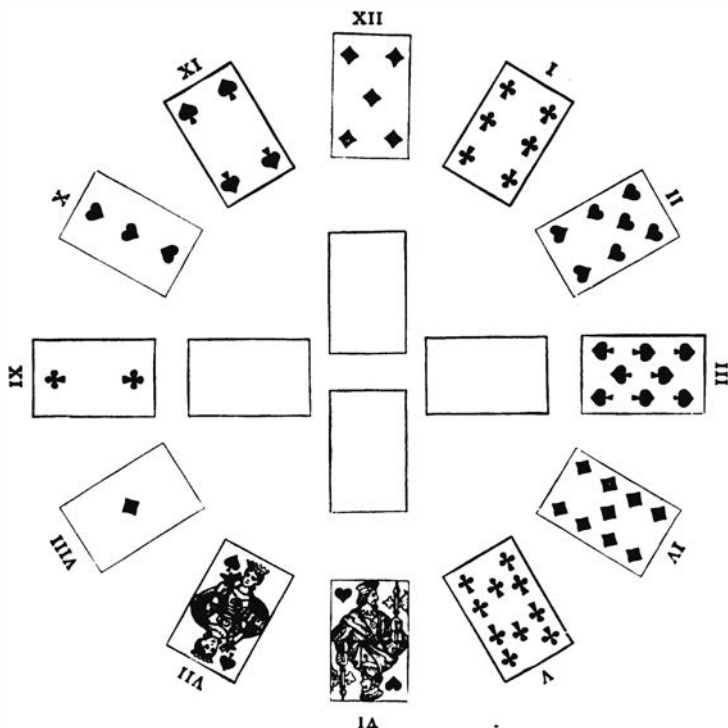
red one. Thus on the six of diamonds you can only lay the six of spades or six of clubs ; and on the six of spades or six of clubs the six of hearts only. At the close of the game, if you have been successful, there will be on each of the twelve " hours " of the clock-face (as also in the centre, which is the place of the kings) four cards alike in value, but red and black alternately.

The cards not placed fall to a waste-heap, and you are entitled to go twice through such waste-heap (exclusive of the original deal).

This same game may also be played with *two* whist packs, arranged in like manner. In this case you are entitled to deal three times through the waste-heap, and each heap will consist of eight (instead of four) cards, of alternate colours.



12. THE DIAL. No. 2.

(With two whist packs.)

HERE is another version of the Dial, played as follows. Remove from one of the two packs an *ace, five and nine of diamonds*, a *two, six and ten of clubs*, a *three, seven and knave of hearts*, a *four, eight and queen of spades*. Arrange these twelve cards as shown in the diagram.

The object of the game is to get together upon each of these cards an ascending sequence of the same suit, terminating with the card corresponding in value to the Roman

ELEVENS.

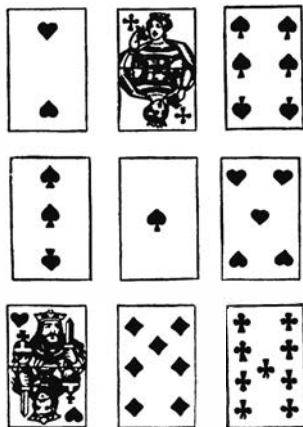
numeral placed opposite such card on the outside of the circle.

You deal through the stock in the usual way, making use of such cards as may be available. The kings, which have no place in the circle, must be laid as they come to hand in the vacant spaces in the centre (see diagram). It follows that *queen* (=12) will in each case be immediately followed by *ace* (=1).

You are entitled to go through the stock three times.

13. ELEVENS. No. 1.

(*With a single whist pack.*)



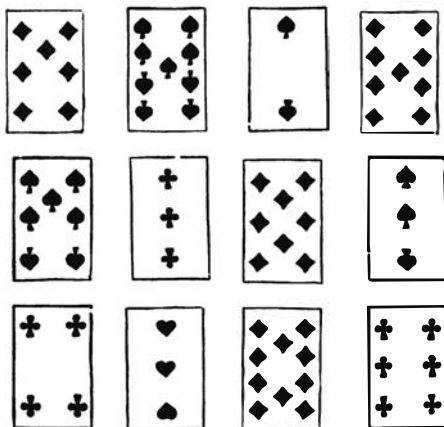
YOU lay upon the table, face upwards, three rows of three cards each, without regard to suit or position. You then take note whether any two of such cards together make the number *eleven*, as for example, a seven and

ELEVENS.

a four, an eight and a three, a nine and a two, or a ten and an ace. A king, a queen, or a knave by itself in this game counts eleven. You remove accordingly all kings, queens and knaves, as also such couples as together make eleven. The blank spaces thereby left must be supplied with fresh cards from the stock. If at any given stage of the game, when all such blanks are filled, there are no cards exposed which make the desired number, you are allowed to turn up one additional card from the stock, but if the card so drawn will not combine with either of those upon the table to make eleven, you have lost the game.

14. ELEVENS. No. 2.

(With a single whist pack.)




AVING thrown out the kings, queens and knaves, shuffle and cut the remaining cards; place the rejected court cards below the cut, so that they shall be the last cards of the pack. Then take the cards one by

one, commencing from the top, and lay out upon the table three rows of four cards each, face upwards as shown in the figure.

If among the cards so exposed there are two (irrespective of suit or position) whose pips added together make eleven, you will place upon these two the two uppermost cards of the stock, and proceed in the same manner until (if you are lucky) the twelve court cards, the last of the stock, have been fully distributed, each covering one of the twelve heaps.*

15. ROBERT.

(*With a single whist pack.*)

 HE pack having been properly shuffled and cut, you turn up the first card, and place it on the table. If such first card is, say, a *ten*, and that next following is a *nine* or a *knave*, (of any suit), you lay this card upon the ten. If on the other hand you draw a card which is not in sequence, ascending or descending, with that first drawn, you throw it aside to a waste-heap.

If you have placed a *nine* on the ten, you will place on this

* There is yet a third method of playing the "Eleven" game, which combines the principal features of the two methods above described.

The whole pack is shuffled and cut. Nine cards are laid, in rows of three, face upwards. Any two cards together making eleven are covered with fresh cards as last above described. King, queen and knave, *exposed simultaneously*, may all three be covered in like manner. No second deal is allowed.

Sometimes it will be found at the close that a single card remains in the hand. Should such card pair with one of those exposed (otherwise unpaired) to make eleven, the game is won, as if the whole had been played. More usually, however, the final tableau, in the event of success, exhibits a sequence of king, queen, knave, and six other cards combining in couples to form elevens.

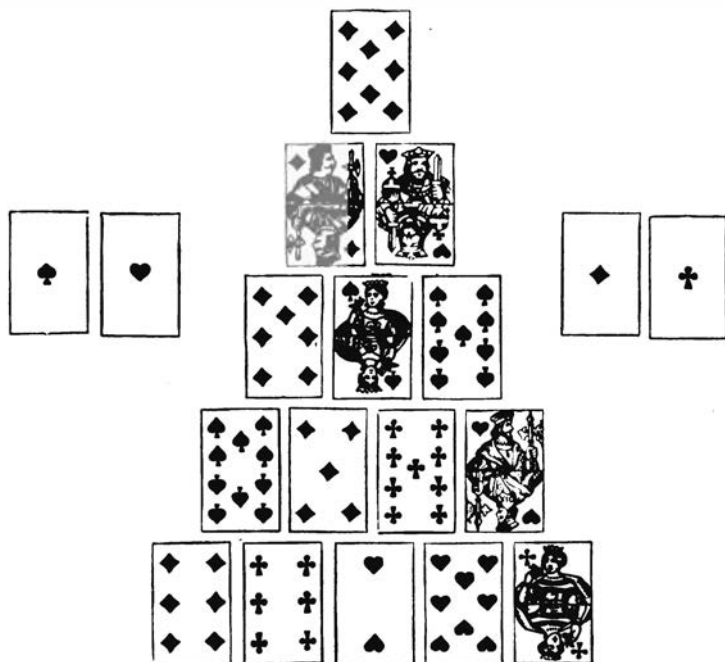
THE PYRAMID.

nine the first *eight* or *ten* which may be turned up. If you had placed on the ten a *knave*, you would place on this card the first *ten* or *queen* which might come to hand, without distinction of suit, and so continue till you have worked quite through the pack.

You are entitled to deal three times through the waste-heap. If after you have done so, there are still cards not in sequence the game is lost.

16. THE PYRAMID.

(With a single whist pack.)



THE FIVE COURT CARDS.

THE cards having been shuffled and cut, you pick out from them the four aces, and then with the fifteen uppermost cards form a pyramid, placing the four aces two on either side, as shown in the figure.

If, among the cards of the pyramid there are any which will form ascending sequences to either of the aces, you place them on such aces accordingly. You must however take care to follow suit, playing only heart on heart, spade on spade, and so on. The blank spaces thereby created in the pyramid you fill up from the cards in your hand, and deal the remaining cards to a waste-heap, from which alone all future blanks are to be filled up.

The object of the game is to build up upon each ace the complete suit, terminating with the king. If after one re-deal of the waste-heap, you have not succeeded in doing this, you have lost the game.

17. THE FIVE COURT CARDS.

(With a single whist pack.)



THE pack having been shuffled and cut, you take the five uppermost cards one by one, and place them before you in a horizontal row, face downwards. You proceed to deal on these five cards another five, also face downwards, and repeat as long as the pack holds out. You

THE FIVE COURT CARDS.

will thus have five heaps, of which the first two contain *eleven*, the last three *ten* cards each.


You now take up the first heap, and see what the bottom card is. If it chance to be a *court card*, an *ace* or a *ten* (which in this game are equivalent to court cards) you replace the heap, but with the court card uppermost on the table, as shown in our illustration. If the exposed card is neither court card, ace, nor ten, you take off and throw aside the cards one by one, until such a card appears, and then replace the heap, with such card uppermost. You proceed in like manner with the four other heaps, rejecting the uppermost cards till you come to a court card, ace or ten *of the same suit* as that of the first heap. If any heap chance to contain neither ace, ten nor court card of the required suit, you reject it altogether.

This done, you gather up the remaining heaps (these may still be five, or any less number), and without disturbing the order of the cards, deal again face downwards, but this time into four heaps only, and proceed as before (regarding only the suit already determined), then deal the remaining cards into three heaps. Discard as before, and deal in two heaps, and finally in one heap only, which should after the discard consist of only the ace, king, queen, knave and ten of the given suit, all other cards having been thrown out. If, on the contrary, other cards are intermingled with these, you have lost the game.



18. THE TALKATIVE.

(*With a single whist pack.*)

 HE cards having been shuffled and cut, you take the pack in hand, and deal the cards one by one, face upwards, to a waste-heap, counting aloud as you do so, *one, two, three, four, five, six, seven, eight, nine, ten, knave, queen, king* :—*one, two*, and so on. Whenever the card turned up chances to correspond with the number called, you throw it aside.

Having thus worked through the pack, you pick up the cards again, without disturbing their order, and deal afresh, still calling the number, continuing from that at which you left off on the first occasion.

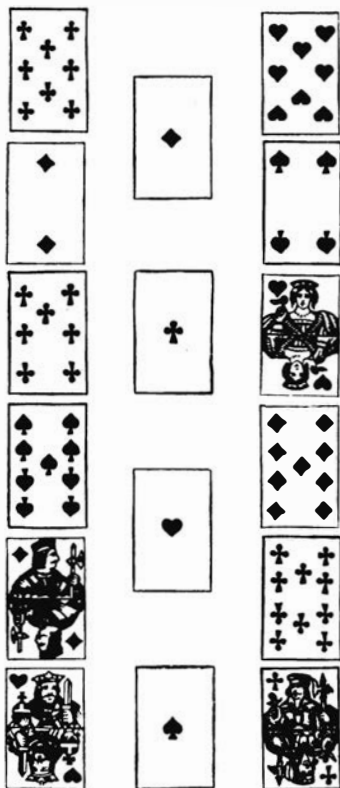
You may thus deal through the waste-heap as many times as you please, until you have gradually thrown out all the cards, and so won the game. But if after several attempts, the cards come up in the same order, no card answering to its number, and so enabling you to throw it out, you have failed.*

* This game is in England usually known as the Roll Call. Many players remove the kings, queens and aces, and count from one to ten only.

For a somewhat similar game with the piquet pack, see p. 14.



19. THE FOUR SEASONS.

(With a single whist pack.)

YOU first pick out from the pack the four aces, and place them in a vertical row, red and black alternately, as shown in the figure. You then shuffle and cut the rest of the pack, and having done so, place on either side of the aces a vertical row of six cards. If in so doing

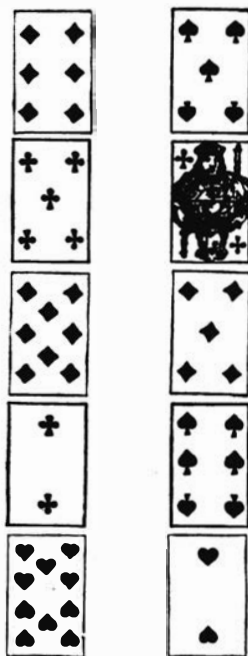
THE FOUR SEASONS.

you turn up a card in ascending sequence to either of the aces (*i.e.*, in the first instance a two, and so on), you place it upon such ace, and in like manner with any higher card in sequence to one already played. The gaps thereby left in the two side rows are made good by cards from the stock, until there is no longer any card which can be played to the centre row. You must then take notice whether in the two outer rows there chance to be any two cards of like suit in sequence to one another, and if so, play the smaller upon the larger, filling up the void thereby created with a card from the pack. It may be that by this means one or more cards become playable to the centre row. All the cards of such series will then be transferred to the top of the appropriate heap, and their place again supplied by a fresh card. You proceed in the same manner until the four aces form the foundations of four complete suits, from ace up to king inclusive.

Cards which in the course of the deal cannot be employed either in the centre row or side rows, are played to a waste-heap to form a new stock. If the player deals through such new stock without having been able to transpose every card to its proper place above the corresponding ace, he has lost the game.



20. THIRTEENS.

(With a single whist pack.)

THE pack having been shuffled and cut, you form upon the table two vertical rows of five cards each. From the *tableau* thus formed, you throw out by twos, without regard to suit or position, all such cards as taken together make the number thirteen. From ace (one) up to ten, each card counts according to the number of its pips; knave counts *eleven*, queen *twelve*, and king *thirteen*.

Having removed as above all such cards as, taken in pairs complete the number thirteen, and all kings (as being singly

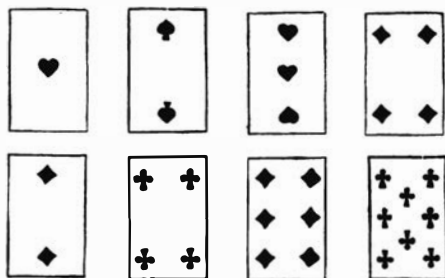
THE FAIREST.

equivalent to that number), you replace the missing cards by others taken from the stock, and so proceed until all the cards of the pack have been worked off in like manner.

If at any given moment the two rows, when duly filled up, do not include a king, or any two cards together making thirteen, the game is lost.

21. THE FAIREST. NO. I.

(With a single whist pack.)



FROM a whist pack, you take out an *ace*, two *twos*, a *three*, two *fours*, a *six*, and an *eight*, and lay them out upon the table as shown in our illustration. The first row consists of the series, ace, two, three, four; in the second, below this, will be found, arranged in regular order, but without regard to suit, four cards, each double that of the corresponding card of the first row. That is to say, below the ace you place the second *two*, below the first *two* the second *four*, below the *three* the *six*, and below the *four* of the first row the *eight*.

You then shuffle the remainder of the cards; and after cutting, deal them, beside the *tableau* formed as above, one by

THE FAIREST.

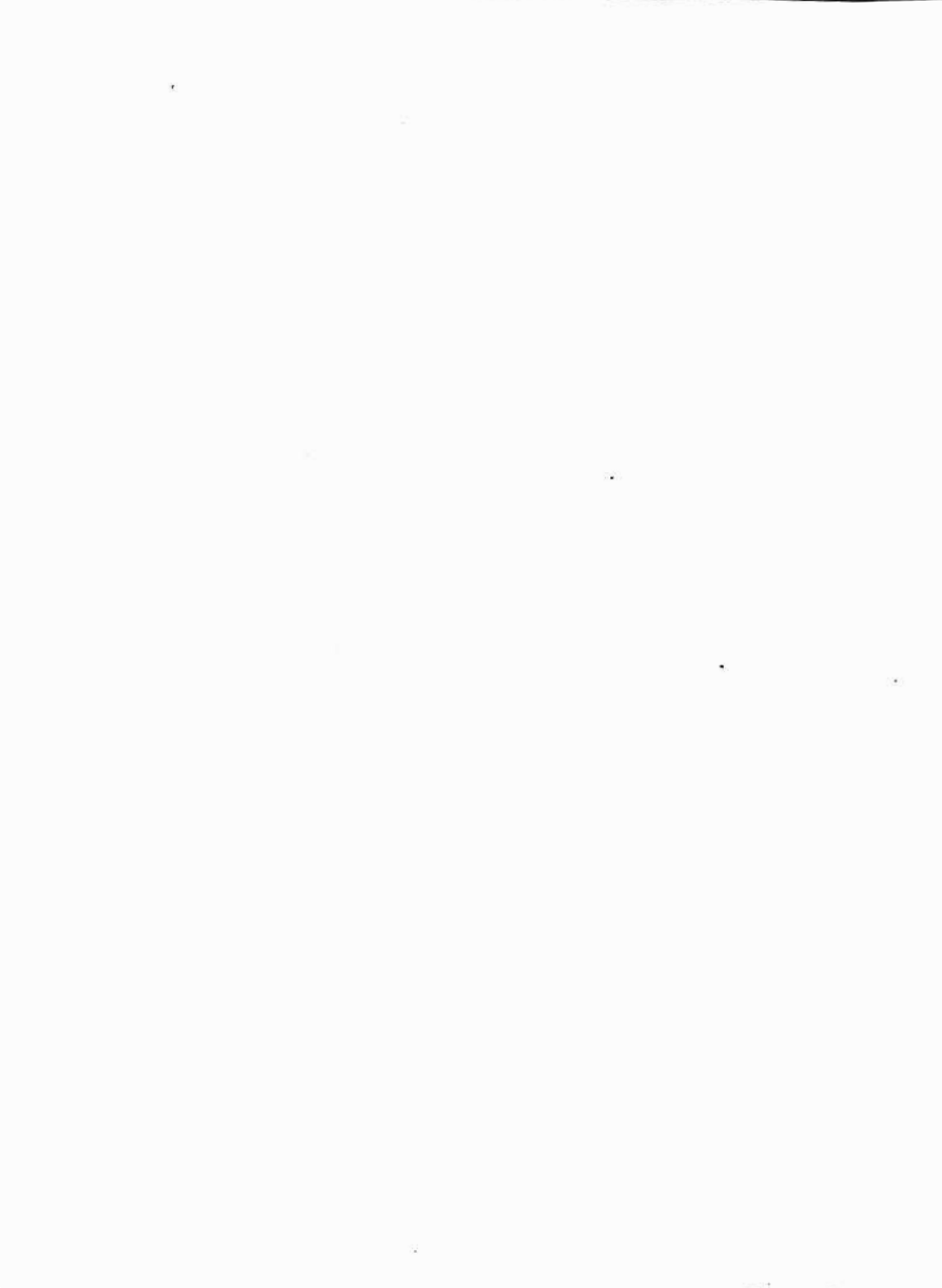
one to a waste-heap. Whenever you turn up a card representing the combined value of any given couple of cards (one in the top and one in the bottom row), you place it on the card of the lower row. For instance, the card below the *ace* is a *two*. The sum of these two cards being *three*, as soon as you turn up a three, you will place it on the two. The sum of the *two* in the top row and the card below it (*four*) being *six*, so soon as a six shall present itself you will place it on the four in the lower row, and so on.

