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BY M. WHITMORE JONES

(Author of "Games of Patience," &c.).

LONDON:

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1911.

PREFACE.

IN presenting this series of Patience Games (the seventh I have compiled) to the world, I have to thank many kind friends, both known and unknown, for their contributions to the collection.

That "Patience is a virtue" has been proclaimed to the world in hundreds of copybooks; that Patience possesses many virtues is not less true. It soothes the pain of the invalid, brightens the long, lonely hours of the solitary, clears the brain of the author or business man. I have heard of an engineer officer who, when engaged on very intricate calculations, always worked with the little pigmy cards beside him, and occasionally swept his papers aside and laid out a game to refresh his brain and straighten out the difficulties of his task. In the hope that this volume also will be found of assistance to the worker and solace to the (possibly perforce) idler, I commend it to the generous consideration of the public.

MARY WHITMORE JONES.

NEW GAMES OF PATIENCE.

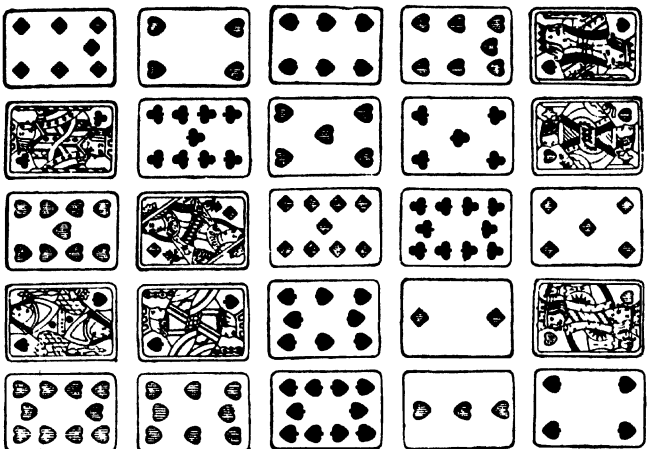
DOUBLE FIVES PATIENCE.

FOR this game two packs are required, but they must not be shuffled together. With the first lay out two squares of five-and-twenty cards each, leaving a space between them sufficiently large to take the eight bases.

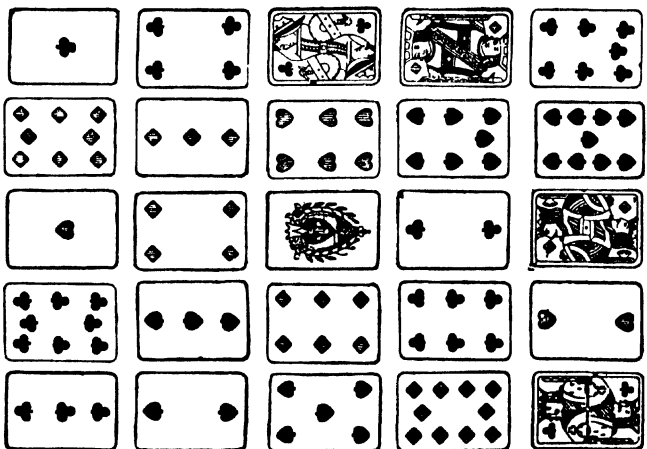
When the squares are laid out, there will be two cards over; choose the base from one of these, placing it in the space between the squares, and lay the other aside. The next process is to examine the outer column of the squares to see what packing can be done; this must always be in

suit; on the bases in upward sequence, on the columns downward. When an outside card is moved for packing, the next one becomes exposed. Should the whole five cards be taken from any row, thereby causing a vacancy, it may be filled by any exposed card; but a *sequence* of cards may not be moved bodily into it.

The outside columns are interchangeable, and cards may freely be transferred from one to the other, besides being placed on the bases. When all possible packing and building have been done, the player must take up the second pack, and deal from it five cards; these are to be spread out, any that are available for packing or building placed accordingly, the remainder put on one side, and a fresh set of five taken. When the whole pack has been gone through in this manner, gather up the rejected cards and play them out one by one on a rubbish-heap. No opportunity should be lost of placing them, for this is the last chance, there being no second turn of the rubbish-heap and no special privileges; if the player has not been keen to seize every opportunity he will not be rewarded with success.



Bases.



