Spider Solitaire Help Index

Description

WinSpider is a solitaire card game based on the rules of spider solitaire as stated in "The Complete Book of Solitaire & Patience Games" by Albert H. Morehead & Geoffrey Mott-Smith and in "Official Rules of Card Games" printed by The United States Playing Card Company of Cincinnati, Ohio and as I have learned in the past from unknown sources.

The deck consists of two decks of 52 cards each, shuffled together and dealt in four piles of six cards and six piles of five cards (54 cards). The remaining cards are placed in a <u>stock pile</u>.

The object of play is to assemble 13 cards of a suit in sequence and to subsequently send the pile <u>home</u>. The game is over when all 104 cards have been properly sent <u>home</u>.

According to "The Complete Book of Solitaire & Patience Games", the odds of winning are 1 in 3. I've found it takes a lot of experience to ever reach these odds. I currently can win about 1 in 5 games.

Supposedly this is one game where application of skill can overcome the luck of the deal.

Playing Spider Solitaire

To play Spider, move the mouse to point at the card(s) that you wish to pick-up and click and hold the left mouse button. Then drag the card to the location you wish to drop the card(s) and release the button.

You can pick-up the bottom card of a pile by clicking and holding the left mouse button below the pile of cards. You can pick-up a <u>pure build</u> in a pile by clicking and holding the left mouse button at the top of the pile.

The mouse pointer may be anywhere within a column when you release the cards. If the card(s) cannot be played in that column, it will return to the original column where the card(s) came from and you will see a message explaining why the card cannot be played (unless ignore pick-up and drop rules are set).

You may backup any number of turns (if allow backup option is set) up to the beginning of the game.

If you click the right mouse button on a pile of cards, WinSpider will move the top card (or a pure build) to where it plays if possible. WinSpider will move the cards to make a pure build if possible. If that is not possible, WinSpider will move the cards to where ever they can play.

When you get stuck, click on the **Next** menu item and have 10 more cards dealt.

Object of Play

The object of play is to assemble thirteen cards of a suit in ascending sequence from Ace to King. Whenever a suit is so assembled on top of a pile (called a <u>pure build</u>), you may click on the King of the stack and it will be sent <u>home</u>. The game is won if you send the whole double deck home in eight groups. You do not have to send a suit home as soon as it is available.

The top card of each pile is always available as well as all cards below it which follow it in ascending sequence in the same suit. Available cards may be built down, regardless of suit, ending at ace. Any or all of the cards on top of a pile, while they are in the same suit as well as in correct sequence, may be lifted as a unit to build elsewhere. A sequence of available cards may be broken at any point and some left behind (depending on options). A <u>space</u> made by clearing away an entire pile may be filled by any available card or <u>build</u>.

A card (or group of cards) may be placed in either a space or on a card of next higher rank regardless of suit. A king may only be placed in a <u>space</u>.

When play comes to a standstill, select the **Next** menu option in order to deal another set of ten cards.

Hints

You should prefer <u>builds</u> in suit where choice offers.

You should make <u>builds</u> that you can unmake first.

Among <u>builds</u> that are not of the same suit, start with those of the highest rank first.

Try to make a <u>space</u> as early as possible and use spaces to reshuffle sequences into <u>pure builds</u> so far as possible before filling spaces.

Click the right mouse button on each pile when you believe there are no more moves to insure that you are not missing something.

Options

By selecting the "Options..." menu item, you can change some parameters of game play. Options can be changed by clicking on the check box to the left of the option you wish to change.

Allow backup - allows you to undo previous turns and backup to the beginning of the game or to the last time you sent a <u>pure build</u> home.

Allow deal when emtpy row exists - The rules of spider solitaire do not allow a deal when an empty row exists. This overrides that rule check when the option is checked.

Allow partial pickup - When this option is checked, you can pickup a partial <u>pure build</u> instead of picking up the whole pure build.

Activate double click - When this option is checked, the game will automatically move a full <u>pure build</u> to any location that it can be played when you double click on the stack instead of you moving the cards.

Drag Cards - When this option is check, the cards in your hand will follow the mouse pointer.

Scale Bitmaps - If this option is checked WinSpider will scale the size of the cards instead of clipping the cards in order to make all the cards fit in the window. Note that clipped cards may be easier to read.

Show Home Pile - If this option is checked WinSpider will display the home piles and the stock above the tableau.

Cheat Options
o   **Allow pickup of any** - This option will not be saved and is provided to allow you to violate the rules of spider solitaire when frustration sets in.

o   **Allow drop anywhere** - This option will not be saved and is provided to allow you to violate the rules of spider solitaire when frustration sets in.

Author Information

WinSpider is Copyright (c) 1992 by John A. Junod.

If you enjoy playing this game and wish to make a contribution to
support the continued development of this and other related
games, send $5 to:

        John A. Junod
        3005C Greene Place
        West Point, NY, 10996

WinSpider is the first of my EGA/VGA series of games that has
been transferred into the Windows environment.

Other games available from me are EGA Spider Solitaire, EGA
Klondyke Solitaire, EGA Pyramid Solitaire, EGA Backgammon and EGA
Four-In-A-Row (like Connect-Four). To obtain all of these games,
send $20 for a 3.5" 720K diskette. (5.25" disks available on
request.)

A build is defined as one or more cards in ascending sequence.

A pure build is defined as one or more cards in ascending
sequence in the same suit.

A space is an empty row created by playing all cards in that row on other cards. Any card may be played in a space.

Home is defined as where pure builds are sent when they are
discarded. Home is not a visible place in WinSpider (unless the
Show Home Piles option is set) but the contents of it are
reflected at the bottom of the screen.

The stock pile is the remaining cards that have not yet been dealt. The contents of it are reflected at the bottom of the screen and dealt in 10 card hands when you select the "Next" menu option. The stock pile is at the top left of the screen when the **Show Home Piles** option is set.