In this game no regard whatever is paid to *suit*, the *value* of the cards being alone considered. An *ace* counts *one*, a deuce *two*, and so on; knaves counting *eleven*, queens *twelve*, and kings *thirteen*.

You continue to place on each card of the lower row, as opportunity offers, such card as shall be equal to the sum of the two upper and lower cards for the time being. If the sum of such two cards exceeds *thirteen*, you deduct thirteen from it, and reckon the overplus only. Supposing for instance that you have a *queen* (value 12), below the *four* of the upper row, the sum of these two cards being sixteen, you subtract thirteen from sixteen, and the difference being three, you place, when opportunity offers, a three on the queen. This rule applies to every case in which the total of the two cards exceeds thirteen. Thus if the total were *fifteen*, you would place a *two* on the lower card; if *fourteen*, an *ace*.

When the sum of the two cards is exactly thirteen, you can only place on the lower card a *king*, which is equivalent to that number. This done, that particular heap is closed; you can make no further addition to it. To win the game, each of the four heaps must at the close be surmounted by a king.

When you have dealt through the pack, you take up the waste-heap, consisting of the cards you have not been able to utilize; and proceed to deal them a second time without disturbing their order. You may do this *twice* (making three deals in all), but if at the close of the last attempt,



THE FAIREST.

you have not succeeded in placing all the cards, the game is lost.

If you have brought the game to a successful issue, it will be found that the cards of the top row and the heaps below each of them, form regular series, as under.

<i>Ace</i>	<i>Two</i>	<i>Three</i>	<i>Four</i>
Two	Four	Six	Eight
Three	Six	Nine	Queen
Four	Eight	Queen	Nine
Five	Ten	Two	Seven
Six	Queen	Five	Knave
Seven	Ace	Eight	Two
Eight	Three	Knave	Six
Nine	Five	Ace	Ten
Ten	Seven	Four	Ace
Knave	Nine	Seven	Five
Queen	Knave	Ten	Nine
King	King	King	King*

Furthermore, when the Patience succeeds, *i.e.*, when the heaps in the lower row are each completed up to king, it gives an opportunity for a rather effective card-trick, as follows :—

Take in hand face upwards the exposed *ace*, and upon it lay the first heap ; then the *two*, and on it the second heap ; the *three*, and on it the third heap, and in like manner on the fourth card the last heap. Turn over the re-united pack, so as to have it face downwards in the hand, and then lay out in a row, face downwards, the thirteen cards of the first heap, (which are now at the top). Immediately below this you deal out a second row, beginning under the *second* card of the first row, then under the *fourth*, then the *sixth*, and so on till you

* It will be observed that each series is in arithmetical progression, the first series advancing by unity, the second by two, the third by three, and the fourth by four.

come to the last but one of the upper row ; then go back to the beginning of the row and fill up, in due order, the vacant spaces, thus completing the second row.

You then deal a third row, beginning below the *third* card of the second row ; miss two, which will bring the next under the *sixth* card, again miss two and place a card below the *ninth*, and then again below the twelfth card, each time missing two spaces. Your fifth card will fall below the *second* of the previous row, your sixth beneath the *fifth*, your seventh below the *eighth*, and your eighth below the *eleventh* of the preceding row. You then go back to the beginning, and fill the gaps in due order, thus completing the third row.

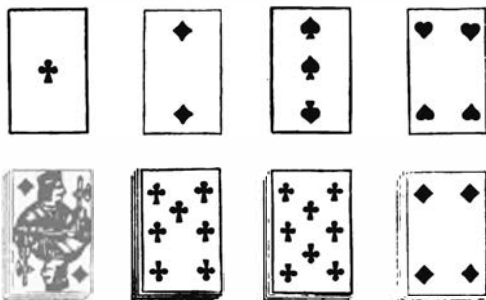
The fourth row starts below the *fourth* card of the preceding row. You now miss *three* places each time, so that your second card will fall in the *eighth* place. The third you will lay in the twelfth place, then go back to the third place, and so on, each time missing three places, till the fourth row is complete.

You have now laid out the whole of the pack. Turn the cards up, and it will be found that the first vertical row consists of the four aces, the second of the four twos, the third of the four threes, and so on ; the last but one consisting of the four queens, and the last of the four kings.

This result will cause considerable surprise to any one who has not taken special note of the system on which the cards were in the first place arranged.



22. THE FAIREST. NO. 2.

(With a single whist pack.)

THE game described in the preceding section may be varied as follows:—You take as foundation cards an *ace*, a *two*, a *three*, and a *four*, and build up upon them as described in the last case series of cards in regular succession, advancing by one point for the first series, two for the second, three for the third, and four for the fourth. The cards which cannot be used, as not answering these conditions, are dealt in any order you please to form waste-heaps in a row below the four principal cards. From these latter heaps you may only take the uppermost cards for the time being, until, these having found employment, those beneath them are thereby released.

The success of the game depends to a great extent on the judgment with which you form the four waste-heaps, and on the skill with which you avoid covering cards which are likely to be speedily required with others which cannot be employed until a later period of the game.

As the kings, which count *thirteen*, can only be employed at the last, it is well to lay them in a heap by themselves.

In our illustration the four waste-heaps are represented as

partially formed. Before reaching this stage, however, it is probable that a greater or less number of cards would already have found employment. This would certainly be the case with the *four* and the *eight* in the lower row, which would have been played on the two, and the four respectively.

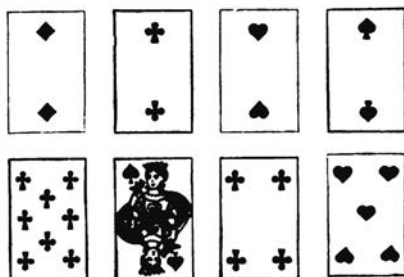
You are not in this case entitled to deal the cards a second time.

If the Patience has been brought to a successful issue the player will be in a position to perform the subsidiary feat described in the preceding section. To do this, he must lay the fourth heap on the third, the third on the second, and the second on the first, so that when the cards are turned over, the ace, which formed the first of the foundation cards, shall become the uppermost card of the pack.

The cards may then be dealt face downwards in the fashion already indicated (see p. 37), with the result above described.

23. THE STOREHOUSE.

(With a single whist pack.)



THE cards having been thoroughly shuffled, you pick out the four twos, and lay them before you in a horizontal row. The second row, which you form below the first, will consist of the four uppermost cards of those left in hand. These are auxiliary cards. Now count off thirteen cards, and lay them in a heap to the left, face upwards: these form the store-house.

You now begin to turn up the remaining cards, one by one. All cards of like suit and in ascending sequence to the four *twos* of the upper row, are laid upon such twos. Any card of like suit and in descending sequence to either of the auxiliary cards will be laid upon such card. The minor sequences thus formed will be transferred to the appropriate foundation as soon as the uppermost card (as being of like suit and in ascending sequence) becomes playable thereto. Any vacancies should be at once filled from the waste-heap. The top card for the time being of the store-house, however, has the preference over any other; you must always therefore play this card when you can, either to one of the principal heaps, or on one of the auxiliaries.

If at the close of the game you have succeeded in completing each suit in regular sequence from *two* up to *ace* inclusive, you have won. To this end, you are entitled to deal through the pack, if needful, three times.*

* A slightly different version of the same Patience is given by Dr. Pole in the *Cyclopædia of Card and Table Games*, under the title of *Auxiliary Sequences*, as follows:—

First lay out the four aces, which are to be filled up by sequences, *following suit*, ascending to kings.

In front of these there are to be placed a row of four cards, face upwards, which are to be covered by *auxiliary sequences*, descending, and regardless of suit: these form four *auxiliary heaps*.

Having laid out cards forming the bases of these heaps, you go on dealing, and when cards appear suitable either for the main or for the auxiliary sequences, they are put in their proper places. Unsuitable cards are placed face upwards in a waste-heap. The main sequences are filled up from the auxiliary sequences, or

24. “COVERING” PATIENCE.

(With a single whist pack.)

THE pack having been first thoroughly shuffled, you deal four cards face upwards on the table. If there are among them two of the same suit, you cover these with two other cards from the pack. You then again take notice whether any two of the cards now exposed are of the same suit, and if so cover them with two more cards from the pack, and continue in like manner till the pack is exhausted.

by dealing from the pack, or from the top card of the waste-heap, which is always available.

The auxiliary sequences are allowed many modifications of treatment, which give scope for much skill in choice, viz.—

1. Any top card of any auxiliary heap may be removed to the top of any other auxiliary heap with which it forms a descending sequence, *e.g.* a four may be removed and put on the top of a five, a knave on a queen, and so on.

2. This may also be done with any sequence already existing; *e.g.* a ten, nine, and eight, forming an auxiliary heap, or being at the top of any such heap, may be all removed and put on a knave at the top of any other auxiliary heap.

3. When any auxiliary heap disappears, you may lay down a new card, or new cards, in its place, either (*a*) by dealing from the pack; or (*b*) by taking the top card of the waste-heap (or more than one if in descending sequence); or (*c*) you may move thither one or more cards in sequence from another heap; or (*d*) you may leave the space blank and open as long as you please.

4. You may also move a top card of a main sequence on to a suitable card at the top of an auxiliary sequence, if it gives any additional facilities for arranging the cards as you want them.

5. You are not compelled to lay down all the four foundation cards for the auxiliary sequences at first; if you think that any cards appear unfavourable, they may go to the waste-heap, and you may wait till other cards appear. Pairs and very high cards are unfavourable.

In all these operations the sequences must be carefully preserved, and only the upper cards must be operated on.

There is no re-deal; but if, when you have dealt all the cards, you have failed, you are allowed, as a grace, to extract any one card at pleasure from the waste-heap, and dispose of it as if it were the top card.

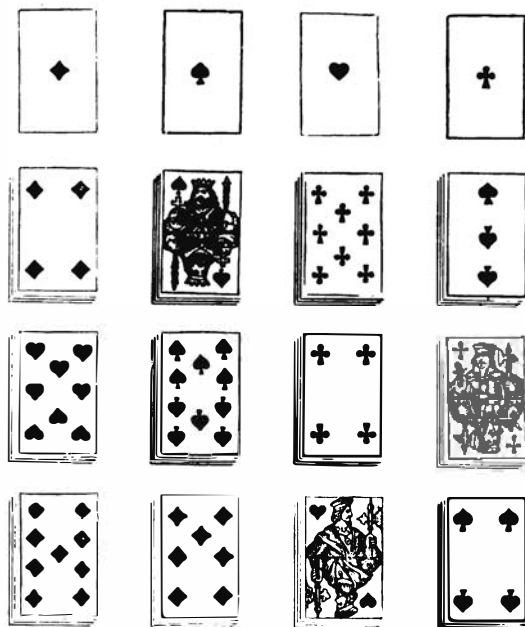
With due skill, the chances are in your favour; without it, they are against you.

THE INDEFATIGABLE.


If, in the course of play, the four exposed cards at any given moment are all of different suits, you can go no further; you have lost the game.*

25. THE INDEFATIGABLE.

(With a single whist pack.)



* This is a rather frequent occurrence, the chances being considerably against the player. *Per contra*, the game is a very easy one to play, demanding by no means the amount of mental attention required by many others.

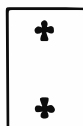
OU remove from the pack the four aces, lay them in a horizontal row, and having shuffled and cut the remaining cards, divide them into twelve packets of four cards each, which you range face upwards, below the four principal cards (the aces) as shown in our illustration.

If, among the uppermost cards of the twelve heaps, there chance to be one of like suit and in ascending sequence to either of the foundation cards (in the first instance a *two*) you lay it upon such foundation card, and proceed in like manner with any other available cards. Should two or more of the exposed cards be alike in suit, and in sequence as between themselves (as the three and four of spades in the figure) you lay the one upon the other (the smaller on the larger), so that when opportunity serves, you may be able to place them in reverse order on the packet in course of formation on the corresponding ace.

If, proceeding as above, you come to a stand-still, you gather the twelve lower heaps into one (the last heap uppermost), and again divide them into as many heaps, of four cards each, as their reduced quantity will admit of : this you may repeat as often as necessary. But if you have more than once dealt through the stock without placing a single card, the game is lost, for you cannot possibly succeed.

26. VALENTINE.

(*With a single whist pack.*)



HAVING first thoroughly shuffled (the necessity of this cannot be too often insisted upon) lay out the four uppermost cards in a row, face upwards. If the card next in order is of like suit with one of the four, and in *ascending sequence* therewith, place it upon it. If in *descending sequence*, underneath it.*

Assuming that you have been able thus to use the fifth card, see whether you can deal with the sixth in like manner. The first card which cannot be so disposed of, you place on the table beside the four others (in the position of the king in the figure). You then gather up from left to right these four cards, or the heaps in course of formation upon them, and place them underneath the *talon*, so as to become the last cards thereof. The fifth card, which you left on the table, becomes the first of a new row of four, completed by taking the three cards next uppermost on the pack. You then proceed as before.

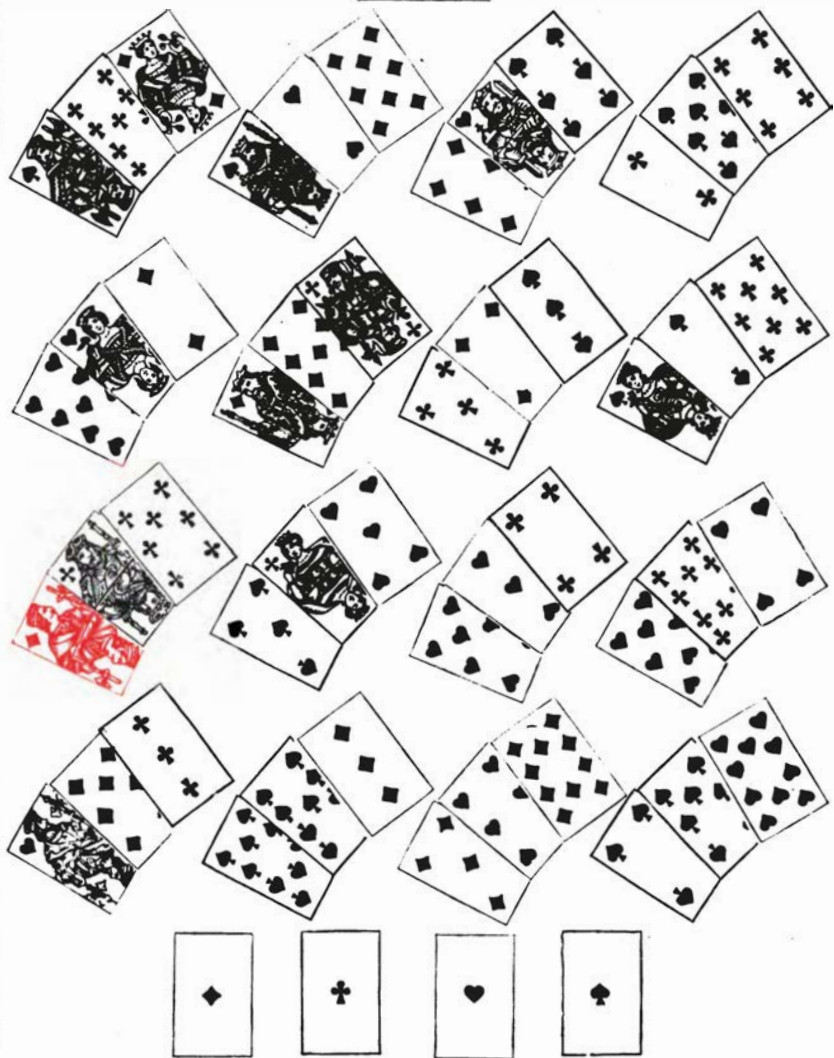
You are entitled to deal through the stock as often as you are able to play a fresh card to either of the foundation heaps. But if you have done so several times without placing a single fresh card, the game must be regarded as hopeless.† To win, you must at the close have succeeded in grouping the cards of all four suits in regular order.

* It is hardly necessary to remark that should any of the four cards laid out as above correspond as between themselves in suit and sequence, the higher will at once be played on the lower, the vacancy being supplied by the next card on the pack.

† It will be found as the game proceeds, that the cards come out in short sequences, the effect of the gradual grouping in the early stages. Referring to the statement in the text, it is rather difficult to decide at what point the game becomes absolutely hopeless. It is in any case a long-winded affair: indeed we know of none to which the title of a Patience game is more fully (we had almost said painfully) appropriate.

27. THE TREFOIL.

(With a single whist pack.)





YOU remove from the pack the four aces, and lay them in a row along the lower edge of the table. The other cards, after having well shuffled them, you lay out fanwise in sixteen groups of three each, just beyond the four aces, as shown in the figure. If the uppermost card of either of the "trefoils" so formed chances to be in sequence to either of the aces (*i.e.* to be a *two* of the same suit), you place it upon such ace. If two or more of the uppermost cards are of like suit and in sequence as between themselves, you place the lower upon the higher, in readiness to be transferred, when opportunity serves, to the principal heap. In any case, you are only allowed to shift the uppermost card of the heap; and until such card has been disposed of, those below it are not available for use. When you have no card left which can be thus dealt with, you gather the triplets together without shuffling to form a fresh stock, and lay them out anew as above described.

You are permitted to deal through the stock three times. To successfully solve the problem, the thirteen cards of each suit must by that time be arranged in regular sequence from ace up to king. Failing this, you have lost the game.