DOUBLE FIVES PATIENCE—THE LAY-OUT

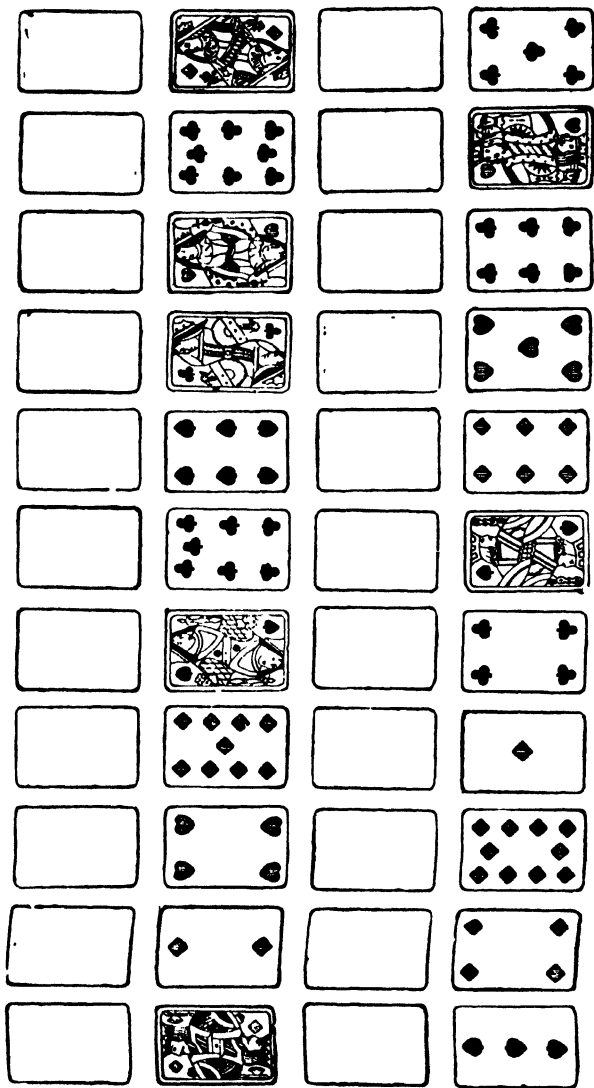
A glance at the diagram will show that in the specimen game illustrated a good deal of packing can be done; in the third row of the right-hand column the five of spades can be moved away to take its place on the six; in like manner the six of diamonds may go on the seven; the ace of spades on the two in the row beneath; and the six of hearts on the seven, by which means another queen is freed for a base. If the king of spades is now placed upon the ace, the knave of hearts into the space which has been made in the right-hand square, and the five of diamonds on its six, the king of hearts will be freed for use on its queen in the centre. So the building proceeds until the second pack is called into play for dealing out in fives, as already described.



MICROBE PATIENCE.

THIS game bears a strong family likeness to one called the Arch-Fiend; but whereas the latter is so nearly hopeless that it becomes tiresome, the Microbe possesses distinctive features and privileges which make it, though a difficult game, with about one success to ten failures, still much more interesting to play than the one above mentioned.

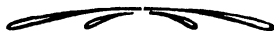
It requires two packs, but they must not be shuffled together. With the first, lay out a game as shown in the illustration, that is, eleven cards face downwards, the next row exposed, then a hidden row, and the fourth exposed. There are a few cards remaining, which may now be shuffled into the other pack. Now commence to pack, which is always done in alternate colours and descending



MICROBE PATIENCE—THE LAY-OUT.

sequence. Kings are not put upon aces: the sequence begins with them, and when complete to the ace it forms Microbe, and is removed from the board. When you have packed as far as you can, deal out another open row and pack again. When a vacancy is made in the top row, you can only put up a king, with its sequence if it has any; but when all the cards are dealt out this restriction ceases, and any single card or sequence may be placed in a vacancy.

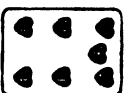
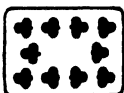
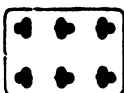
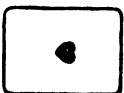
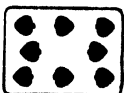
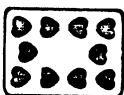
No opportunity of packing, especially of packing on the kings, must be overlooked. In the specimen game it will be seen that nearly all the second row can be uncovered, leaving only a king, knave, and ace. When the concealed cards are turned up it remains to be seen whether there will be any more packing to be done; if not, another row of open cards is dealt across, and this is repeated after every packing until the cards are exhausted. The success of the game greatly depends on not overlooking any chance of packing.



THE ROYAL FAMILY PATIENCE.

