Index for Accordion Solitaire

Accordion Solitaire is the "Rubic's Cube" of Solitaire Games.   Like many great games, this is very simple to play.   The odds of winning are listed in *Solitaire and Patience Games* as <u>1:100</u>.   I have won this game once.   But I know someone who won it within the first few days of playing!

This is one challenging game!

Here is the list of available topics:

The Object of Accordion

The object is to deal all the cards into 1 pile.

You do this by following 2 simple rules:

You can move a card on top of the card one to the left   or three over if AND ONLY IF:

1. The two cards are the same suit
2. The two cards are the same value

You can deal out as many cards as you wish.

Undoing a Move

Undoing a move is limited to the last move.   Each deal is considered a move.

To undo, you can press BackSpace or Ctrl+H

Strategy Tips

You should tend to deal cards to keep even rows of four.   When you have a choice between move X and move Y, deal a couple-few cards ahead to see if there really is a choice.

Personally, I find that if I deal 20 cards or so and try to play from that, I get "lost" in the forest.   So my advice is to keep the amount of cards manageable. (But then, what do *I* know?   I have only won *once!*)

Showing More Cards

You can use the Options Menu Compress to compress the card display by overlapping the cards on top of each other.   This is useful if you are dealing far ahead, or just don't have any moves.

Using the Mouse

You must use the mouse to move.   You can drag a card on top of a card to the left by holding down the left mouse button.   Or you can double-click the right mouse button to move a card to the nearest available move.

Cancelling a move (after you start dragging) is done by dropping the card onto itself.

See also
> Undoing a Move

Odds

The actual odds of winning are quite possibly much, much higher! (The authors suggested as high as 1:10,000!)