You may make this Patience somewhat more difficult by not removing the foundation cards (the four aces) from the pack beforehand, but only laying them out in the course of the game, as an ace chances to be the uppermost card of one of the fan-shaped heaps, or, being in the first instance one of the lower cards, is released by the employment in due course of those above it.*

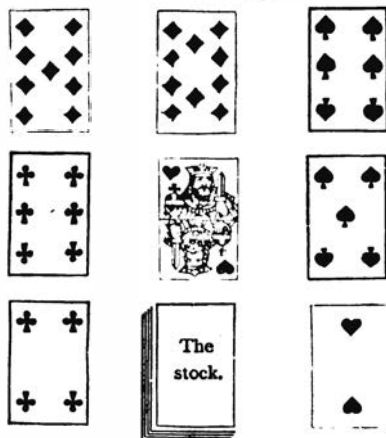
* You may in like manner enhance the difficulty of any other of the Patiences in this book, wherein according to the instructions given the foundation cards are to be taken from the pack and placed in position beforehand. It is obvious that leaving the foundation cards to be evolved in the course of play materially alters the conditions of the game, for, by the time they appear, other cards which in the opposite case might have been at once played to their ultimate destinations, are in all probability blocked by other cards of higher denomination, which have come to hand in the meantime.

THE CORNERS.

This Patience may also be played with *two* whist packs. In this case eight aces are laid out, and the number of triplets is thirty-two instead of sixteen. The game proceeds as above described; but in this case you are only permitted to deal *once* through the stock.

28. THE CORNERS.

(With a single whist pack.)



THE pack having been duly shuffled and cut, you lay out in three rows the nine top cards. The cards at the four corners must be of different suits, but their value is immaterial. These four are the foundation cards, the others the auxiliaries. The remainder of the pack is placed, face downwards, on the centre card of the lower row.*

If one of the auxiliary cards chance to be of same suit, and in ascending sequence to one of the corner cards, it is laid thereon,

* This is a chance lost throughout to the player. It will be found a better plan to keep the stock quite apart from the *tableau*.

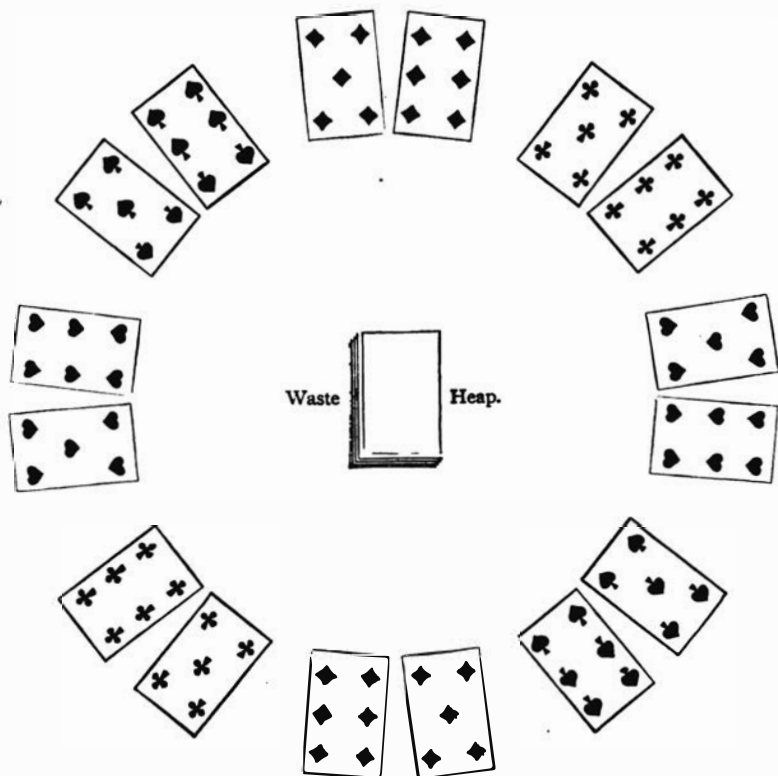
THE COTILLON.

and its place supplied from the stock. In like manner with any card of the stock which when turned up is found to be of like suit and in ascending sequence with any of the corner cards for the time being: it is forthwith placed thereon.

You may run through the stock three times, but if by that time all the cards are not duly placed you have lost the game

29. THE COTILLON.

(With two whist packs.)



THE COTILLON.



YOU pick out from the two packs all the *fives* and *sixes*, and arrange them in a circle as shown in the figure, taking care that the five and six of the same suit shall always be together, the six to the right hand* of the five. The suits should be in alternate order, so that a pair of black cards shall throughout come next to a pair of red ones.

You then shuffle the remaining cards and deal them one by one to a waste-heap, in the centre of the circle. If in the course of such deal a card appears of like suit and in ascending sequence to either of the sixes you play it thereto. If a card appears of like suit and in descending sequence to either of the fives, it is laid upon such *five*, and so on. For example, on the *six* of hearts you lay the seven of hearts, eight, and so on up to knave and queen; on the *five* you place the four, three, and so on down to ace, and on the ace the king. So that finally the "right-hand" heaps will be each crowned with a king, the "left-hand" heaps with a queen.

You are entitled to deal twice through the waste-heap. If by that time you have succeeded in placing all the cards the game is won.

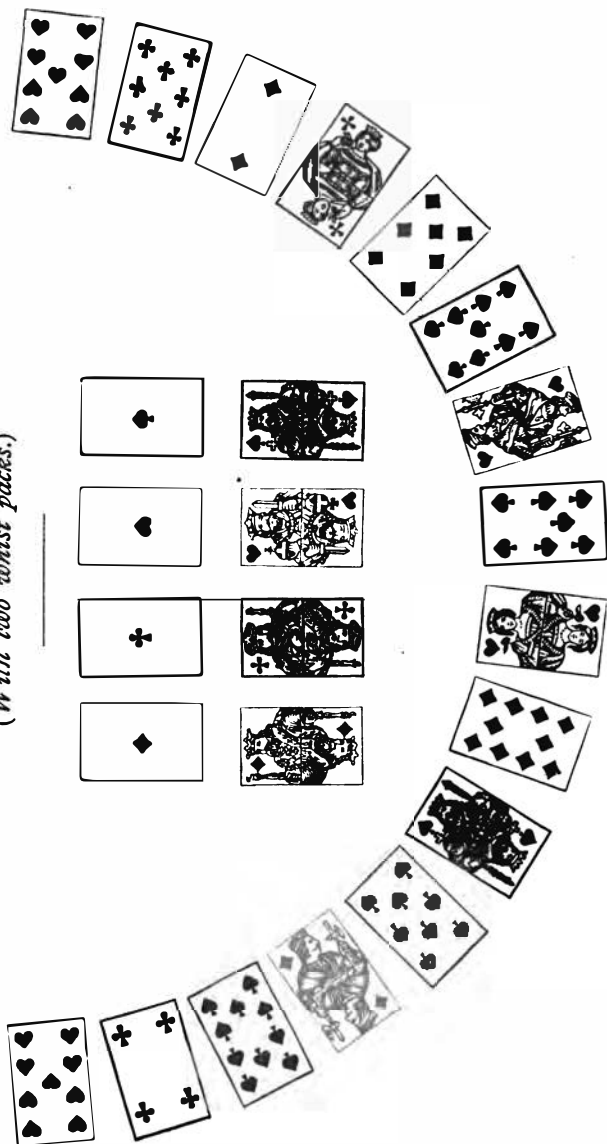
* As regarded from the centre of the circle.



THE CRESCENT.

30. THE CRESCENT.

(With two whist packs.)





FROM your two packs you pick out an ace and king of each suit, and lay these eight cards in two rows, the four aces forming the upper, and the four kings the lower row. The remaining cards you divide, after duly shuffling them, into sixteen heaps, each of six cards, laid face upwards, in the form of a semi-circle, round the eight foundation cards, as shown in our illustration.

You then take notice whether any of the uppermost cards of these heaps can be played to the foundation cards. On the aces the cards are to be played in ascending sequence, on the kings in descending sequence, but only cards of like suit can be grouped together. If two or more of the uppermost cards of the heaps form a sequence, of whatever value (so long as they duly follow suit), they should be laid, one upon the other, on the same heap.

When you can no longer employ any of the uppermost cards, you take out the undermost card of each heap, lay it on the top of such heap, and again take note whether this, the now uppermost card, can be played to either of the foundation cards. If any card chance to correspond in ascending sequence to the *ace* series, and likewise in descending sequence to the *king* series, you place it provisionally between the two rows, and ultimately play to it to that heap to which first falls a card continuing the sequence.* (This rule prevails in all Patiences involving the formation of both ascending and descending sequences.)

The transfer of the undermost cards to the top of their respective heaps may be thrice repeated. If by that time you have not attained the desired object, you have lost the game.

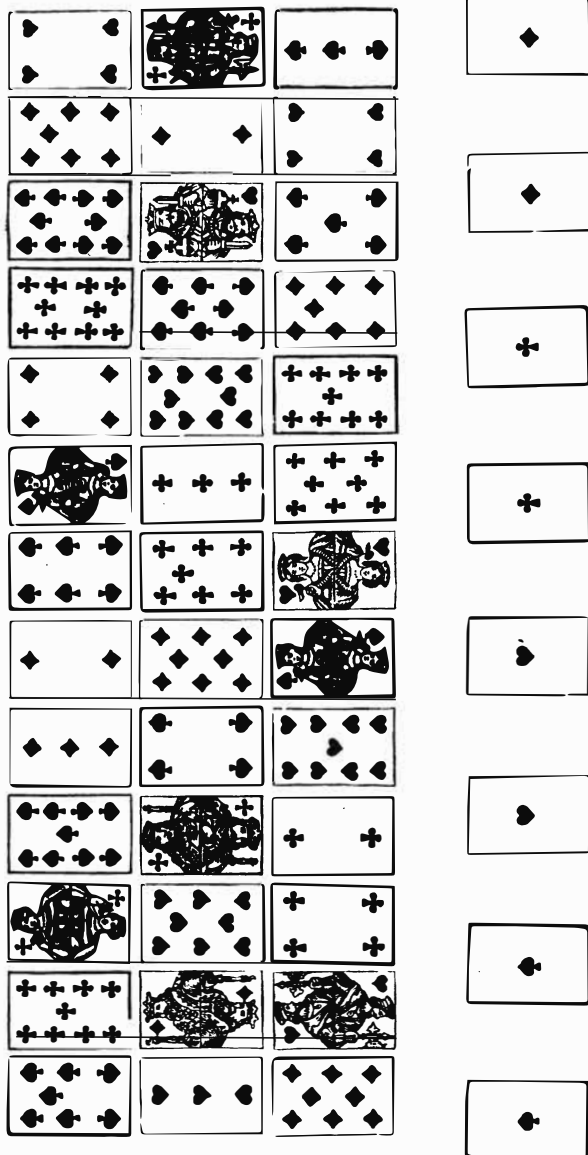
* Thus, suppose the ace sequence in clubs has been completed up to *seven* inclusive, and the king sequence to *nine* inclusive. An eight is turned up. Obviously it might be played to either. In such a case it is placed between the rows, to wait the appearance of a seven or a nine of the same suit. If a *seven* of clubs first appears, both cards will be played to the king (or descending) series; if a nine, both will be played to the ace (or ascending) series.

It will be observed that the rule in question can only apply where more than one pack is used, inasmuch as it is a *fourteenth* card of the suit which decides the issue.

31. LUCAS.

(With two whist packs.)

LUCAS.





FROM the two packs pick out the eight aces and spread them in a row on the table. Beyond them, from the remaining cards, first duly shuffled and cut, deal three rows as shown in the illustration, each row consisting of thirteen cards.

If in the lower of the three rows are found any cards in sequence to either of the foundation cards (the aces) they are placed thereon. When a card of the third, or lower, row has been removed, the corresponding card of the row above it becomes the lowest card, and may be dealt with accordingly. Should two or more cards of this lower row be alike in suit, and in sequence one to the other, the less is laid upon the greater, and when the final or uppermost card of such a series can in course of play be played to the foundation card, the whole series is transferred with it.

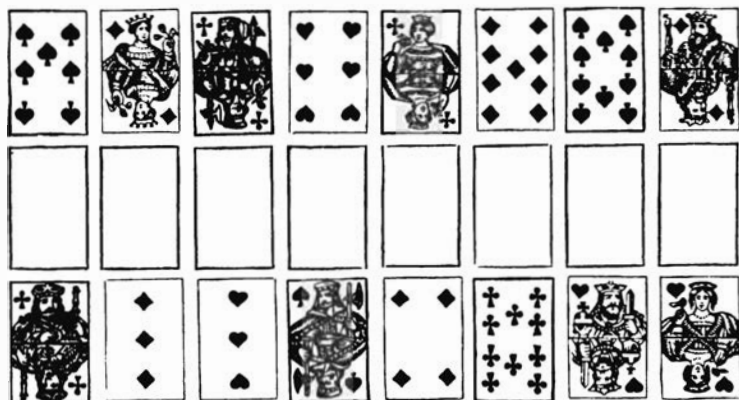
The cards which cannot be thus employed are laid face upwards to form a waste-heap, the uppermost of such cards remaining in play, and being placed whenever an opportunity occurs.*

The player is in this case limited to one re-deal of the waste cards.

* It is an understood thing in all Patience Games, that the uppermost card for the time of the waste-heap, if any, is available for any use that can be made of it.



32. THE CONSTITUTION.

(With two whist packs.)

TAKING a couple of whist packs, you shuffle them thoroughly, and, after cutting, lay out upon the table eight cards in a row face upwards, then a second row of eight cards, but at such a distance from the first as to leave room for a third row between them. (Our illustration shows the upper and lower row indicated by fully drawn cards, with the needful spaces between.)

You then take notice whether any card of the lower row corresponds in ascending sequence, irrespective of suit, with a card of the upper row, and if so, place it in the intervening space, below the latter. You have thus commenced the formation of the intermediate row, represented in the diagram by outline cards. When no more of the cards originally laid out can be thus employed in the middle row, you deal (from the cards in the hand) on each card of the lower row a fresh card, at the same time filling up the vacancies just made. Any of these new cards which may be in sequence (as above

THE CONSTITUTION.

mentioned) to any of the upper row you place, as before, below them.

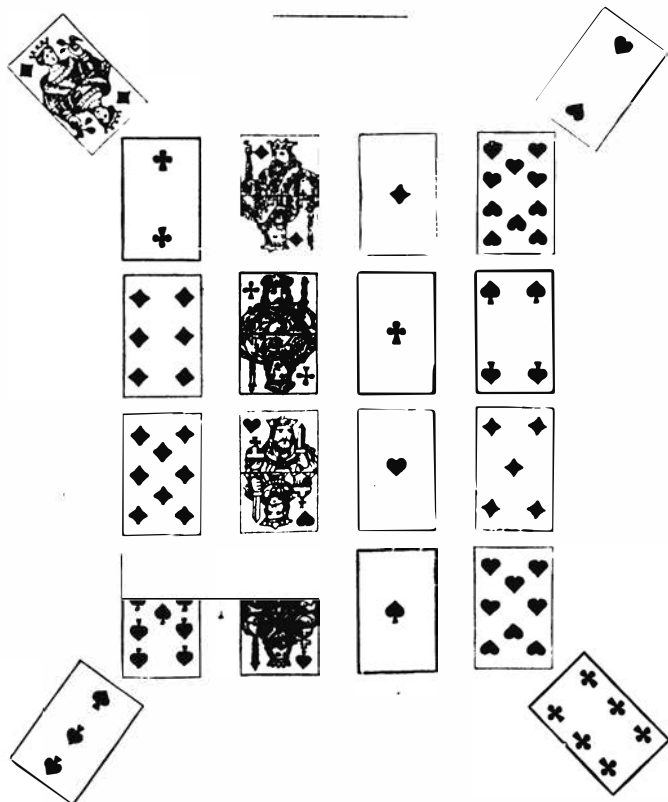
So soon as the middle row is complete (but not before) you are permitted to take from the lower row the cards next higher in sequence (still irrespective of suit) and lay them on the corresponding cards of the intermediate row, thereby forming separate heaps. When a given heap has reached such a stage that it only lacks the card lying above it in the upper row, you place such card upon it, and complete the series (of thirteen cards) accordingly.

In this Patience you are only entitled to deal once through the cards. Unless, in so doing, you have been able to play all the cards to their respective heaps, you have lost the game.



33. THE FOUR CORNERS.*

(With two whist packs.)



OU lay out twelve cards, as shown in our illustration, beginning at the left-hand side; first the left-hand corner card at top (placed diagonally), then the four cards placed vertically on that side, and finally the lower corner

* It will be observed that the title of this Patience is almost identical with that of No. 28 ("The Corners"), but the two games have no other point of resemblance.

THE FOUR CORNERS.

card on that side. You then repeat the same operation on the opposite side, beginning with the right-hand top corner card and leaving between the two vertical rows space for eight "foundation" cards. These are four aces and four kings, one of each suit, and the object of the Patience is to build up on each of the four kings the complete suit in descending sequence, and on each of the four aces the complete suit in ascending sequence.

The first twelve cards having been laid out as above, you proceed to deal the remaining cards one by one upon them, in the same order, till the whole of the cards are exhausted, in so doing carefully observing the rules following:—

The eight foundation cards (four aces and four kings), as turned in the course of the deal (and whether they would otherwise belong to the "side" or "corner" heaps) are forthwith placed in their appointed positions in the centre. Any cards suitable to be played on these (e.g., the *queen* of same suit as a king, or the *two* of the same suit as an ace already deposited) are forthwith laid upon them, if they fall to either of the corner heaps, but if such a card falls to either of the side heaps, it can only be used if the foundation card to which it is in sequence chances to lie next to such heap. Whenever a card turned up is played to a foundation card, that which follows takes the place it would otherwise have occupied.

When all the cards have been dealt out after this fashion these restrictions are relaxed. You are now entitled to play the uppermost card of *any one* of the twelve heaps to any appropriate foundation, thereby liberating others which may be below it for further employment. You may also, with the uppermost cards of the twelve heaps, by shifting one upon another, establish provisional sequences, either ascending or descending, thereby probably releasing other cards, lower down in the heap, for play to the foundation cards. Such sequences may, in case of need, be reversed; if, for example, one heap is headed by a sequence varying from *two* to *eight* inclusive, and another

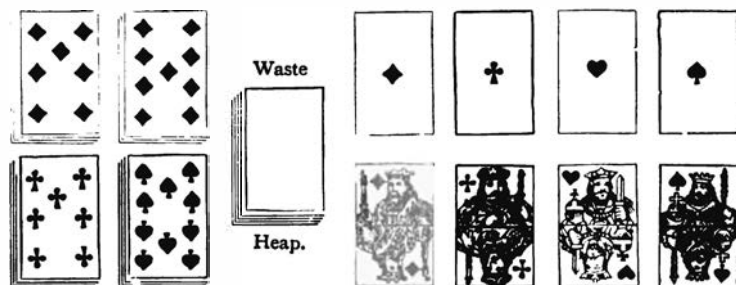
heap is headed by a *nine* of the same suit, you may play the eight on the nine, the seven on the eight, and so on, till the two becomes uppermost and probably available for play.*

When no further use can be made in any way of the uppermost cards, you pick up the twelve packets in the same order in which you laid them down (*i.e.*, left-hand top corner first, and so on), and deal them out afresh, then continuing the play as before. In case of need this may be done a second time.