ONE pack only is required for this game, which is commenced by taking out the four kings, and placing them clear of the lay-out, so as to leave plenty of space for the centre formation. Next, thoroughly shuffle the cards, and in the middle of the board arrange in three rows twelve packets of four cards each, face up.

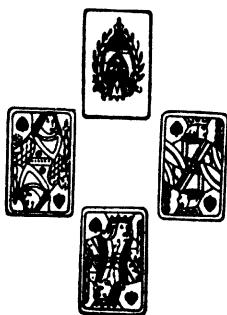
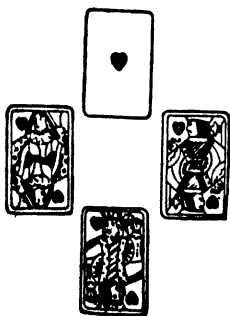
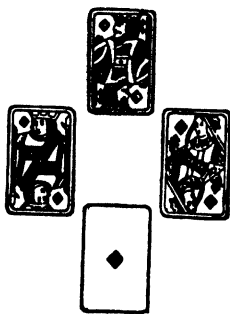
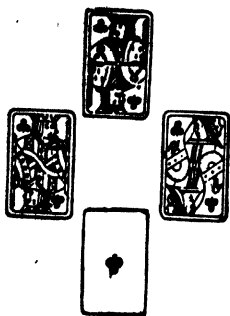
Now carefully examine the exposed cards to see if there are any queens, knaves, or tens among them. The queens and knaves have only a passive *rôle*, as they merely form a part of the pageant; the former are placed on the right, but a little lower than their respective kings; the knaves occupy a similar position on the left; but the tens, which have more to do, are stationed below, and they gradually draw to themselves the other cards of



Packets of four.



THE ROYAL FAMILY PATIENCE—THE LAY-OUT.



THE ROYAL FAMILY PATIENCE COMPLETED.

their suits in due rotation, till each is crowned by its own ace, thus completing the family groups.

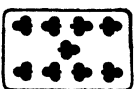
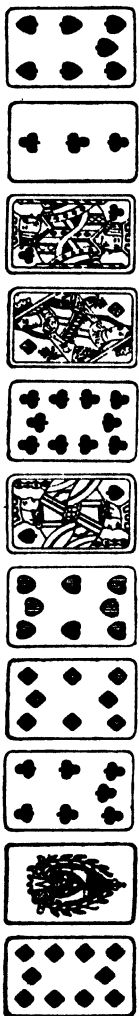
The first diagram shows three queens, two knaves, and two tens which can take up their allotted places, which will disclose seven fresh cards below. You now proceed to shift the exposed cards about from one packet to another, packing in sequence but in alternate colour. The first object is to free the nines, then the eights, sevens, &c., that they may take their places on the tens, and to do this you are free to pack in any sequence so long as you alternate the colour. When you can move the cards about no longer, take up the centre packets, shuffle them well, and lay them out again. The number of packets must always consist of twelve, but in the second turn the concluding ones will often have only three, two, or sometimes single cards.

When the game has been satisfactorily accomplished—which is not often the case, for it is difficult—the result is as shown in the second diagram.



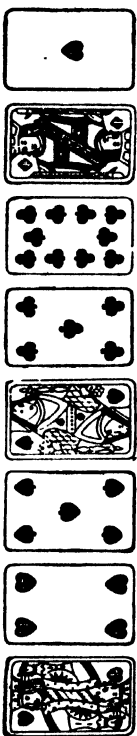
THE FALLING STAR PATIENCE.

ONE peculiarity of this good and interesting game is that in it the player is specially warned against doing what he is so constantly advised to do in other games—that is, to take every opportunity of building on the bases; if he does so in this game, he will probably wreck it hopelessly. Shuffle two packs together, and deal out eleven cards at the top of the board. These are the stars, and unless they all “fall”—that is, become absorbed on the bases—the game will be lost. After laying out this row, the next card turned determines the base; in the game illustrated it happens to be a nine, which must be placed to form a second row as the other nines come out. Next lay out a third row of eight cards; this is called the “working row.” The bases are built up



Base.

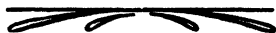
Pack.



THE FALLING STAR PATIENCE—THE LAY-OUT.

in sequence, but alternate colour; the working row is also packed in alternate colour, but downward sequence. The stars remain *in statu quo* until the one *on the right* can be brought down on to a base. It is in building the bases far enough, and not too far, that discretion must be used, for the player who builds up his base packets too eagerly will block his own game. The vacancies made in the working row by packing or building must be filled at once either from the pack or rubbish-heap; when no more can be done, the remainder of the cards are played out singly on the rubbish-heap, of which, however, there is no second turn.

