Double Patience

Double Patience is a card game for two persons. It is also possible to play against a computer player. The game is a kind of Patience game in which you can move only one card at a time like FreeCell. Its possible to move rows of cards using free spots on the table and other rows (also the rows of the other player). If the game is between a human and a computer player, than the computer checks al the possibilities and when the human makes a mistake the computer will notice that and will take the turn. A player wins when he has no more cards.
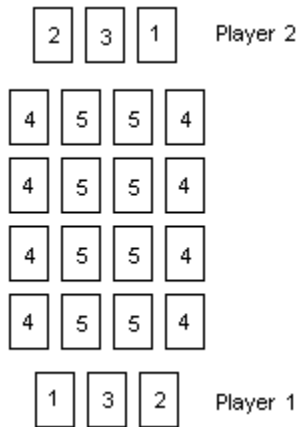
The Table
The Game
Starting a new game

The table

The game-table can be divided into the followig stacks and rows:

Stack 1: Starts with 13 cards. Dependend of the rules, the component can put cards on this stack. When a player can not put a card from this stack on the table, he has to put it back on this stack.

Stack 2: Starts with 35 cards. On this stack, the component can not put his cards. When a player can not put a cards from this stack on the table, he has to put this card on stack 3.

Stack 3: Starts empty. If a player can not get rid of a card from stack 2, he has to put it on this stack. The component can put his cards or cards from the table on this stack..

Row 4: These are descending rows. Cards are allowed here when they have decending values and changing colors. For example a row of: 10 of Hearts, 9 of Spades, 8 of Diamond and so on.

Stack 5: These are ascending stacks starting with an ace. The cards must be ascending and must be of the same suit.

The Game

The game is played with two cardgames. Each player starts with one cardgame. Because one player may give the other player cards from his stack or from the table the cards are thrown together.

You can only move one card at a time (like FreeCell). If you want to move a row of cards you must move all the cards of that row to a free spot, an other row or stack. One a free spot you may lay all kind of cards (not only Kings like Solitair).

The different rows and stacks have different priority:
1. If you can move a card to the middle of the table (stack 5), you must do that first.
1. After that, if you can move a card (from the table or from your stack) to stack 1 of 3 from the component you have to put it there. These stacks must have the same suit, but can be ascending AND descending. If the component has a 7 of Hearts on stack 1, you may give hime a 6   or a 8 of Hearts.
3. After that, you are obliged to make as many empty places as you can on rows 4.

A player always starts with stack 1, unless this stack is empty. When a player can not get rid of this card he must leave it on stack 1.

When a player can not get rid of his card on stack 1 or this stack is empty, he may start with stack 2. When   player can not get rid of the card on stack 2, he must put it on stack 3 and the other player may continu the came. You can give your turn away by pressing the button or dragging the card to stack 3.

If you are playing with the rule 'Move to the little stack NOT allowed', then the player must always try to put the card from stack 1 away. Following the other rules, when a player may not put the card from stack 1 away when he has already touched stack 2, until he gets a new turn.

Start a new game

By pressing the menu-item 'New' you can start a new game..

A dialog is shown where you can indicate how the game has to be played..
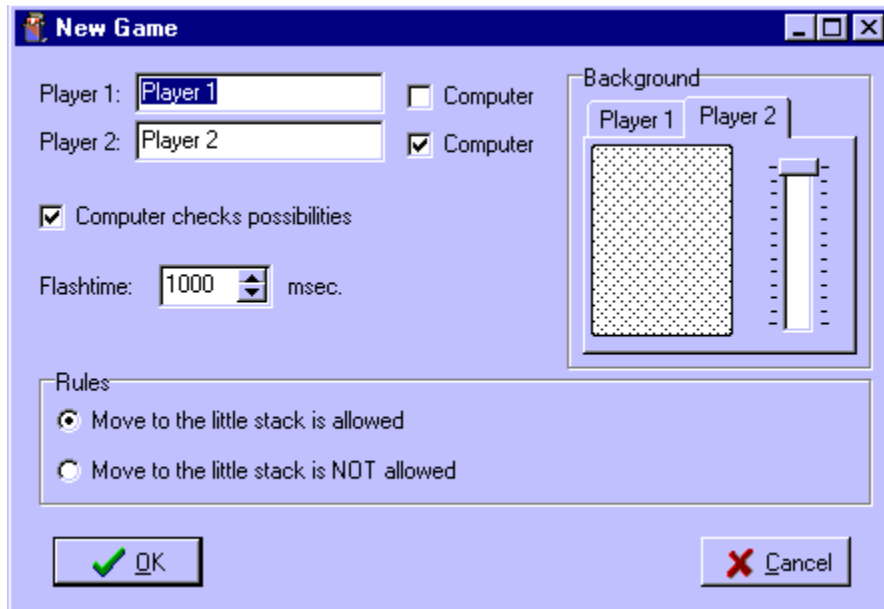
First you can enter the names of the players/computers. By pressing the checkbox you can indicate whitch player must be played by the computer.

With the option 'Computer checks possibilities' the computer checks if a player has done everything he can. When not, the computer displays the move and gives over the game to the other player.

When the computer moves a card, it is show by flashing the starting and the end-point. With Flashtime you may enter the time the computer flashes the cards.

You may change the background of the cards for each player by sliding the bar up and down.

You can select the rules you want.

After pressing the OK-button, the options are saved.

The game starts and the player with the highest card on stack 1 may begin.