The game is won when every card has found employment in due order on one or other of the foundations.

34. THE RESERVES.

(With two whist packs.)



TAKE out from one of the two packs the four aces and the four kings, and arrange them on your right hand in two rows, as shown in the figure. Then count off four parcels of twelve cards each, and place them face upwards on the left hand, also in two rows, to form the "Reserves," leaving room between these and the foundation cards for the waste heap.

* As in the event of there being an ace of the same suit uncovered. In such case the series would forthwith be played in reverse order to such ace.

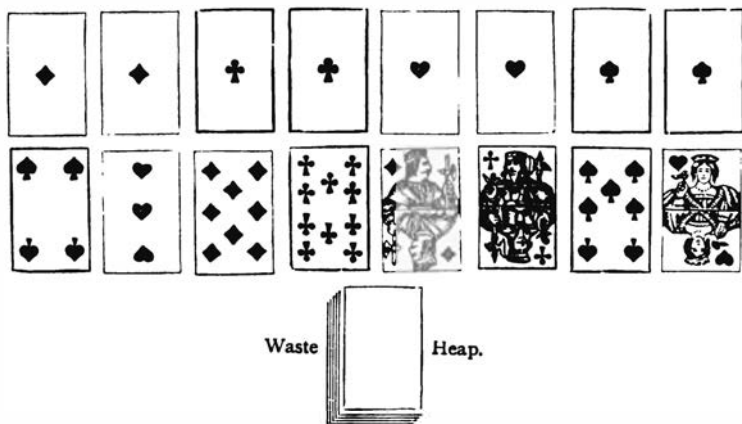
ROUGE ET NOIR.

If either of the uppermost cards of the reserved heaps corresponds in suit and sequence (ascending) with either of the aces, or in descending sequence with either of the kings, you lay it on such ace or king. Any similar cards turned up from the stock are dealt with in like manner. If the uppermost cards of the Reserves are not available for playing to the foundation cards, but either of them forms a sequence (either ascending or descending, so long as the suit is the same) to the top card of the waste-heap, it may be laid thereon.*

The stock may be distributed three times. To win the game, all the cards both of the Reserves and of the *talon* must have been played to the foundation cards.

35. ROUGE ET NOIR.

(*With two whist packs.*)



* So that the two cards shall appear together when the stock is again dealt out.

REMOVE the eight aces from the two packs, and lay them in a row as shown in the figure. Shuffle and cut the remaining cards, and deal out a row of auxiliary cards, also eight in number.

If among such auxiliary cards there happen to be any which can be played upon an ace (with the view of establishing an ascending sequence of like suit from ace to king inclusive) they are employed accordingly, and the vacancies thereby created in the row of auxiliary cards are filled up from the stock.

You next take notice whether, among the eight auxiliary cards, there are any which can be packed one upon the other in descending sequence, *but in alternate colours*; for instance, on a *black* nine you must play a *red* eight, followed by a *black* seven and a *red* six, and so on. On a red queen you must play a black knave, followed by a red ten, and so on.* You thus form reserve heaps, on which, when opportunity serves, you draw to complete the principal series.

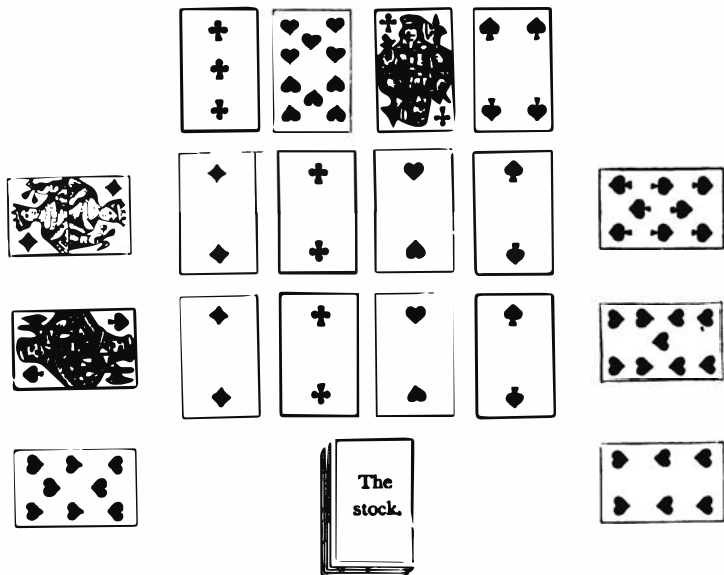
The remaining cards you deal to a waste-heap. Whenever a card presents itself that can be played to either of the foundation-heaps, you place it in position accordingly. In like manner with any card in descending sequence to the top card of either of the auxiliary heaps, you lay it upon such heap, duly observing the rule as to alternation of colour. While thus dealing through the stock, you must keep a careful eye on the top cards of the auxiliary heaps, and at the earliest opportunity transfer them to the principal heaps.

When the pack is exhausted, you gather up the waste-heap and begin to deal it afresh. When the eight series, each containing the cards of one suit, from ace up to king, are made complete, the game is won.†

* This materially increases the difficulty of the game. By reason of the alternate arrangement of the auxiliary heaps, only one card at a time can be played to the same foundation heap, for the card next following, though right in point of value, will be wrong in point of suit.

† It is to be observed that the alternate arrangement of colours only applies to the *auxiliary* heaps.

36. THE TWOS.

(With two whist packs.)

FROM the two packs pick out the eight *twos*, and arrange them in a double row upon the table. Then shuffle the remaining cards, and, after cutting them, deal four cards in a row, face upwards, just beyond the remoter line of twos, and on either side a vertical row of three. Between the final cards of these two rows you place the stock (the annexed diagram shows the precise positions of the cards).

If among the ten auxiliary cards so displayed there are any which correspond in suit and in ascending sequence with either of the twos, they are played upon the proper founda-

THE KINGDOM.

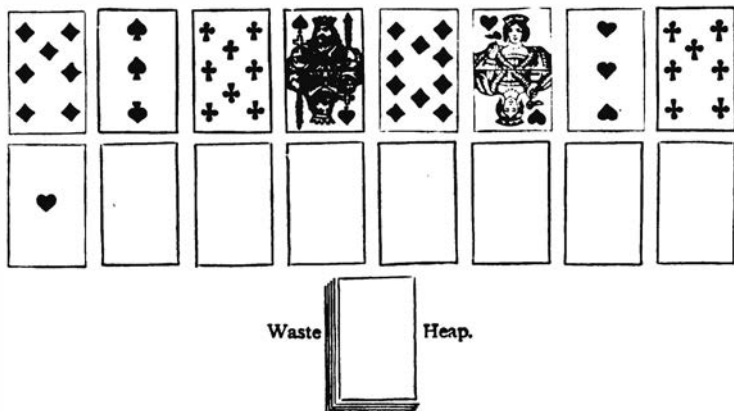
tion-card accordingly ; any vacancies thereby created being forthwith filled up from the stock.

You then pick up the stock, and proceed to deal to a waste-heap. Any card of like suit and in ascending sequence to the top card of a foundation-heap is played thereto. Every card corresponding in suit and in descending sequence to either of the auxiliary cards is laid upon such auxiliary card, forming a provisional series to the main sequence of the same suit as soon as the upper card of such series shall become playable thereto. The spaces thereby left vacant are, as before, filled up from the stock.

The eight main sequences terminate with their respective aces. If after dealing twice through the waste-heap there is any ace still unplaced, the game is lost.

37. THE KINGDOM.

(With two whist packs.)



THE KINGDOM.



ICK out a single ace (of any suit) from the two packs, and, after having duly shuffled and cut the remaining cards, deal eight of them in a horizontal row face upwards. The ace which you removed you place, as shown in the figure, below the first card to the left. The other aces, as they come to hand, will be placed under the remaining cards of the row, as shown by the outline cards in the figure.

Each of the eight aces serves as the foundation of an ascending sequence, terminating with king, without regard to *suit*. Thus on an ace of hearts may be played a *two* of spades or of diamonds, and so on. Having removed from the top row any aces which may chance to be therein included, and any cards which can be played in ascending sequence thereon, you fill up the vacancies thereby created in the row, and with the remaining cards in the hand begin to deal one by one to a waste-heap. Whenever an ace appears, it is placed in position as indicated. If a card appears whose value suits one or other of the heaps, it is played thereto, or it may be used to complete the row of auxiliary cards, when a card of such row has been played to the foundations.

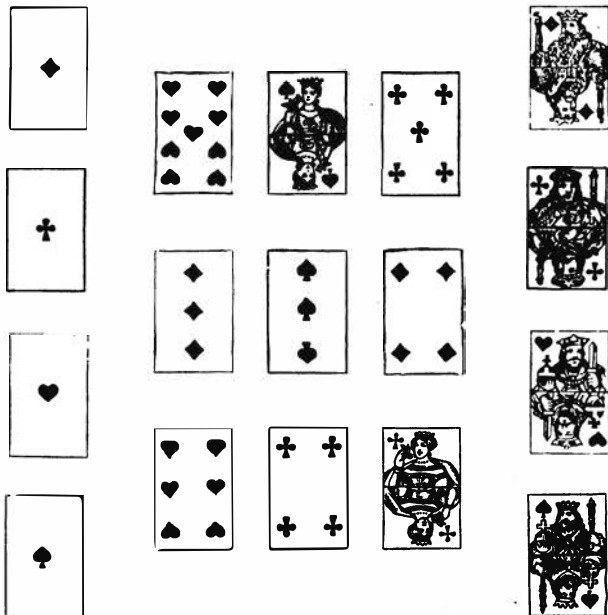
Whenever a card of the waste-heap is thus employed, the card next below it becomes available for use, and this card also should be employed at the earliest possible opportunity, so as to prevent the accumulation of the waste-heap.*

If you have played through the cards without having completed the eight sequences, from ace to king inclusive, you have lost the game. It is not in this case allowable to deal a second time through the waste-heap.†

* The waste-heap is of course dealt face upwards.

† This is reasonable, the permission to form the sequences *irrespective of suit* being an extraordinary assistance to the player. With ordinary luck, the chances are much in his favour.

38. THE PATRIARCHS.

(With two whist packs.)

THE cards having been duly shuffled and cut, you pick out four aces and four kings, one of each suit, and lay them in perpendicular rows, the aces on the left hand and the kings on the right. You then deal from the stock, and lay out between them, nine cards, in three rows of three each; these nine are the auxiliary cards. The aces and kings constitute the foundations, the kings for descending sequences, terminating with ace; the aces for ascending sequences, terminating with king. Each series must throughout be of the same suit as its foundation card.

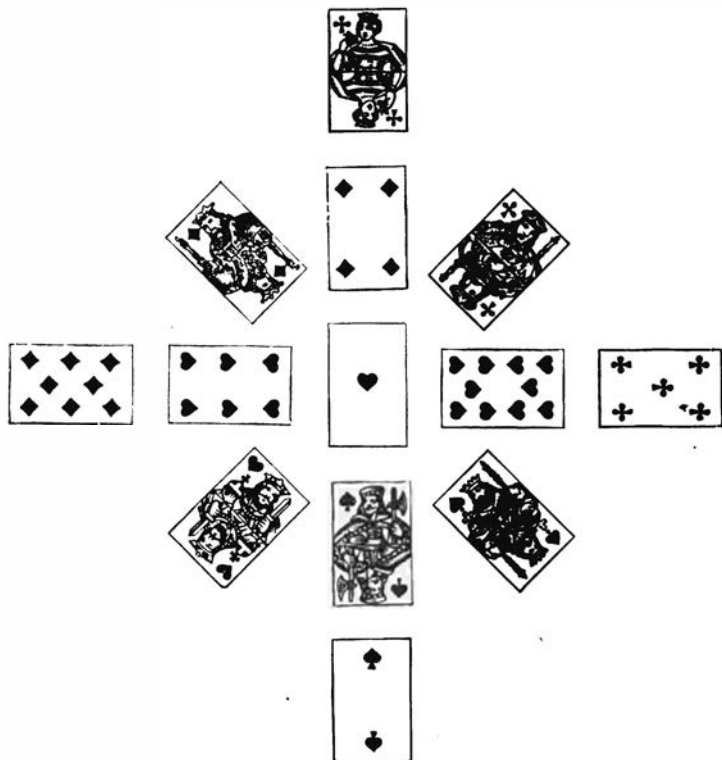
THE PATRIARCHS.

If any of the auxiliary cards are playable, in accordance with the rules above laid down, to the foundations, you supply the place of the cards so used with others from the stock, and then proceed to turn up one by one the remaining cards. If in so doing cards present themselves which can be played to an ascending or descending sequence, they are added to their respective "families." You must take care, in dealing to the waste-heap, to keep a sharp eye on the nine auxiliary cards for the time being, and if either becomes playable, play it at once accordingly. The vacancy thereby created should then be filled up with the uppermost card of the waste-heap. This uppermost card of the waste-heap has the first claim to fill any vacancy, or to be played to any of the foundation heaps for which it is suitable. The card which by its removal becomes the uppermost card, has then a similar right of precedence.

You are permitted in this Patience to gather up the waste-heap, and deal once again, in the same manner as before, the cards of which it consists. Should all the cards have by that time found their places in the foundation heaps, forming four complete sequences from ace to king inclusive, and four others from king to ace, you have won the game.



39. THE WINDMILL.

(With two whist packs.)

YOU begin by picking out an ace and four kings (one of each suit), placing the ace in the centre and the kings diagonally round it, as shown in our illustration. The remaining cards are then shuffled and cut, and two more cards placed at each side and end of the ace, producing a figure roughly representing the head and sails of a windmill.

THE WINDMILL.

The object of this Patience is to build up upon the central ace in the middle of the figure, one after another, four distinct ascending sequences from ace to king inclusive, and on each of the kings in the four corners of the figure, a single descending sequence, from king to ace inclusive. The suits are not regarded, the value of each card alone determining its position.

You must in the first place note carefully whether among the eight cards of the "sails" there is any which can be played, either in ascending sequence to the ace, or in descending sequence to one of the kings. You then fill up any vacancies arising in this way among the auxiliary cards, and proceed to deal the remainder of the cards to a waste-heap, meanwhile playing any available cards which may present themselves to their proper destination.

If at any given moment one of the auxiliary or "sail" cards, or the top card of the waste-heap, becomes playable to one of the four corner (or "king") series, and at the same time to the centre heap,* the latter should always have the preference, the collective heap of four sequences being much the more difficult to complete. When all the cards are dealt, if the Patience has come to a successful issue, there will be four sequences terminating with king, laid one upon another in the centre, surrounded by four independent series in descending sequence, each headed by an ace.

It is not in this game allowable to deal a second time through the waste-heap.†

* As for instance in the case of the centre heap having a seven, and one of the corner heaps a nine, as its uppermost card. An eight turned up would in such case be playable to either.

† Dr. Pole, *Cyclopædia of Card and Table Games*, gives a simpler version of the Windmill, with a single whist pack, as follows:

"Take the four aces from the pack, and lay them down in one heap, face upwards, to form a centre. Then, on each of the four sides of this, lay down two cards, separate, and forming a radial line from the centre; these eight cards represent the four old or original windmill sails.

THE WINDMILL.

"Then deal out the remainder of the pack, face upwards, in a *talon* or stock covering the aces.

"When the deuces appear, lay them in the angles between the old sails. The object of the game is to cover these deuces, in ascending sequences, regardless of suit, up to kings.

"For this purpose you may use any of the eight cards in the old sails, filling up their places with cards taken from the top of the *talon*; or if there is no *talon*, you fill their places by dealing from the pack. The top card of the *talon* is always available.

"When the play succeeds, by the time you have dealt the whole pack, the four original sails will have disappeared, and the four kings will appear as new sails in a diagonal position, the aces forming the centre.

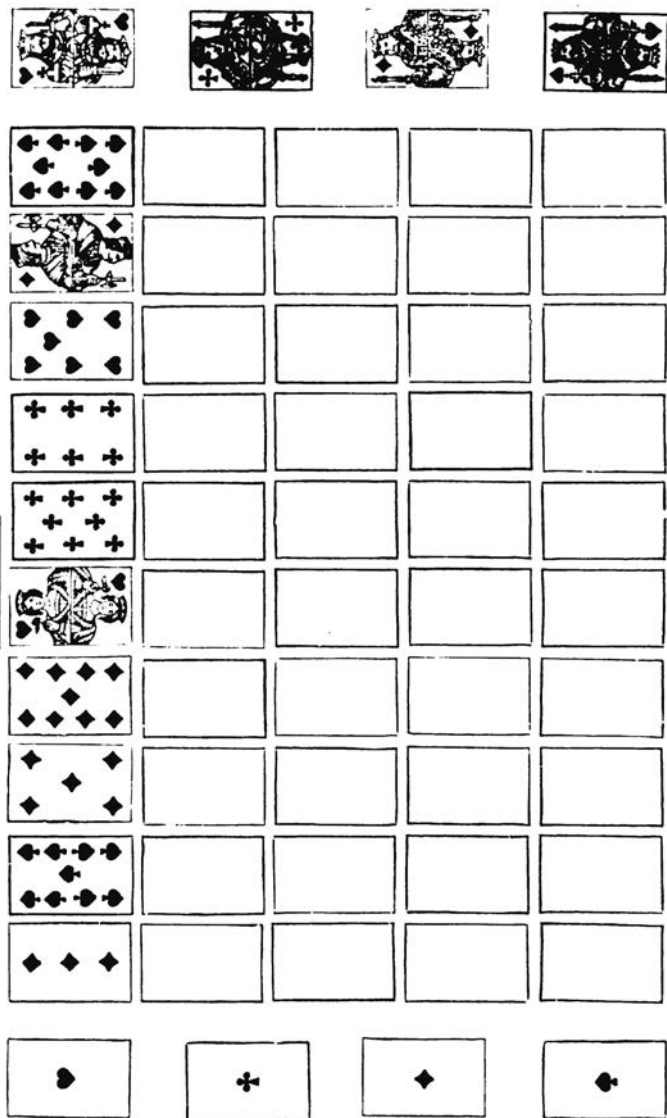
"The chances of winning are rather in your favour."

It will be observed that the word "*talon*," in the above description, is used as meaning "waste-heap." See remarks on this subject, page 4.



40. THE PARALLELS.

(With two whist packs.)



DICK out in the first place from one of the packs the four aces and four kings, and place the aces to the left, and the kings to the right, in vertical rows, leaving between them room for horizontal rows of ten cards each. The kings each serve as foundations for descending sequences headed by ace of their respective suits, while each ace will form the foundation of an ascending sequence of its own suit, ending with king.