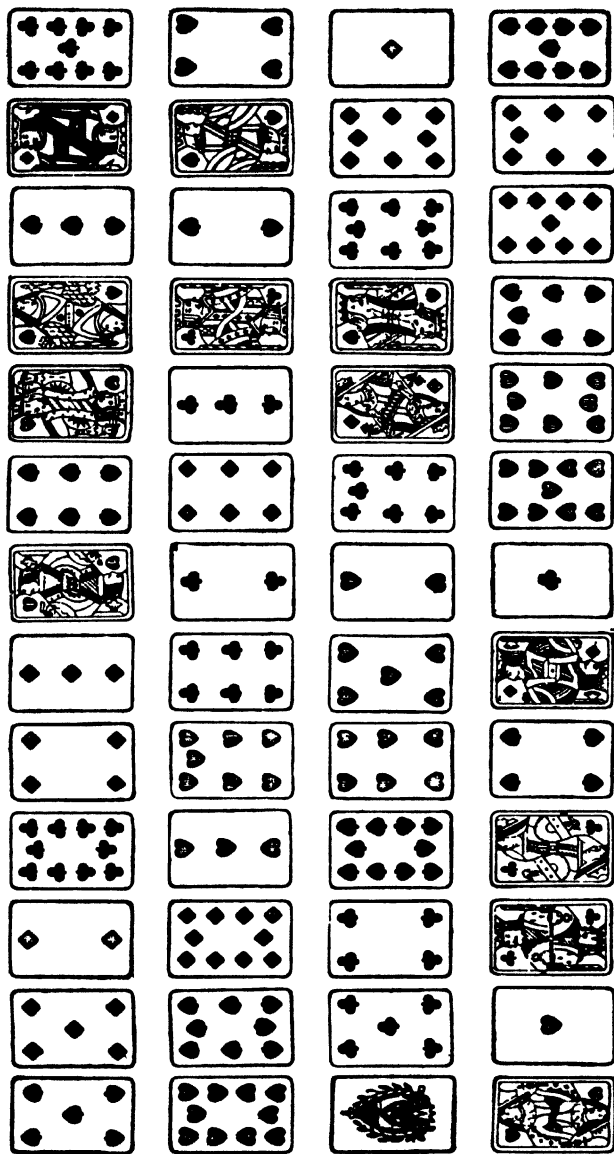
It will be seen by a study of the diagram that the base being a black nine, the top right-hand card, the ten of diamonds, can be taken at once; in the lowest row the queen of spades will go on the king of hearts, the knave of diamonds will follow, and then the ten of clubs; while the four of hearts can be placed on either of the black fives, thus making four vacancies to be filled from the pack. This specimen game was played to a successful issue.



ALGERINE PATIENCE.

IT is really better when two pairs of eyes are bent upon the intricacies of this game, for there is so much to consider about and to remember that it is not at all easy to play successfully, although not difficult to describe. It can be played with either four, or five, or even six packs; and therefore it requires considerable space for the lay-out. The first pack is shuffled by itself, the others are shuffled together. The single pack is laid out in four rows of thirteen cards each, and the player then looks well to see if anything can be done before commencing to use the other cards.

If there are any aces in the bottom row, take them out and place them above the lay-out to form the foundation of packets; these are to be built up in proper suits. Next examine the board, and see if



ALGERINE PATIENCE—THE LAY-OUT.

any packing can be done; this must be in alternate colours and downward sequence. You may move cards along their own line, or from a lower one to a higher, but cards must never be brought down; this restriction must not be overlooked in playing. When a vacancy is made in the top row, it can only be filled with a single exposed card; it is not allowable to take the top card of a pack for that purpose.

Having packed and built as far as you can go, and shuffled the remaining packs thoroughly well together, deal them out on the rubbish-heaps, of which you may make three. There is no second turn, and therefore it is necessary to be very cautious not to lose any opportunity of building on the aces, but to be careful about packing on the board, or dealing out on the rubbish-heaps, lest in either case you should block low cards, and so stop the game, which occurs on an average about nine times out of every ten. It is, in fact, only by great watchfulness and care that Algerine Patience is ever brought to a satisfactory conclusion.

