

# ***Solitary Confinement***

## ***Volume 1***

### ***v2.0***



## ***Instructions***

**Solitary Confinement** was designed to be as close as possible to actually playing a real game of Solitaire. Wherever possible, the computer was kept out of the design and the human element in. Only mundane tasks, like dealing the initial layout, have been automated. This way, you still have the excitement of moving the cards at your own pace or playing by your own rules. The result is a true simulation of each of these classic games of Solitaire.

**The Main Screen** ~ The Solitary Confinement main screen consists of a dockable tool bar at the top, the table in the middle, and an active status bar at the bottom. The table is where all the action takes place.

**Moving Cards** ~ To move a card, once a game has been selected, simply move your mouse cursor over the card, click and hold a mouse button down. Move it to where you want it, and let it go. Some cards may not be playable according to the rules of the game, but have not been restricted in Solitary Confinement, remember this is a real solitaire game.



## ***Terms and Definitions***

**Pack** ~ The total number of cards used. Typically a standard pack has 52 cards, without jokers. Some solitaire games are played with multiple decks.

**Rank** ~ Cards are ranked in each suit from low to high; A,2,3,4,5,6,7,8,9,10,J,Q,K. In numerical games they go from one to thirteen. Ace is one (1), Jack is eleven (11), Queen is twelve (12) and King is thirteen (13). In some games ranking is circular and Ace follows King.

**Foundations** ~ Cards which are separated at some point of the game, with the objective of building each foundation to it's limit in order to win the game.

**Tableau** ~ Not including the foundations, the remaining layout, on which building is permitted. Cards may be placed on the tableau face up.

**Stock** ~ A pile of cards which are kept squared up and identified one at a time.

**Reserve** ~ A group of cards, spread like the tableau, available for foundation building but never built upon.

**Hand** ~ Cards left after the layout has been dealt. The hand is kept face down until the cards are made available according to the rules of the game.

**Waste Pile** ~ The face up cards, which are turned over from the hand and placed in a pile. They cannot be played on the layout at that moment, but may be available later in the game.

**Discard** ~ Cards removed from play permanently.

**Deal** ~ The placing of cards in position for the layout. The initial deal is provided. The turning up of the cards to make them available during play is initiated by the player.

**Redeal** ~ The formation and deal of a new hand by picking up the waste pile and turning it over.

**Building Up** ~ Place one card upon another in an upward sequence of rank.

**Building Down** ~ Place one card upon another in a downward sequence of rank.

**Building in Color** ~ Place one card upon another red on red or black on black, regardless of suit.

**Building in Alternate Colors** ~ Place one card upon another red on black or on black on red, regardless of suit.

**Building in Suit** ~ Place one card upon another in sequence of the same suit ( hearts, diamonds, clubs or spades).

**Available Card** ~ A card which can be lifted or moved.



## Fortune's Favor

**Fortune's Favor** is a game which has been won. Lots of fun!

**Layout** ~ The four aces will be dealt as the foundations to be built up in suit to kings. Below them, two rows of six cards will be dealt to form the tableau. Cards in the tableau can be moved one at a time and built down in suit.

**Play** ~ One at a time, cards are turned over from the pack and played on the tableau, foundations, or placed on the waste pile. Top cards on the tableau are available for play. Spaces are filled from the waste pile or hand only. You can redeal once.



## Accordion

**Accordion** is a one of the most popular Solitaire games. It's fast playing, but your chances of winning are about one in a hundred.

**Layout** ~ Six cards will be dealt in a row.

**Play** ~ Whenever a card is of the same suit or the same rank of the card next to it on the left or third from it's left, the right hand card (or pile) can be placed upon the other. If a card matches both the next and the third cards, choose either move. After each move, check to see if another is now possible. To win, get the entire pack into one pile.



## Beleaguereed Castle

**Beleaguereed Castle** is a challenging game, in which all of the cards in the deck are laid out.

**Layout** ~ The four aces will be dealt in a column to form the foundations. The remaining cards will be dealt into two sections of a tableau, on each side of the foundations.

**Play** ~ One card at the open end (uncovered) in each row is available for play. You can play available cards on foundations or they can be built down on each other, without regard to suit. If an entire row is emptied, you can place an available card there to start a new one. To win, build up the foundations, in suit, to Kings.



## Calculation

**Calculation** is a game of skill. With experience, two out of three games can be won.

**Layout** ~ The foundations will be dealt as follows: any Ace, 2, 3 or 4, regardless of suit.

**Play** ~ Turn up cards one at a time and place unplayable cards on any of the four waste piles, located below the foundations. The top card of each waste pile and the card in hand are available to be played on the foundations. To win, build up the foundations, regardless of suit, in the following series:

A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K.  
2, 4, 6, 8, 10, Q, A, 3, 5, 7, 9, J, K.  
3, 6, 9, Q, 2, 5, 8, J, A, 4, 7, 10, K.  
4, 8, Q, 3, 7, J, 2, 6, 10, A, 5, 9, K.



## Quadrille

**Quadrille** is full of action and visually pleasing.

**Layout** ~ The queens are dealt in the middle, but are not used. The fives and sixes as they become available are placed around the queens in a circle and form the foundations.

**Play** ~ Turn cards over one at a time on a waste pile. The top card of the waste pile and the card in hand are available for play. The sixes are built up in suit to jacks and the fives are built down in suits to kings to win. You can redeal twice.



## Chameleon

**Chameleon** is a game of changes.

**Layout** ~ Twelve cards will be dealt in a pile face down to form the stock. One card will be dealt above the stock to be the first foundation.

**Play** ~ Turn cards up, one at a time, and place in the waste pile. The top card of the waste pile and the card in hand is available for play on the tableau or the foundations. Place the other three cards, of the same rank as the first foundation card, as they become available. Tableau cards are built down on each other, without regard to suit. Any or all cards may be moved as a unit when building. Top tableau cards can be played on the foundations. Fill spaces immediately from the top card of the stock. After the stock is depleted, the space becomes a fourth tableau space. Spaces then are filled from the hand or the waste pile. To win, build the foundations up in suit until they each contain thirteen cards.



### **Four Seasons**

**Four Seasons** is easy to learn, but hard to win.

**Layout** ~ Five cards will be dealt to form a cross, making the tableau. The next card will be dealt into the top left corner, this becomes the first foundation card.

**Play** ~ Cards are turned up, one at a time, and placed on the waste pile. Place the remaining foundation cards (of the same rank) in the other three corners as they become available.



### **Queen's Audience**

**Queen's Audience** is a game which can be won often.

**Layout** ~ Sixteen cards will be dealt in a square and these cards are the waiting area (reserve) and the area they enclose is the audience.

**Play** ~ Move the jacks into the waiting area as soon as possible. If a jack and the ace of the same suit are both available; you can move them over to the audience, face up with the jack on top of the ace. The kings and queens also are played this way, only they are placed in one pile, with the queens on top. Turn cards up one at a time, filling each space in the waiting area and placing unplayable cards in the waste pile. All cards in the waiting area and the top card in the waste pile may be played on the foundations. To win, build down the jacks, in suit to deuces.

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