After having duly shuffled and cut the remaining cards you lay out face upwards a row of ten auxiliary cards, as shown in our illustration. You examine whether among such ten cards there are any which (duly following suit) can be played in ascending sequence to either of the aces, or in descending sequence to either of the kings, and if so, transfer them to their proper positions accordingly. The vacancies thus arising in the row of auxiliary cards are filled up from the stock. You then deal beneath the first a second row of ten auxiliary cards, and make use of any of them which may prove to be available, again filling up the vacancies from the stock.

You proceed to lay out, below the first two, a third row of ten auxiliary cards, but you are now no longer permitted to remove cards lying in the second or middle row. You can only use such cards as may be available in the first or third row, subject to the qualification that any card removed from either of these two rows liberates the card above or beneath it, so that such card may then be used.

After supplying the vacancies left by the cards first employed, you proceed to deal, one by one, fresh rows of ten auxiliary cards below their predecessors. These (to the number of four rows)* are represented in the illustration by outline

* It must be clearly understood that the player is not limited to a total of five rows. After dealing out each fresh row, he proceeds to play all such cards as may be thereby rendered playable, fills up the blank spaces, and then deals another row, until the whole of the cards are exhausted. There is in this case no waste-heap.

THE PARALLELS.

cards. From each of these rows, in turn, you proceed to pick out such cards as may be playable to either of the foundations, but you are in each case bound, so far as the intermediate rows are concerned, by the same restrictions as were laid down in connection with the third row.* When you have made certain that no further card of the available rows can be played to either of the sequences, you supply the places of the removed cards from the pack, first completing the uppermost row, then the second, and so on.

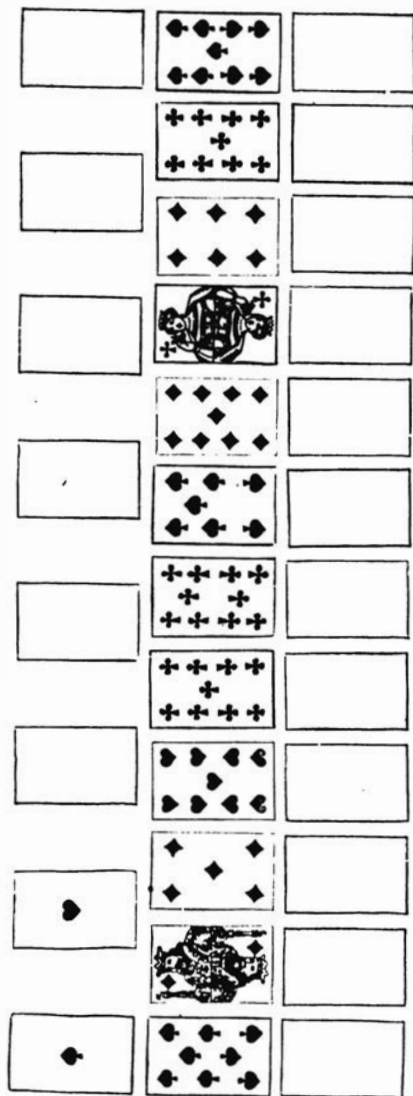
If when you have laid out the whole of the cards, there are no cards left in either the first or last row, which can be played to the sequences, you have lost the game. If, on the other hand, you have been enabled to play all the cards, and have on one side four aces, completing series beginning with king, and four kings, completing series beginning with ace, the game is won.

* You can only use cards from the *first and last* rows for the time being ; but so soon as such card is removed, the card immediately above or below it becomes available.



41. THE BLOCKADE.

(With two whist packs.)





YOU lay out in the first place a horizontal row of twelve cards, side by side. The first ace that comes to hand is laid, for use as a foundation card, just above this row, in the position of the ace of spades in the figure.

The eight aces are the foundation cards, and the object of the game is to assemble upon them cards of their own suits in regular sequence, from ace up to king inclusive. When the first row of twelve cards has been laid out as above, you have first to consider whether you can cover any ace which may have presented itself, with the corresponding two, three, and so on. This done, your next endeavour will be, with the remaining cards of the row, to form provisional descending sequences of like suit. If for example the seven, eight and nine of spades are exposed simultaneously, you may lay the eight on the nine, the seven on the eight, and so on. The places thereby left vacant you fill up with cards from the pack, and proceed as before to form series as far as practicable ; in ascending sequence on the foundation cards, and in descending sequence on the auxiliary cards. When you can do this no longer, and there are no more vacancies to fill up in the existing row, you deal below this a second row, also of twelve cards, and proceed with this as you did with the first row. So soon as a vacancy occurs in the second row, the card above it in the first row becomes available ; but no use can be made of any card in the first row, so long as there is a card beneath it in the second.

After the same fashion you continue to lay out row after row till all the cards of the pack are exhausted ; stopping each time that you lay out a row, and repeating the process above described, keeping, however, constantly in mind that those cards only are available which are not "blocked" ; *i.e.*, have no card immediately below them in the row following. In the course of the game vacancies will frequently occur in the upper rows ; these must at once be filled up from the stock.

THE BLOCKADE.

Our illustration only exhibits the *tableau* as far as the second row, represented by outline cards.

To win the game you must have completed the eight families, from ace to king inclusive. No second deal is allowed.*

* In the game as above described the chances are in favour of the player. Where he fails, it will be by getting a given card in a lower row *immediately below a smaller card of the same suit*, the former blocking the latter, and so preventing the employment of either.

The permission to form auxiliary sequences is a concession of doubtful wisdom, as tending unduly to increase the chances of the player.

This Patience is sometimes played after a different fashion, as follows :

Two packs are used, as in the game above described. *Ten* (not twelve) cards are laid out. If there are any aces among them, they are placed in a vertical row on the left, and any kings in a vertical row on the right. These form the foundations of ascending and descending sequences, following suit in the usual way.

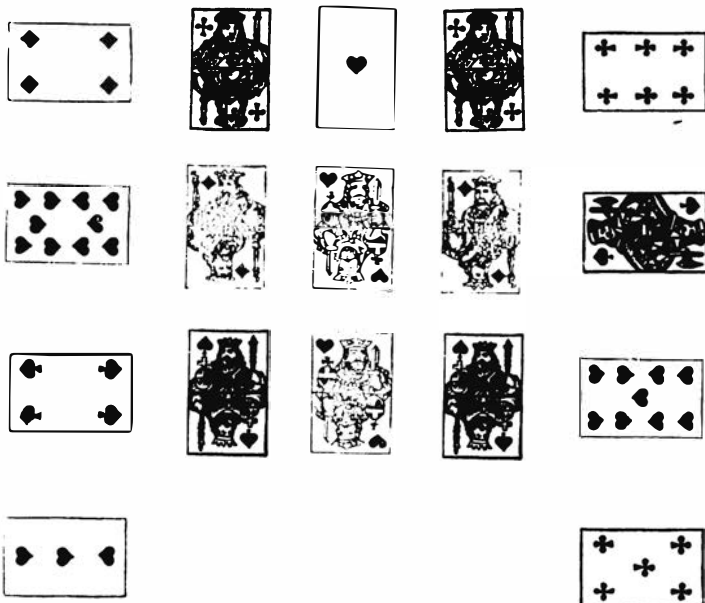
Any available cards having been played to these, and the vacancies thereby created filled up from the pack, a second row is dealt, and treated in like manner ; then a third, and so on throughout the pack, cards being played to the foundations when possible, but subject to the restriction that only the lower row for the time being can be made use of, though the removal of a card in this row brings into play (as described in the text) the card immediately above it, and in like manner with the higher rows.

When all the cards are laid out, both the top and bottom row come into play, and any card in other rows with a vacant space *above* or *below* it may be used.



42. THE SULTAN.

(With two whist packs.)



A KING out of the two packs the eight kings and a single ace of hearts, you arrange them as follows:— You lay the ace of hearts first on the table, and on either side of it a king of clubs. Below the ace of hearts you place one of the kings of hearts, with a king of diamonds on either side of it, and below this first king of hearts you place the second, supported on either side by the two kings of spades.

This done, you shuffle the united packs and lay out the

THE SULTAN.

first eight cards, crosswise but in vertical lines (as shown in our illustration), on either side the kings. These eight are auxiliary cards, and are known as *The Divan*. You take note whether the Divan contains any cards which can be played to the "foundations," viz. the ace and kings. Contrary to the rule of the majority of Patiences, upon the kings are laid first the aces, then the twos, then the threes, and so on of their respective suits; forming sequences in ascending order, each of a suit and terminated by queen. Sequences are formed as above on seven kings and on the ace of hearts. On this latter card you lay the two of hearts, three of hearts and so on. The king of hearts in the centre alone remains uncovered, and takes no part in the game until the close, when he appears surrounded by eight queens, the Sultan in the midst of his Seraglio.

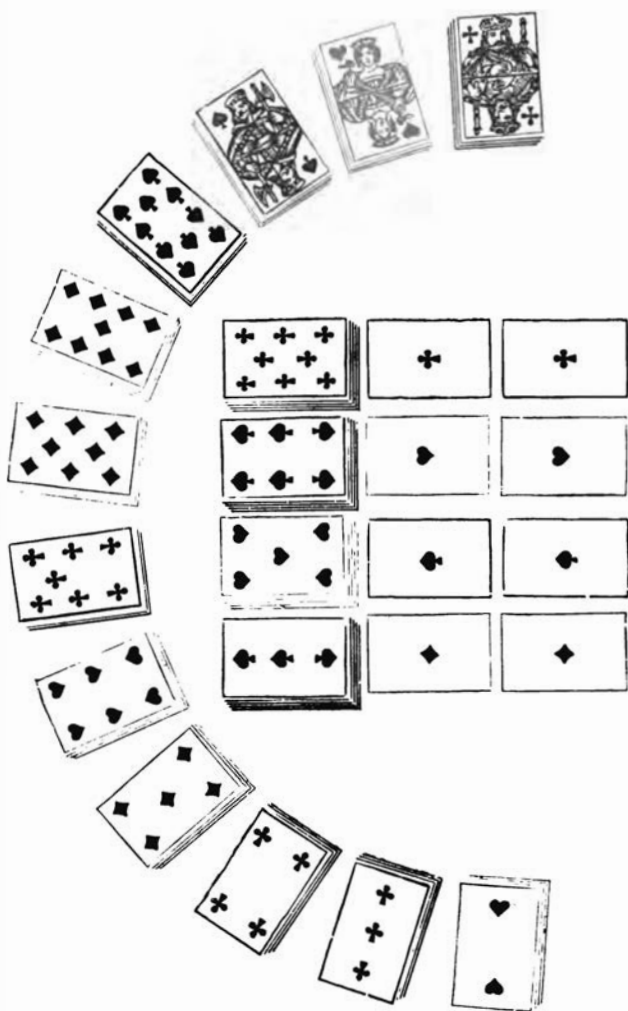
When you have satisfied yourself that the Divan includes no more cards which you can play, after the prescribed fashion, to either of the sequences, you fill up with fresh cards any vacancies therein, and turn up the remaining cards one by one to a waste-heap, meanwhile taking care to play any available card which may turn up forthwith to its proper position. The moment that any member of the Divan is promoted to a position in one of the sequences, his place is at once filled from the stock.

You are permitted to deal *thrice* through the stock.* If after you have done this any cards still remain unplaced in their respective sequences, you have lost the game.

* The original says: "*Zweimal* darf der Talon durchgenommen werden," but the waste-heap is here meant, this being an instance of the erroneous use of the term *talon* referred to on page 4.

43. THE LADY OF THE MANOR.

(With two whist packs.)



IRST take out the eight aces, and arrange them in a double row along the side of the table next you. Then, having thoroughly shuffled the cards, count off from the top four packets of twelve cards each, and lay these just beyond the further row of aces. You now lay out the

THE LADY OF THE MANOR.

remaining cards in twelve heaps, forming a semicircle ; the first, reckoning from the left, must comprise all the *twos* which still remain in the pack, the second heap all the *threes* ; the next all the *fours*, and so on ; the twelfth (and last) on the extreme right, consisting of such of the kings as may be left among the remaining cards.*

The object of this Patience is to get together on the eight aces eight complete series in ascending sequence ; commencing with ace, and terminating with king. These eight series are to be formed irrespective of suit. To this end you first make use of the cards afforded by the four larger heaps (those next above the aces), of which the uppermost cards should be removed and used at the earliest possible opportunity, so that the cards below them may become free for employment in the same way. Only when these four heaps no longer afford any card available to be played to the sequences, should you have recourse to the twelve heaps of the semicircle, its being more to your advantage first to exhaust, as far as you can, the four larger heaps. There is nothing gained by endeavouring to complete the sequences one after another in regular succession ; on the contrary, it is better to leave them incomplete until the needful cards offer themselves on the four larger heaps.†

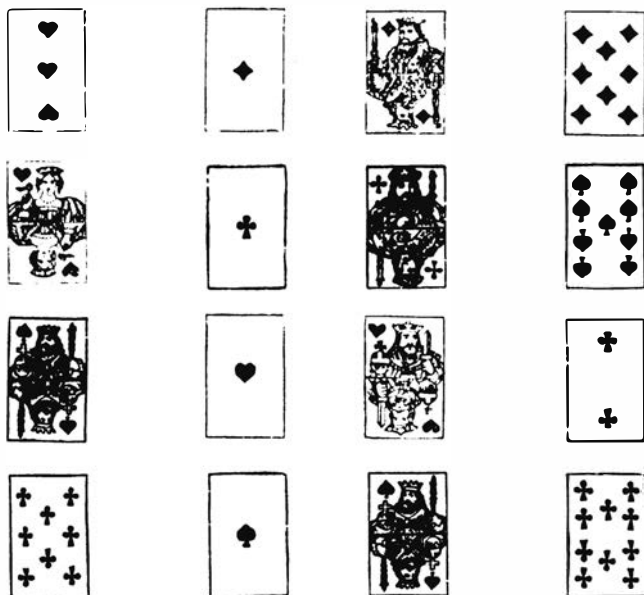
To win the game, you must have played to their respective foundations all the cards not only of the four larger heaps, but of the twelve in the semicircle, and must have formed therewith eight complete sequences, from ace up to king inclusive.

* It is of course conceivable that there may be among the remaining cards none of a given value, say fives or sevens. In such case the place of such cards will be left vacant till they appear in course of play.

† The more sequences the player has open, the better his chance of getting rid of cards from the larger heaps, which should be his first consideration. If he succeeds in exhausting these four heaps, the remaining cards will as a matter of course be playable.

44. THE WHEATSHEAF.

(With two whist packs.)



YOU pick out four aces and four kings, one of each suit, and lay them as shown in our illustration in two vertical rows, the first consisting of the four aces, the second of the four kings, and the cards being so placed that the ace and king of same suit shall in each case be side by side. These four aces and four kings are to form the foundations of eight complete sequences; the kings forming the starting points of descending, and the aces of ascending series, each to be composed entirely of cards of like suit.

THE WHEATSHEAF.

The foundation cards having been duly placed, you form on either side of them a row of four auxiliary cards, and take note whether any of such auxiliary cards can, in accordance with the rules above laid down, be played to the foundations.

When you have filled up with fresh cards any vacancies thereby created in the ranks of the auxiliary cards, you must next carefully observe whether among such auxiliary cards there are any of like suit, and in sequence to each other. Should any such present themselves, you place them side by side in a row, or to economise space you may so place them as to lap one over another, the second half-covering the first, and so on. These eight auxiliary cards form the bases of reserve heaps, each formed from the cards of a given suit in ascending or descending sequence.

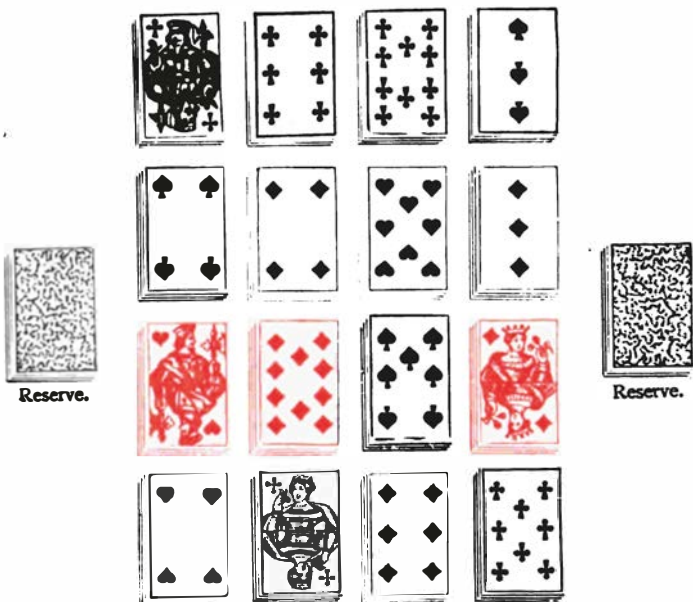
If, for example, a four, five, and six of diamonds come simultaneously to hand, you may lay the five on the six, and the four on the five, or, *vice versa*, the five on the four, and the six on the five, as may appear most advantageous.

You then deal the remaining cards, other than such as may be available for play, to the foundations or reserves, to form a waste-heap. Whenever the cards of a given reserve, or the top card for the time being of the waste-heap, can be played to either of the foundations, they must be so played accordingly, any vacancies created by the employment of a reserve being forthwith filled up from the waste-heap.

If by the time the pack is exhausted the four "ace" heaps are duly completed up to king, and the four "king" heaps up to ace, you have won the game ; but you are not permitted to go a second time through the waste-heap.



45. THE JUVENILE.

(With two whist packs.)

HIS game probably derives its name from the fact that it consists of a series of small sums in simple addition, and may therefore be artfully commended to the juvenile player, with the unacknowledged design of improving his arithmetical faculties. It is, however, a good game of its kind, and not to be despised by the player of larger growth.

Having (as usual) duly shuffled and cut the cards, you proceed to lay out face upwards, in rows of four, sixteen packets of four cards each. There will be eight cards over; these you divide into two packets of four each, and lay them, as reserves, face downwards, on the table on either side of the sixteen heaps (see the diagram).

From the sixteen heaps you remove in couples, without regard to suit, such cards as taken together make a total of *fourteen* points. Each card is reckoned at its intrinsic value; an ace as one, a two as two, a three as three, and so on, the knave counting eleven, the queen twelve, and the king thirteen. An ace must therefore be coupled with a king, a knave with a three, an eight with a six, a seven with a seven, and in like manner throughout.