The diagram gives the first pack laid out. With judicious manipulation all four aces can be freed,

the spades built up to the eight, the hearts to four, and the clubs to three, but the two of diamonds is blocked, and must wait until the cards covering it can be worked off. The other packs have now to be mixed together, and the rubbish-heaps commenced, as already described. The final result, when successful, shows the ace-packets in separate groups of suits, each crowned with a king.

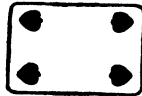
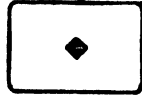
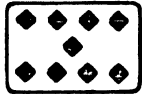
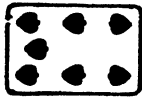
This game takes up, as we have said, so much room that it is almost a necessity to play it with the pigmy cards, and if several packs are being used, even then they must be made to overlap one another in order to save space.



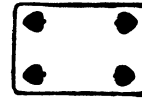
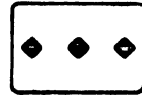
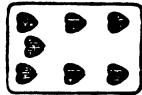
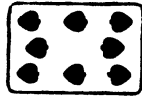
INTERREGNUM PATIENCE.

LIKE many others, this game was "made in Germany," the Germans being great Patience players. It is simple, and does not require a long description.

Shuffle two packs together, and deal a row of eight cards; leave a space sufficient to take another row, then deal eight more below. The intervening space is called the "Interregnum," and into this you may place any card which is next in ascending sequence (not paying any regard to suit) to a card in the upper row. For instance, the eight of spades in the diagram should be placed under the seven of that suit in the top row; the two of spades under the ace of diamonds, and then the three of diamonds and four of spades can also go on the same packet; the king of diamonds can



The Interregnum.



INTERREGNUM PATIENCE—THE LAY-OUT.

take his place under the queen of spades, and that disposes of five of the eight cards in the lowest row.

The vacancies as such are not to be made up, but a fresh row of eight is to be dealt straight across the lowest row. Again repeat the process of building in ascending sequence on the Interregnum packets; when any one of these packets is built up so that the card above it crowns the sequence, place the latter on the packet and turn it down. There is no rubbish-heap, nor is there a second chance. The skill of the game lies in knowing when to build, and when to hold back from building too fast the packets in the Interregnum.



KING EDWARD PATIENCE.

THIS game was invented in the life-time of our late beloved monarch; and if a deeper note might be struck in a trifling work like this, we would add—one of the best kings that ever sat on the English throne. It would be out of place to say more, so we will proceed to the consideration of the game.

This is an ingenious but rather puzzling game, the double action in the second part being decidedly confusing, as the heads of the columns are continually being altered, and the player must have his eyes about him to see when to pack in upward and when in downward sequence.

The first part is like Giant Patience, with one or two very trifling alterations. Shuffle two packs together, and lay out a row of eight cards; then see

King Edward Patience. 23

if any packing in downward scale and alternate colours can be done. If there is an ace in the row, take it out, and place it on one side to wait the conclusion of the game. A two may also be taken out if there is no three to put it on, and stationed by its own ace. This is called "sequestering the deuces," and they may be restored to the board when a three of the right sort appears. Only one two of each suit can be sequestered. Now deal another row across, and proceed as before. When all the cards are out, the second part of the game begins. You may now pack both ends of the columns—the tops in the ascending, and the bottoms in the descending, scale. Whole sequences can be shifted from the top to the bottom, and *vice versâ*. A king and its sequence, or any other sequence, may be put into a space created by the whole of a

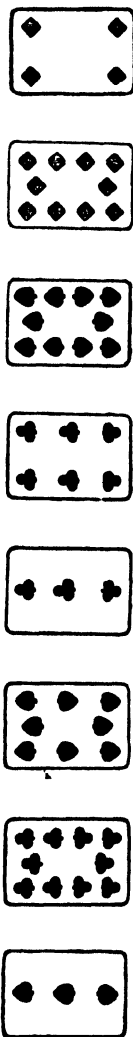
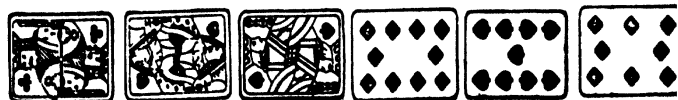
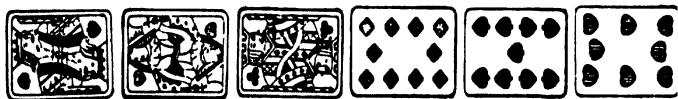
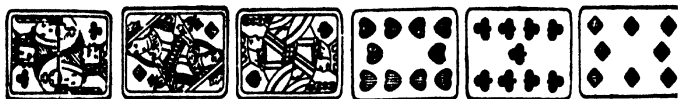