You should take particular care, when cards of like value present themselves on two or more heaps, to take the one lying on the largest heap, it being to your advantage to diminish the heaps in equal proportion.*

When among the cards for the time being uppermost there are no longer any two which together make a total of fourteen, you turn over one of the four-card packets, and see whether the uppermost card of this will combine with one of those already exposed to form the requisite number; should such be the case the other cards of the "reserve" pack will doubtless enable you to make new combinations, and so to remove yet other cards. If this is not practicable, or if all four cards of the first auxiliary packet are exhausted, you have recourse to the second packet of four, and proceed with it in like manner.

If, under the conditions stated, you are enabled to remove, two by two, the whole of the cards, you have won the game. If, on the other hand, two or more heaps are at the close left on the table, neither of whose uppermost cards can be paired with another to make fourteen, the game is lost.

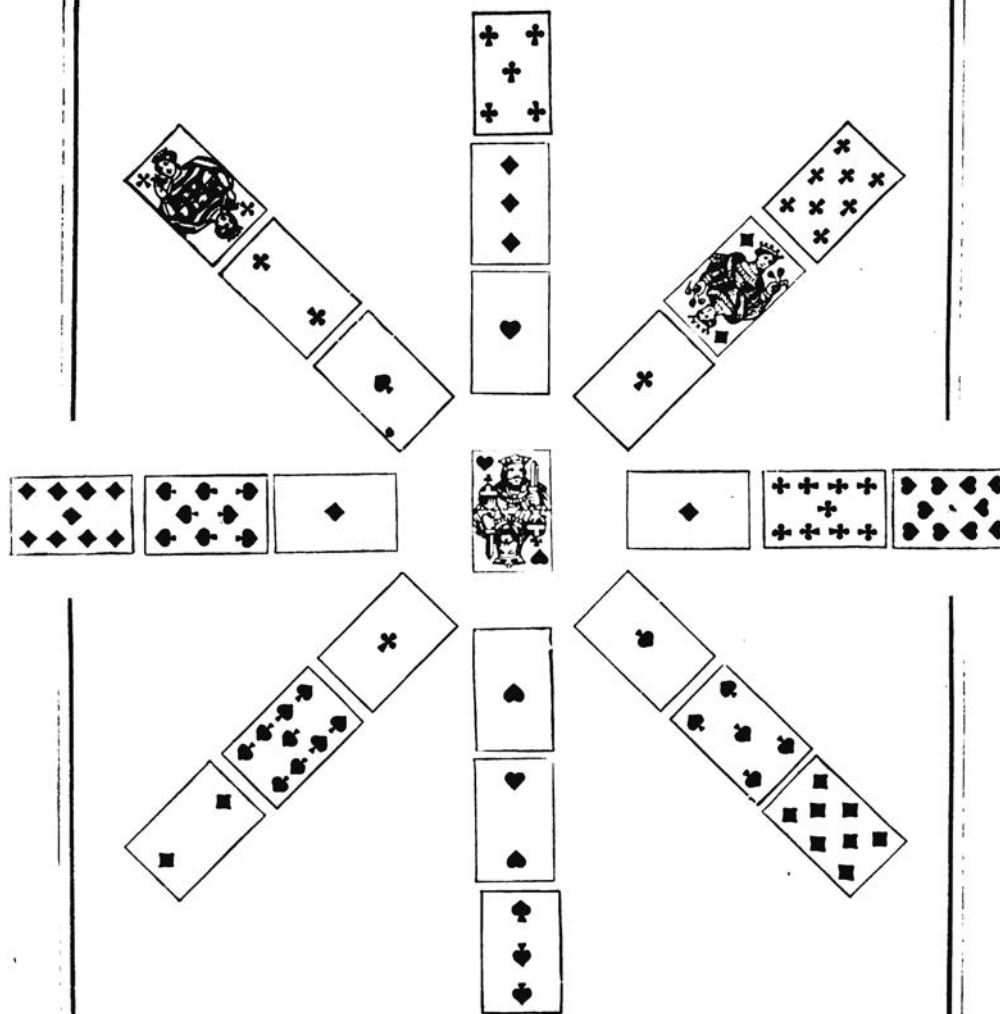
* As vacancies are not in this case filled up, there is nothing gained by clearing up a given heap. On the contrary, it is to your advantage to have as many cards exposed as possible, and this is favoured by playing from the larger heaps.


If on looking through the heaps, which you are permitted in this game to do, you find *in the same heap* two cards making fourteen, it is advisable to play one of them as quickly as possible.

THE SHAH.

46. THE SHAH.

(With two whist packs.)



 HIS game resembles in effect that of *The Sultan* (see p. 76). You in the first place pick out from the united packs the eight aces and the eight kings. Of the latter you throw aside seven as *dead* (there being no use for them in this game). The eighth you place in the centre of the table, and round it, in a circle, arrange the eight aces, as shown in our illustration.

The single king, known as the Shah, remains in solitary state throughout the game. The aces form foundation cards, and the object of the game is to build up upon these complete ascending sequences from two to queen inclusive, of their respective suits.

You now lay out, beginning at the top and proceeding from left to right, another circle of eight cards, radiating from the eight aces. Should either of these prove suitable to be played to either of the foundations, you play them accordingly, and fill up their places in the circle with other cards from those still in hand. You then lay out a second circle, proceeding as above directed for the first, and finally a third, thereby completing the eight arms, or rays of the star. (This final circle is, for lack of space, omitted in our illustration.)

It is now to be kept in mind that the second circle "blocks" the first, and the third the second, so that such cards only are playable to the foundations as have no other card beyond them in an outer circle; so soon therefore as the final circle is completed, the cards of such final circle are alone playable, until their employment and consequent removal frees the corresponding cards of the circle next following.

When the star is completely formed, you endeavour from the cards of the outer circle to group together in descending sequence any of same suits. Thus, for example, on the *ten* of diamonds you lay the *nine*, and so on; but this may *only* be done with cards of the *outer* circle; those of the inner circles (even when they are set free by the removal of the

corresponding outer cards) cannot be played to these subsidiary sequences, but only direct to one or other of the foundations. You are not, however, bound to play any card, whether to a foundation or to a subsidiary sequence, until a favourable opportunity offers, for very often it is better to wait until some other card likely to be speedily wanted turns up in the course of the deal, when, by playing the former card, you may leave a space open for the latter.

The vacancies occurring in the course of the game must always be supplied from the pack, and in regular succession from left to right, first in the inner, and afterwards in the outer circles.

If, after the complete formation of the circles and filling up of vacant spaces as above described, any cards still remain over, you go through them one by one, using any available cards either for the foundations, for the descending sequences of the outer circle, or to fill up vacancies, and dealing any which may not be so employed to a waste-heap.

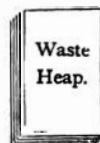
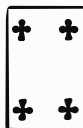
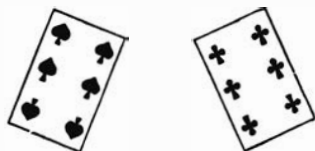
Should you succeed in using all three cards of a given ray of the star, so that the place occupied by such ray is completely vacant, you may supply the place of the inner card with any card you please from the outer circle. This particular game being one in which the chances are against you, this privilege is often very valuable. The other two spaces (*i.e.*, those in the two outer circles) are filled up, as usual, from the waste-heap.

A second deal of the unplaced cards (the waste-heap) is not in this case permitted.



47. THE SPARK.

(With two whist packs.)





YOU lay out the kings of both packs in two vertical rows, always placing the two kings of the same suit side by side; these eight kings are to form the foundations of eight complete families, to be built up in descending sequence upon them.

Having shuffled the remaining cards, you proceed to lay out twelve of them round about the eight kings, in manner shown in our illustration; four out of the twelve on each side of the two rows formed by the kings, two above, and two below, these last a little slantwise, so as to be the more readily distinguished from the first or last pair of kings.

You then observe whether among these twelve auxiliary cards there are any which can be played in descending sequence upon the kings; or whether there are among them any cards alike in suit and in sequence as between themselves. Any cards of this latter description are to be placed in a row one upon the other, each half-covering the one below it. These cards must of course be arranged in *ascending* sequence, for otherwise it would be impossible to play them to their respective foundations. This done, you fill up with fresh cards any vacancies arising from the employment of cards as above described, taking care as you do so to play any available cards which may present themselves, either to the main sequence or to the auxiliary heaps, as the case may be.

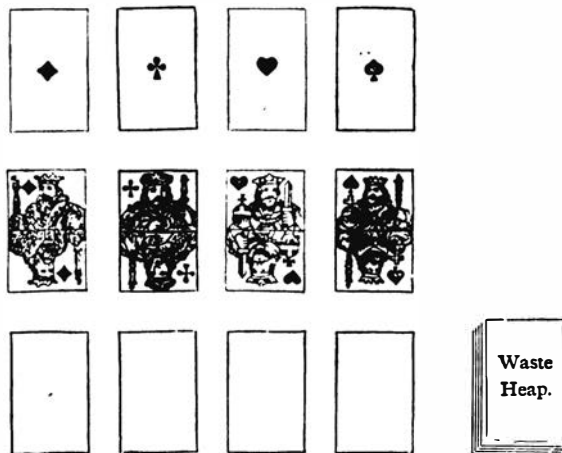
The remaining cards you deal out, but contrary to the rule of the majority of Patiences, you form therewith not *one* waste-heap, but *two*; and instead of dealing the cards one by one, you deal them by groups of three (face upwards) to the two waste-heaps alternately. Whenever a cards appears which is playable either to one of the foundations or to an auxiliary sequence, it must forthwith be played accordingly, and each card removed from either of the waste-heaps frees for use the one beneath it. You must at the same time note carefully whether, by reason of the variations which the appearance of a given card produces, other cards may not

have become playable, either to the foundations or the auxiliary sequences. Any vacancies occurring in the latter may be supplied from the one or the other waste-heap, at the option of the player.

When the two packs have been dealt out, if there are still remaining on the table, either in the waste-heaps or the auxiliary rows, cards which cannot be played to either of the foundations (and these consequently are not complete, to ace inclusive) you have lost the game.

48. THE PARISIENNE.

(With two whist packs.)



LAY out four aces and four kings, one of each suit, in two rows, as shown in our illustration. (These cards are destined to serve as foundations for complete families of like suit, the aces for series in ascending, the kings in descending sequence.)

You shuffle the remaining cards, and form therewith four separate heaps, one below each king, and beside them a waste-heap, all face upwards. The first card falls each time to the first heap, the second to the second heap, the third to the third, and the fourth to the fourth heap ; you then count off the fifth and sixth, and deal them to the waste-heap. The positions of the four auxiliary heaps are shown in the diagram by outline cards ; that of the waste-heap by a card marked accordingly.

If among the four auxiliary cards or the two belonging to the waste-heap any card should present itself which is of like suit and in ascending sequence to either of the aces, or of like suit and in descending sequence to either of the kings, it is at once played to its proper position accordingly.

When there is no longer on the table any card which can be played to either of the families, you deal as before fresh cards to the auxiliary heaps, *i.e.*, you distribute one each to the first, second, third and further heaps, and two to the waste-heap. If in so doing you turn up a card available for either of the sequences, you play it thereto accordingly, but you do not on that account disturb the order of distribution ; for example, if the card dealt *second*, and which would therefore in ordinary course fall to the *second* heap, is instead played to one of the foundations, the card next following will still be regarded as number *three*, and dealt to the *third* heap.

The uppermost card for the time being of the waste-heap may (as is indeed the rule in all Patience games) be likewise played, if appropriate, to either of the foundations. The four heaps are reserves, upon which you may draw at any convenient opportunity, and each card removed from the top of a heap makes the one beneath it in turn available for use.

When you have gone through all the cards, you spread out the cards of the waste-heap on the table, and, without distinction of order, play any that may be suitable to the

THE PARISIENNE.

appropriate foundations. This done, you take the remaining cards both of the waste-heap and the four auxiliary heaps, shuffle them, and make a second (and after this, if needful, a third) distribution of the cards, according to the rules above laid down, which remain obligatory throughout the game.

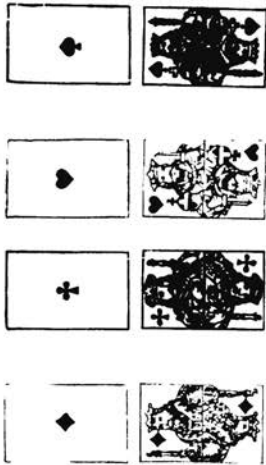
If after the third deal there are still cards unplaced, even a fourth deal is permissible. This is known as the "grace." In this last deal, however, there is no waste-heap.

If after this there are still cards outstanding, which you have been unable to place with their respective families, the game is lost.



49. LA CAPRICIEUSE.

(With two whist packs.)





YOU separate, in the first place, four aces and four kings, one of each suit, and lay them in two rows, the one above the other. These eight cards form the foundations of eight families, each of one suit ; those based on the aces being in ascending, and those on the kings in descending order of sequence.

The cards having been duly shuffled and cut, the first twelve are laid out, face upwards, in a horizontal row ; below this a second and third row of like number, and so on till the cards are exhausted. (The positions of these rows, or rather of the first three of them, are indicated in our illustration by outline cards.) If space is limited, the cards may be so placed that the cards of the second row half-cover those of the first, those of the third half-covering the second, and so on. Whenever in course of the distribution a card presents itself which is playable (as being of like suit and in ascending sequence) to one of the aces, or (as being of like suit and in descending sequence) to one of the kings, it is forthwith played to the appropriate foundation, but when a card has once taken its place in the line, it is not allowed (even though it may not yet be blocked by another row beneath it) to be removed and played to a foundation.

The whole pack having been laid out after the manner above described, you must in the first place assure yourself whether the row last laid out (and therefore not blocked by any other) comprises any cards which can be played to either of the families. Your next care will be to see if any cards (of like suit) in this same row are, as between themselves, in sequence, and if so, lay them one upon the other in ascending or descending order. Thus on a nine of spades either an eight or a ten of the same suit may be laid ; on a queen of hearts either a king or knave of hearts, and in like manner throughout. Any cards which by this shifting process are made free (*i.e.*, have no card left immediately below them in the row next following), may be played (suit and value permitting)

either to the foundations, or upon *the bottom card for the time being of any perpendicular row*. In so doing it should be borne in mind first to free such cards as are most likely to assist the further progress of the game.

When you have done all you possibly can in this direction, and are fairly brought to a standstill, you gather up the cards, beginning with the perpendicular row on the left hand, and carefully avoiding any disturbance of their order. You then proceed to a second (and if needful a third) distribution of the cards according to the rules laid down for the previous one. If at the end of the third deal all the cards are not used, and the families thereby completed, you have lost the game.

50. LA NATIONALE.

(*With two whist packs.*)



HAVING picked out the four aces and four kings belonging to one of the packs, and having (as in the game last described) laid them out in two horizontal rows,* you mix the two packs together, shuffle and cut them, and then proceed to lay out a perpendicular row of eight cards. If space does not allow you to place these fairly one below the other, the second may lap over the first, the third over the second and so on, each covering half the surface of the card above it. Next to this first row of eight cards you lay another row, and another, to the number of twelve in all, as indicated in the diagram by outline cards.†

The four aces at top form the foundations of four families

* See illustration to *La Capricieuse* (page 92), which is equally appropriate to *La Nationale*.

† The three first cards of each perpendicular row alone are shown, the remainder being omitted for lack of space. It will be seen that the arrangement is precisely the same as that of *La Capricieuse*, save that the final 96 cards are dealt perpendicularly instead of horizontally.

of like suit, rising in ascending sequence, and terminating with king. The kings form the foundations of four other families, in descending sequence and terminating with ace.

If during the dealing of the perpendicular rows any cards present themselves suitable to be played to one or other of the foundations, they are played to their respective families accordingly. When all the cards are laid out, you have on the table twelve perpendicular rows, but these will consist of various numbers of cards, for if in the course of your laying out a row one or more cards have been found suitable to the foundations, and have been played thereto accordingly, this row must *not* be completed with other cards from the pack; if therefore *two* cards of a given row have been employed as above mentioned, the row will contain, not *eight*, but *six* cards only. In order to avoid any possibility of mistake, it is safest to *count* the eight cards of each row, as you place them upon the table, and not to interrupt the reckoning, even though one or more cards may, in accordance with the rules, have been transferred to the foundations.

If during the distribution of the two packs the *last* card of one or more rows can be played to either foundation, this should be done accordingly, for it is a cardinal rule of this and all similar Patiences, that only the *last card* of a given perpendicular (*i.e.*, that upon which no other card lies) is available for play, and that only when such card is removed does its predecessor in the row become free for similar employment.*

When you have laid out the twelve rows of cards according to the foregoing instructions, and satisfied yourself that neither of the final cards can be played to a foundation, you are entitled (still as among these final cards only), to lay one

* Suppose, for instance, that the last card of a given row is the three of spades. So soon as, in laying out the subsequent rows, the two of spades appears, it will be played to its appropriate ace, and the three at once laid upon it. Similarly if the last card of a given row be a knave, and the queen of the same suit makes its appearance from the stock.

THE FLY.

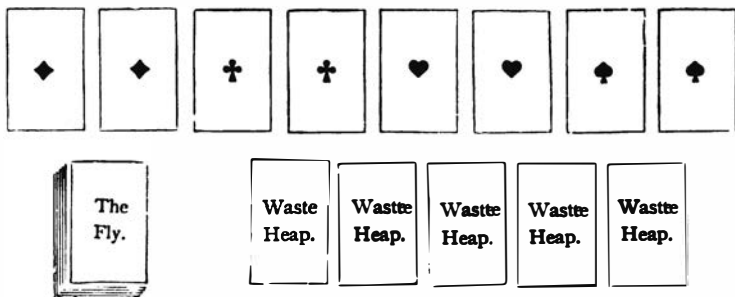
upon the other any two cards which may be alike in suit, and in sequence in point of value. For example, you may take an eight of spades (being the last card of its respective row), and place it on either a nine or seven of spades, which also chances to be the last of its row. The removal of the card thus dealt with releases for use the one next preceding it, and upon the auxiliary sequence so formed you may in like manner lay any card thus freed, which may serve to continue the sequence.

Before grouping cards as above, however, you should carefully examine the various combinations already subsisting, so as to shift the cards in such manner as may be most conducive to the ultimate success of the Patience. You should further take the earliest possible opportunity to clear off a complete row, for you are allowed to shift to the vacant place thereby created the final card of any row, or any provisional sequence, however extensive, of cards of a given suit.

If, after availing yourself of all these indulgences, cards still remain which you have not been able to play to their respective families, you have lost the game.

51. THE FLY.

(With two whist packs.)



THE FLY.



THE eight aces are first withdrawn from the two packs, and laid out in a horizontal row upon the table ; these are destined to form the foundations of as many complete families ; rising in regular sequence, without distinction of suit, from ace to king inclusive.

You then count off from the remaining cards (first duly shuffled and cut), a packet of *thirteen*, which is laid on one side face upwards, and is known as *The Fly*. You proceed to deal the rest of the cards, but instead of forming with them, as in the majority of Patience Games, a single waste-heap, you make with them *five* waste-heaps, and you are allowed to deal each card to such one of such five heaps as may appear most advantageous for your purpose. It will readily be understood that you should, whenever possible, avoid covering a low card with a higher one ; and it is often desirable to set apart one waste-heap for kings only, seeing that, as the highest cards, they are necessarily the last to be made use of.

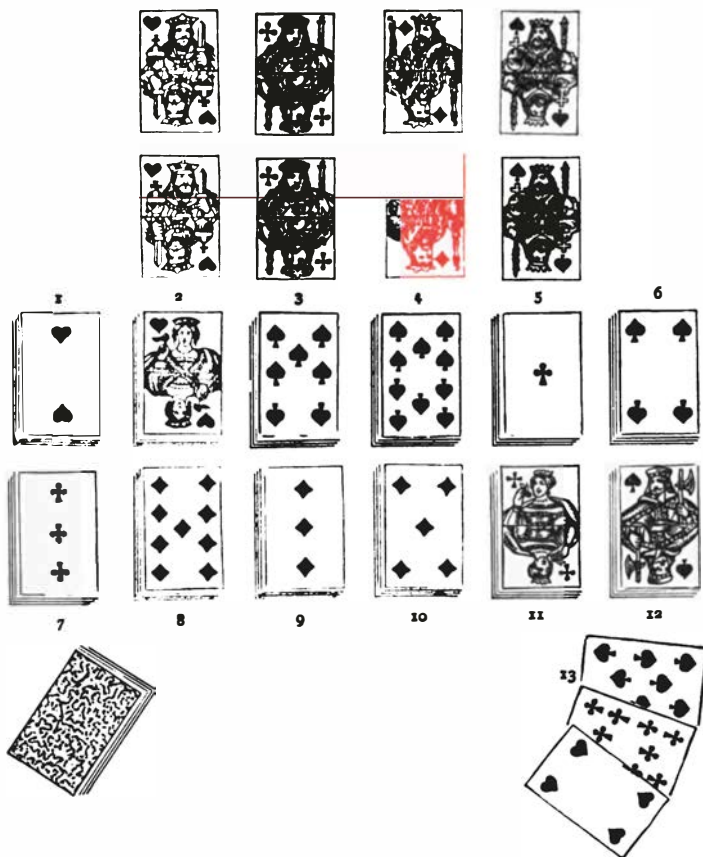
During this distribution of the cards into five heaps you must carefully bear in mind the uppermost card of the *Fly*, and as soon as a favourable opportunity offers, play it to one of the foundations. You do the same with the uppermost cards of the waste-heaps, always, however, giving the preference to the cards of the *Fly*. Each card played frees for use the one beneath it.

If by the time you have gone through the two packs you have not succeeded in playing all the cards of the *Fly* and of the five waste-heaps to the foundations, and therewith forming complete sequences from ace to king, you have lost the game.



52. LES PETITS PAQUETS.

(With two whist packs.)*



* It will be observed that the illustration represents a great part of the two packs as already distributed to the thirteen heaps. Before reaching this stage, sundry cards would in all probability have already been played to the various foundations, but it has been thought better to ignore this in the diagram, so that there may be no mistake as to the position of the kings.



YOU remove from the united packs the eight kings, and lay them, by way of foundation cards, in two rows, as shown in the diagram. On the four kings of the upper row must be laid, first the corresponding aces, then the twos, then the threes, and so on up to queen. On the four kings in the lower row are to come first their respective queens, then the knaves, and so on down to ace inclusive.

Thirteen cards are now dealt out from the stock in hand, twelve of them in two horizontal rows, and the thirteenth a little to one side. On these thirteen you deal thirteen more, the first twelve in such manner that each shall be squarely on the corresponding card already placed, but the thirteenth fanwise, in such manner that the card first dealt to that heap shall still remain visible.

You continue in the same manner until all the cards are dealt. At each deal, however, you must carefully observe the instructions following:—

Each of the thirteen heaps is considered to bear a number in regular succession: thus the first heap to the left is regarded as No. 1, the next as No. 2, and so on up to the heap spread fanwise, which will be number thirteen. Whenever the actual value of the card dealt proves to be the same as the number of the heap to which it is dealt, it is turned over and laid on one side. (An ace is reckoned for this purpose as *one*, a knave as *eleven*, and a queen as *twelve*.) Whenever a card is thus laid on one side, the next card dealt takes its place. And so the deal proceeds, every card whose value corresponds with the number of its heap being turned over and put aside as above mentioned. Each round of the deal commences with heap 1, and ends at heap 13.

When the whole of the cards have been dealt out in this manner, it is to be borne in mind that *all* the cards of the thirteenth heap (which it will be remembered was dealt on one side, and in such manner that the faces of all its cards remain visible) are available for use, but in the case of the other

twelve heaps only the *uppermost* cards for the time being. When the uppermost card has been played, then, and not till then, may its successor be dealt with.

Any suitable cards are laid as above described on the eight kings ; that is to say, on the four of the uppermost rows : first the aces of the same suit, then the twos, and so on ; on those of the lower row first the queens of same suit, then the knaves, and so on.

When there is no longer any card which you can play in this fashion, you take the uppermost card of the "turned over" heap which you put aside in the course of the deal, and place it (unless it chanced to be playable to one or other of the foundations, in which case other cards of the thirteen heaps will probably be rendered available) under that particular heap with whose number it chanced to agree ; for instance, if the card turned up is a *four*, you place it under the *fourth* heap in the first row ; if it is a knave you place it under the last heap but one in the second row. Then the uppermost card of this latter heap is dealt with in the same way, that is to say, it is placed under that heap with whose number its value corresponds, and you proceed in like manner until you are enabled to play to the foundations some one of the uppermost cards.* You must then anew carefully examine the thirteen heaps, and if any other cards have become playable to the foundations under the altered conditions of the game, play them accordingly.

When it is no longer possible to do this, the next card of the turned-down heap comes into play. You proceed with this as with its predecessor, and in like manner one after another with the remaining "turned" cards, until they are completely exhausted.

If you have not by this time succeeded in effecting the

* It will be observed that *each* step of this process makes a new top card, of one or another heap, available for play.

LES PETITS PAQUETS.

object of the game, you may gather up the thirteen heaps, and deal them once (or even twice) again, in the same manner as before. In gathering them up, however, bear in mind that the six heaps of the upper row are to be placed one upon the other, and the six of the lower row in like manner, one upon the other, the cards of the thirteenth heap (or such of them as may remain) being placed *between* the two packets thus made.*

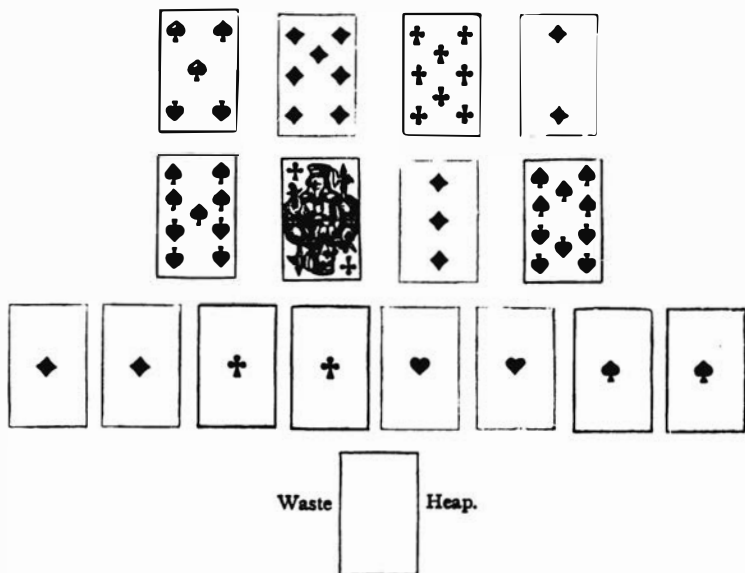
With regard to the main sequences, it is allowable, if it appears likely to assist in bringing the game to a successful issue, to take a card from the upper row, and place it on a corresponding card of the lower row, or *vice versa*. For example, if one of the main sequences in the upper row is headed by a seven of clubs, and one in the lower row by an eight of clubs, and on one of the thirteen heaps there is a six of clubs, which you desire to make use of, you may shift the seven in the upper on to the eight in the lower row. The six is thereby rendered playable. *Only one card at a time*, however, can be dealt with in this manner.

* This plan ensures a completely new arrangement of the cards after redistribution.



53. LIGHT AND SHADE.

(With two whist packs.)



TAKE out, in the first place, the aces of both packs, and lay them in a horizontal row; then above them deal out from the remaining cards (after having duly shuffled and cut) two rows of four each. The eight aces are to form the foundations of as many families, to be built up of cards in ascending sequence, but alternate in colour, a red card following a black, a black a red, and so on throughout. The four cards of the upper row are to form the bases of auxiliary heaps, to be also formed of cards of alternate colours, but in *descending* order of sequence.

Having formed your *tableau* in manner above described (as shown in our illustration), you proceed to examine whether

either of the cards in the upper row is *in ascending sequence, and opposite in colour* to either of the foundation cards, and if so, you at once play it thereto. Any vacancies thereby created in the upper row of auxiliary cards are forthwith filled up by cards from the lower row. You then further note whether any of the cards of the lower row are playable, in *descending* sequence and alternate colour, on either of those of the upper row. Should such be the case, you place them accordingly, so as to form auxiliary sequences, to be transferred, as soon as the uppermost card renders it practicable, to one or other of the foundations. The vacancies produced by this means in the lower row are filled up with cards from the pack.

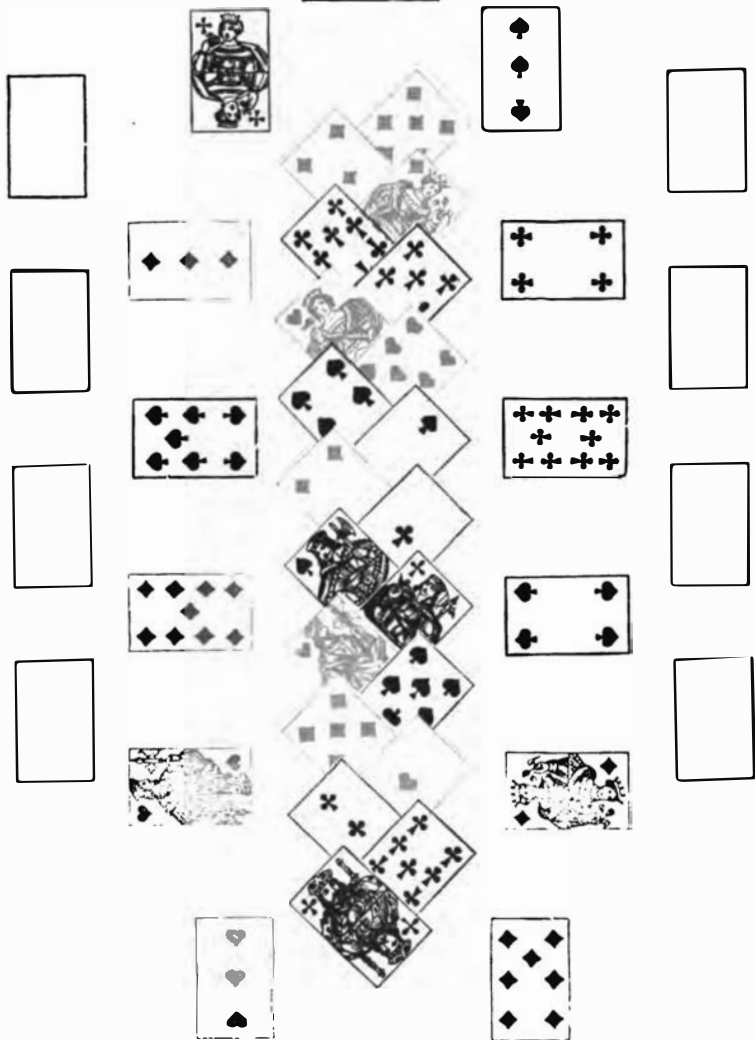
The remaining cards are dealt one by one to a waste-heap, any which may be suitable in point of value and colour being played, in accordance with the rules above laid down, to the foundations or auxiliary heaps, as the case may be.

You are entitled to deal *once* through the waste-heap. Unless by the time you have done this you have succeeded in placing all the cards and completing the eight sequences, from ace to king inclusive, you have lost the game.



54. THE PLAIT.

(With two whist packs.)



THE PLAIT.



THE cards of the two packs having been duly shuffled and cut, you lay out twenty of them (overlapping each other like a plait) in a perpendicular line upon the table, as depicted in the central portion of the illustration on the preceding page. At each corner, above and below, a single card is to be placed, and on either side the plait a row of four other cards, laid transversely. (It will be observed that the diagram shows in addition, next to these transversely placed cards, on either side a row of four cards in *outline* only; these indicate the positions in which the foundation-cards are to be laid.)

The *tableau* having been duly formed as above, you turn up the uppermost card of the stock. The nature of such card determines the foundation-card for the eight sequences. Should such card prove to be, say, a knave or a seven, all cards of like value, whether found among the auxiliary cards or forming the last card of the "plait," are transferred to one or other of the positions indicated by the outline cards, where they will form the foundations for complete sequences of like suit, and in ascending order.* Any vacancies thereby created at the four "corners" will be made good by cards taken from the bottom of the plait. The cards thus removed from the plait are not replaced. Any vacancies arising among the eight auxiliaries placed transversely are supplied from the pack.

The remaining cards are now dealt to a waste-heap, such as may prove suitable to form foundations or to continue sequences being used accordingly. The auxiliary cards and the lowermost card for the time being of the plait are employed in like manner, the latter, however, always having the preference. Should an available card present itself simultaneously among the auxiliary cards and at the lower end of the plait, the latter card should always be taken, the sooner to

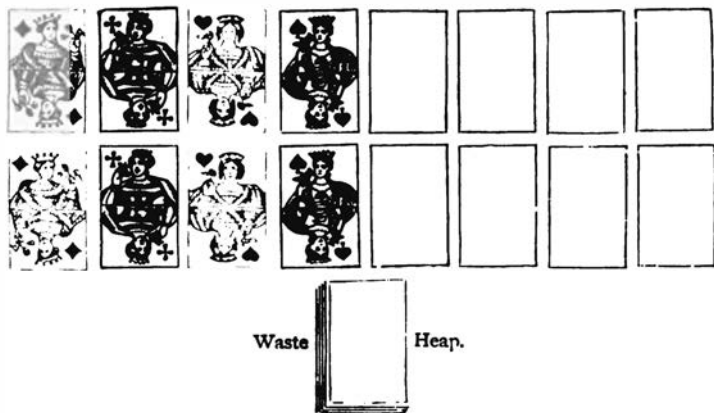
* When in the course of the sequence *king* is reached, it will be followed by ace, deuce, and so on, till the series of thirteen cards is complete.

unwind the plait, which is sometimes a difficult matter. It must, however, always be borne in mind that none but the *last* card of the plait for the time being is available.

You are entitled to deal three times through the waste-heap. If by that time you have succeeded in arranging all the cards, both of the plait and the auxiliaries, in eight ascending sequences, each of a suit, you have won the game.

55. QUEENS AND KNAVES.

(*With two whist packs.*)



YOU remove the queens of both packs, and spread them in two rows on the left-hand side of the table. This done, you shuffle and cut the remaining cards, and proceed to deal them one by one to a waste-heap. As the kings come to hand they are likewise to be laid in two rows, on the *right-hand* side of the table. (Their positions are indicated in the diagram by the outline cards.) Should cards appear

QUEENS AND KNAVES.

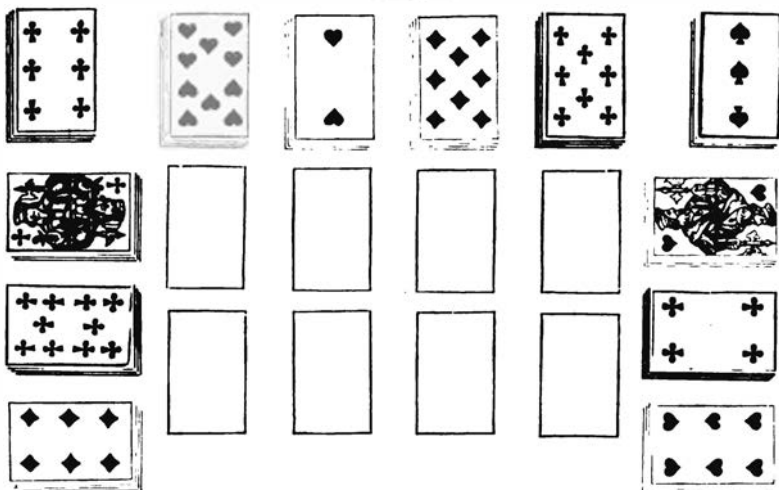
which are playable in descending sequence (irrespective of suit) upon the queens, they are placed thereon accordingly. These constitute reserve heaps, which, when it becomes practicable to do so, are to be shifted, in reverse order, on to the appropriate kings.* The eight kings constitute as many foundations, on which are to be built up families alike in suit and in ascending sequence (ace, two, three, and so on), every available card turned up in course of the deal being played thereto accordingly. These eight families are to begin with king and end with knave, and the cards of which they are formed must throughout be alike in suit.

The cards are in this game dealt only once through. If at the close of the deal there are cards still remaining unplaced, you have failed. To succeed, the eight queens must appear on the one side, and the eight sequences, each headed by knave, on the other.

* With the exception of the queens themselves, which retain their places.



56. THE QUADRANGLE.

(With two whist packs.)

HE cards having been first thoroughly shuffled, you lay out, face upwards, twelve little heaps, each consisting of three cards, so as to form three sides of a sort of oblong frame, as shown by the twelve outermost cards of our illustration. This "frame" must be of such a size as to leave room within it for two more rows, of four cards each.

You now cut the pack, and the first card that comes to hand on the lower portion decides what cards shall form the foundations for the intended sequences; if, for example, the first card turned up is a ten, or queen, or a seven, the corresponding cards throughout the two packs will be employed as foundations. As such cards chance to appear in the course of the deal, they are forthwith placed in their proper positions, as indicated in our diagram by the outline cards in the middle of the frame.

THE QUADRANGLE.

You next examine whether any of the uppermost cards of the twelve auxiliary heaps are playable (as being of like suit and in ascending sequence) to either of the foundations. Should such be the case, you play them accordingly.

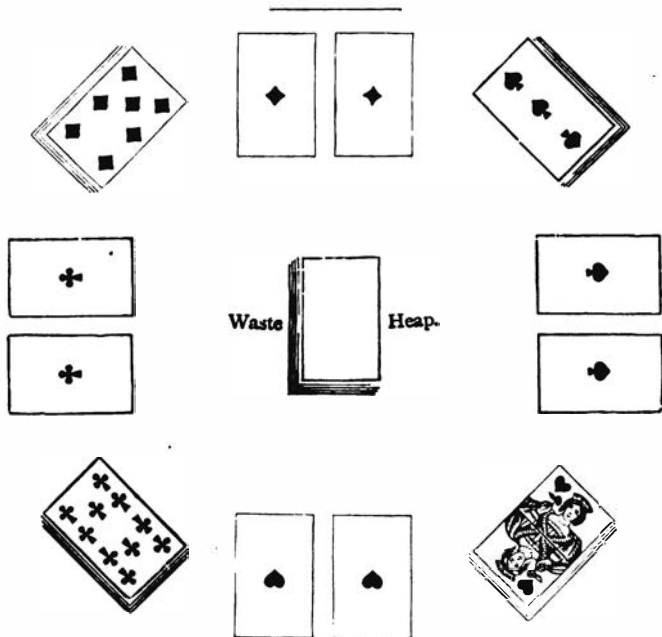
You then proceed to deal the remaining cards to a waste-heap, any which may be suitable being played in due course to the foundations, or placed in descending sequence on auxiliary cards of similar suit. The removal of a card from either of the auxiliary heaps makes the one below it available for use in like manner. When any given heap is entirely exhausted, you supply the vacancy thereby created with a single card from the waste-heap.

In this game only a single deal is allowed. To win the game, you must meanwhile have succeeded in playing every card, both of the waste-heap and the auxiliary heaps, to its proper place on one or other of the eight foundations.



57. THE OCTAGON.

(With two whist packs.)



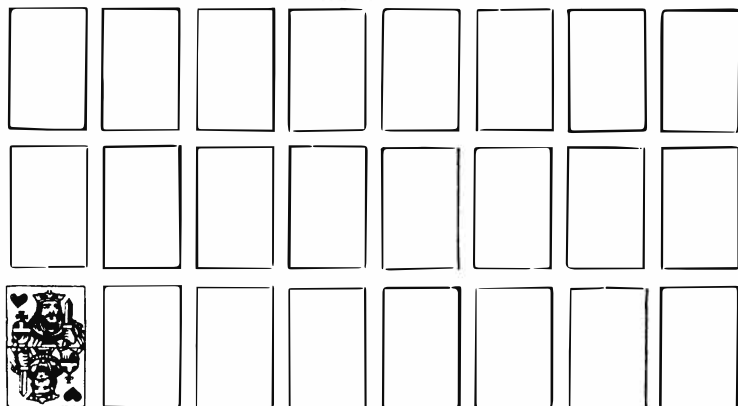
REMOVING the eight aces, you lay them out in pairs, face upwards, as shown in the annexed illustration; and across each of the open spaces left at the corners place a packet of five auxiliary cards, laid slantwise, so as to form an octagon. The eight aces are to form the foundations of the same number of families, to be built up in ascending sequence, each of a single suit. On these foundation cards you lay (if they chance to be playable according to the above conditions) the uppermost cards of the auxiliary heaps, each card removed releasing the one below it for use in like manner.

You then proceed to deal the remaining cards to a waste-heap. In so doing, any which chance to be of same suit and next higher in value to the top card for the time being of either of the foundations are played thereto accordingly; and any which are of like suit and next *lower* in value to the top card for the time being of either of the auxiliary heaps are laid upon such card, until the latter has reached such a point that its uppermost card becomes playable to one or other of the foundations. In such case the whole heap (so far as the cards are in sequence) will be played to such foundation. In the event of the complete clearance of the heap, the vacancy thereby created is filled up by a card from the top of the waste-heap.

You are entitled to deal three times through the waste-heap. If by that time you have not succeeded in playing every card, whether of the waste- or auxiliary heaps, to its proper position, the game is lost.

58. THE PICTURE GALLERY.

(With two whist packs.)





HIS is rather a pretty Patience. Having thoroughly shuffled the two packs, you take out a king of hearts, and lay it on your left hand just above the lower edge of the table, as represented in the diagram ; the remaining cards you lay one by one upon such king, until an *ace*, a *queen*, or *another king* comes to hand. An ace you lay in the *middle* row, a queen in the *upper* row, or a king in the *lower* row, next the one already placed there. (The positions of these three rows respectively are indicated in the diagram by blank cards.)

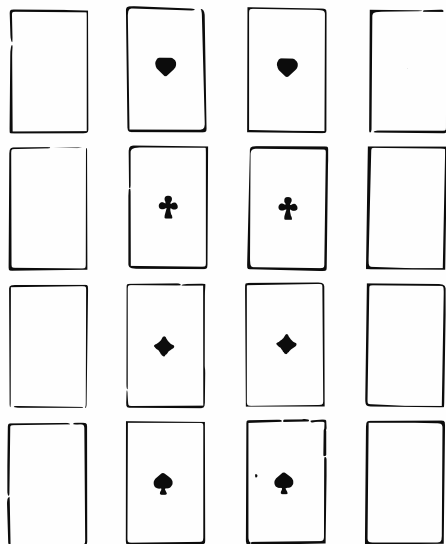
When a second king comes to hand, you lay the cards next following upon such second king, and so on with each king that appears.

The aces are to form the foundations for eight families to be built up in ascending sequence, but without distinction of suit, and terminating with knave. Whenever a card appears (of no matter what suit) which is playable to either of the foundations, it is to be forthwith played thereto ; you should also take careful note whether the uppermost cards for the time being of either of the "king" heaps is suitable for that purpose. Each card played frees the one beneath it for employment in like manner. If you are able to clear away the whole of a packet, leaving the king alone, you are entitled to lay upon such king the uppermost card of either of the other heaps.*

The cards are to be only once played through, and to win the game you must have completed every sequence up to knave inclusive, leaving all the kings exposed. The *Picture Gallery* will then exhibit three rows of court cards, the first row consisting of the queens, the second of the knaves, and the last of the kings.

* As the cards are only to be dealt once through, this grace might, we think, be extended to (say) a *maximum* of the three uppermost cards of either heap.

59. THE KINGS.

(With two whist packs.)

THE eight aces are in the first place removed from the packs, and laid in two perpendicular rows up the centre of the table. These are to form the foundations for eight series of cards in regular ascending sequence, but without distinction of suit, and headed by king.

The remaining cards are now shuffled and cut, and from them is dealt out, on either side of the aces, a perpendicular row of auxiliary cards, represented in the diagram by outlines. If in so doing you chance to turn up a card (of no matter what suit) which is playable, in ascending sequence, on either of the foundation cards *in the same horizontal line with it*, it must be played accordingly, its place in the ranks of the auxiliaries being supplied by the next card that comes

THE KINGS.

to hand. Beside the two perpendicular rows of auxiliary cards, you next proceed to lay out fresh rows, also face upwards, as many as the number of cards will permit, always remembering as you do so that any card playable, according to the rules above laid down, is to be at once played accordingly. You must, however, bear in mind that whenever a fresh perpendicular row of auxiliary cards is dealt, the cards of the inner rows are thereby for the time being barred, and are no longer available.

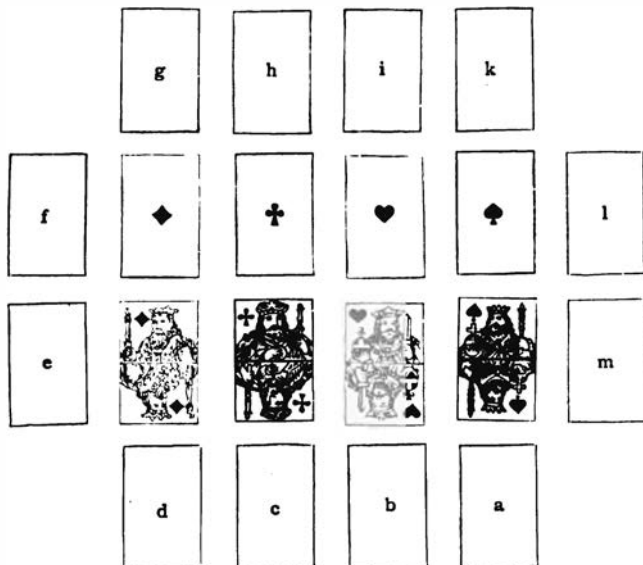
When you have dealt out the whole of the cards, you have thenceforth the right to group together any available cards of the two outer rows, irrespective of suit, in auxiliary sequences, ascending or descending. Any card removed for this purpose naturally frees for use the adjoining card of the next row, and when the last placed of a number of cards so grouped together becomes playable to one of the foundations, the rest of the series can of course be played, in turn, upon it. You must therefore strive by this means to set free such cards as may be suitable for playing to the foundations.

Whenever, by means of such transpositions, you are able to clear away a whole horizontal row, you are allowed to transfer to the vacant space any card you please, provided always that it is the outermost of its horizontal row.

The cards can only be dealt once through. To win the game, you must have duly played every card, and completed the eight sequences, to king inclusive.



60. THE "LOUIS" PATIENCE.

(With two whist packs.)

FROM one of the two packs you remove the four aces and the four kings, and lay them in two horizontal rows, as depicted in our illustration. These eight cards are to form the foundations of as many sequences, in each case following suit, but in that of the kings in descending, in that of the aces in ascending order.

The cards having been duly shuffled and cut, you next lay out round the foundation-cards twelve auxiliaries. The position of these is indicated on the diagram by outline cards, marked with letters of the alphabet; you begin the laying out of the cards at the point *a*, and gradually work round, through *b*, *c*, *d*, and so on till you complete the round with the card marked *m*. If among these auxiliary cards there are

THE "LOUIS" PATIENCE.

any which, according to the rules above laid down, are playable to the foundations, they are at once played thereto, the next card on the pack taking the place of the one so played.

When the circle is completed, you deal a second, third, and so on, in the same order upon the cards already dealt. These form auxiliary heaps, but the uppermost cards of these, when they have once been laid down, cannot be made use of in play until the whole of the cards have been dealt.* This done, if the uppermost cards of two or more auxiliary heaps cannot be played direct to a foundation, they may be shifted, duly following suit, from one heap to another, so as to form with other uppermost cards auxiliary sequences, either ascending or descending.

When you can do nothing more with the cards as they lie, you pick up the heaps once more, collecting them in the following order, *g, h, i, k, l, m, a, b, c, d, e, f*; and, *without shuffling*, deal them out again as at first. As a result of this redistribution it will often happen that some card becomes simultaneously playable in descending sequence to one of the "king" foundations, or in ascending sequence to one of the "ace" foundations. In such case you are entitled to lay it provisionally near the one or the other, and ultimately to play it to that one to which a continuing card first falls.†

The cards may be thrice distributed. If at the close of the third deal you have not succeeded in duly playing all to their respective foundations, you have lost the game.

* Any card turned up in the course of the deal may at once be played (if its suit and value permit) to a given foundation. But if it is not so played, and another card is dealt, the first then ceases to be playable until the whole are distributed.

† Suppose, for example, that you have a "king" sequence, headed for the time being by a *nine*, and an "ace" sequence headed by a *seven*. An *eight* of the same suit would be playable to either. Should such a card appear, you hold it in abeyance as above. Should a *seven* of the same suit afterwards turn up, both cards will be played to the "king" sequence, but should a *nine* be the first to appear, both would be played to the "ace" series.

61. THE WRANGLE.

(To be played by two persons, with two whist packs.)



HIS is a two-handed game. The players sit opposite to one another. Each takes one pack, and offers it to be cut by the adversary. The player who has cut *highest* begins by placing his first thirteen cards in a heap, face upwards, on one side of the table, and close to these the next four, side by side, also face upwards, in a row before him.

The second player, when it comes to his turn, does the same, taking care to leave between the two rows of exposed cards sufficient space for the eight aces. These as they come to hand in the course of the game are laid in their appointed positions, and form the foundation-cards for ascending sequences, following suit, and terminating with king.

The first player now begins to turn up one after another of his remaining cards, endeavouring as he does to play each card either to one of the "ace" heaps (so as to form families of same suit and in ascending sequence), or, still following suit, but in *descending* sequence, on one or other of the auxiliary heaps which are gradually formed on the four cards laid on either side the aces. The first card which the player cannot make use of in either of these ways, he lays before him as the commencement of a waste-heap.

It then becomes the turn of the second player, who proceeds in like manner, but with the additional privilege that should a given card be not playable either to the main sequences, to the auxiliary heaps, or his own reserve-heap (the heap of thirteen cards), he may play it to the newly begun waste-heap, or upon the reserve-heap of his adversary, provided always that it is of like suit, and in ascending or descending sequence to the card on which it is played.

THE WRANGLE.

As the game proceeds, the first player has of course the same privilege, which should be taken advantage of whenever possible, so as to increase the reserves of the adversary, and diminish his own, for the player who first gets rid of all his cards wins the game.

Any of the eight reserve-heaps, in so far as it consists of cards in sequence, may be played to a given foundation so soon as the upper card becomes playable thereto. Should the heap by this means be completely removed, it is replaced by the top card of the waste-heap of the player whose turn it is to play.*

It is generally advisable, in the case of two cards becoming simultaneously playable (whether to one of the "ace" heaps, or one of the auxiliary heaps) always to give the preference to the uppermost card of the reserve-heap.†

The waste-heaps are dealt through over and over again, as often as the game may require, but each player must leave his waste-heap on the table till his opponent is no longer able to play any card. When such is the case, he picks up his waste-heap, and proceeds in turn to play.

* *I.e.*, the player who has just transferred the auxiliary cards to the foundation.

† As this heap consists, at the outset, of the comparatively large number of thirteen cards, which are for the time being withdrawn from play, it is well to take every opportunity of diminishing its bulk.



62. HERE AND THERE.

For two players. With two whist packs.

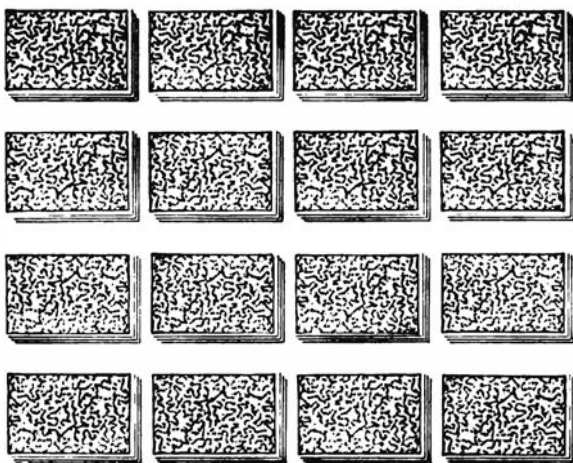
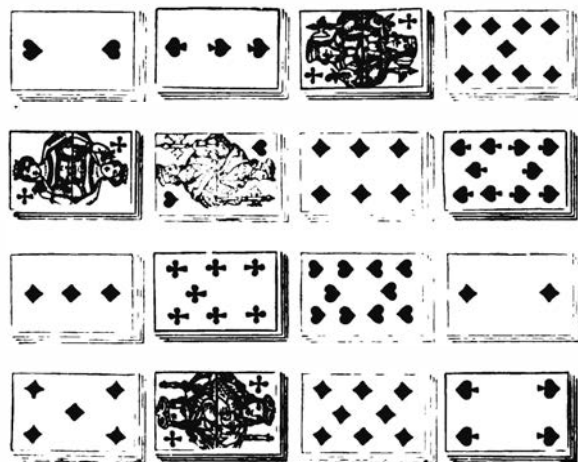
THIS also is a two-handed game. As in the case of that last described, the players commence by cutting, and he who cuts highest begins, which he does by turning up his uppermost card. This fixes the foundation-cards for eight different heaps, to be built up each of one suit, and in ascending order of sequence. Thus if the first card were a *seven*, all the sevens of the two packs, as they chance to present themselves, are laid down as foundation cards, and on each is built up a family of the same suit in ascending sequence, terminating with the *six*.

So soon as the first player comes to a card which is not playable, he lays it before him as the first card of a waste-heap, and the right to play then passes to the second player, who turns up *his* cards one by one, and, if their nature permits, plays them to one or other of the foundations. Each player, when it is his turn to play, has the right to play a given card (not available for the main sequences) upon the waste-heap of his adversary, so long as it is in ascending or descending sequence (irrespective of suit) to the top card of such heap. It should be his endeavour by this means to increase the heap of his adversary as much as he possibly can, for in this case, as in the last, the player who first manages to get rid of all his cards, wins the game.

The waste-heaps are dealt over and over again as often as may be necessary, but each player is bound to leave his waste-heap exposed until his antagonist can no longer play, when it becomes his own turn. Then, and not till then, he may pick up his cards.

63. SYMPATHY.

(For two persons. With two *whist* packs.)



SYMPATHY.

SYMPATHY.

ALTHOUGH a two-handed, this is not an antagonistic game, for both players pursue a common object. Both win or neither.

Each of the two players takes a complete pack, shuffles it, and offers it to his adversary to cut. This done, each divides his cards into sixteen heaps of three each, which he arranges before him in four rows, *face downwards*, on the table, laying the four remaining cards, which are known as the "grace" cards, also face downwards, in a supplementary heap just below the fourth row.

Each player having thus laid out his cards (as represented at the right hand of our illustration), the leader turns over the top card of each of his sixteen heaps, so that it shall be face upwards. (To save time, this turning up of the top cards may be done in the act of laying out the sixteen heaps.) The cards then appear as shown on the *left-hand* side of our illustration.

The second player now turns up, one by one, the uppermost cards of *his* sixteen heaps, naming each as he does so. If the first player finds, among his exposed cards, one of like suit and value, each player throws the card thus "paired" aside, and the second player turns up in like manner the next card of the heap from which the card paired was taken. This continues until the second player has turned the uppermost cards of all his sixteen heaps.

Meanwhile the first player having thrown aside in the course of this pairing process the top cards of several of his heaps, these heaps are now each headed by a turned-down card. These he now turns up, as the second player did with his, and at the same time throws aside any which may be paired by the adversary. In this way the game proceeds, each playing alternately, till no further discard on either side is practicable.

When this stage is reached, and there are no more cards, among the thirty-two exposed, which can be paired, the four

SYMPATHY.

"grace" cards on either side are one by one turned up. This continues until either all the cards have been paired, and the game is won, or no card (of those still exposed) responds to the call of Sympathy, in which case the game is lost.

This game may be made more difficult by dealing, instead of sixteen, *seventeen* heaps of three cards each ; and having only one grace card on either side. In other respects the course of the game will be exactly the same as above described.



SOLUTION OF THE CÆSAR PROBLEM, p. 17.



HE nine cards are arranged in an ordinary "magic square," as under.

2	7	6
9	5	1
4	3	8

It will be found that the above answers the requirement of counting 15 in every direction, vertical, horizontal, or diagonal.

THE END.