Fig. 1. KING EDWARD PATIENCE — THE LAY-OUT



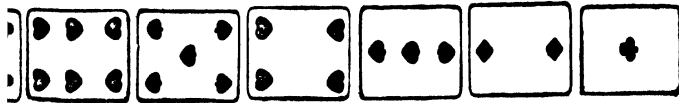
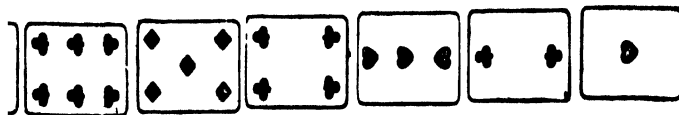
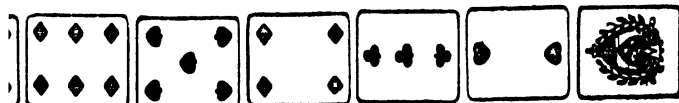
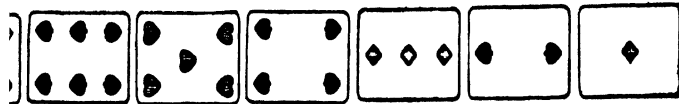
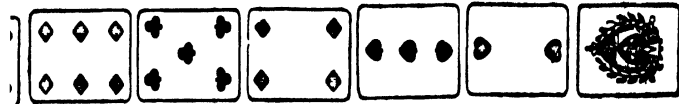
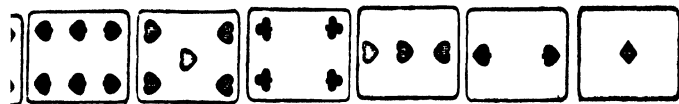
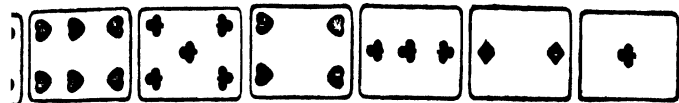
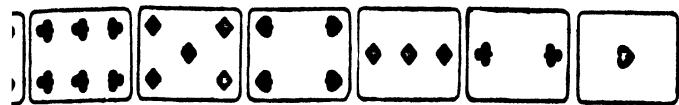


FIG. 2. KING EDWARD PATIENCE—COMPLETED.

column being worked off; and the thoughtful use of this privilege will often bring out a difficult game successfully.

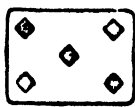
It is a game of perpetual movement and alteration, and the final result is reached when the eight kings head columns of alternate red and black down to three, the aces and twos, which have been standing by, being then added as a finishing touch.

Fig. 1 shows the commencement of the game when the first row has been dealt across. There is only one pack to be made—the three of clubs on the four of diamonds. Another row has now to be dealt. Fig. 2 shows a game played out successfully.



SMALL TRIANGLE PATIENCE.

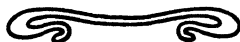
A SINGLE pack is required for this very fascinating little game. The lay-out consists of a triangle of twenty-eight cards dealt as shown in the diagram, where, in dealing each line, one card less is dealt every time to form the triangle and the first card only of each line exposed. The cards are packed in downward sequence and alternate colour, the aces as they appear being removed and built on in suit. Any packing that can be done on the lay-out is first proceeded with, and all exposed cards are then turned face upwards, and may be used in the same manner for packing or building. Any space made in the original top line can only be filled by kings. On the lay-out we show there are two moves to start with, the ten of clubs being placed on



SMALL TRIANGLE PATIENCE—THE LAY-OUT.

the knave of diamonds, and the five of diamonds on the six of clubs. As will be seen, there is also a five of hearts, but preference should be given to the five of diamonds, and thus a space is made into which the king of clubs must be put. The reversing of the uncovered cards will probably open out further packing, but when there is nothing left on the triangle to play with the remainder of the pack is dealt out one by one on to a rubbish-heap, packing and building and fitting kings into empty spaces whenever possible. A sequence of cards may be bodily lifted at any time. The object of the game is to work off the entire triangle on to the aces—a result that is seldom attained as there is no turning of the rubbish-heap.

An alternative method is easier: The lay-out, packing, and building are the same, but the remainder of the pack is dealt out in threes as in Demon Patience. In this second mode of playing, too, the rubbish-heap may be turned over again and again so long as there is a possibility of using a card.

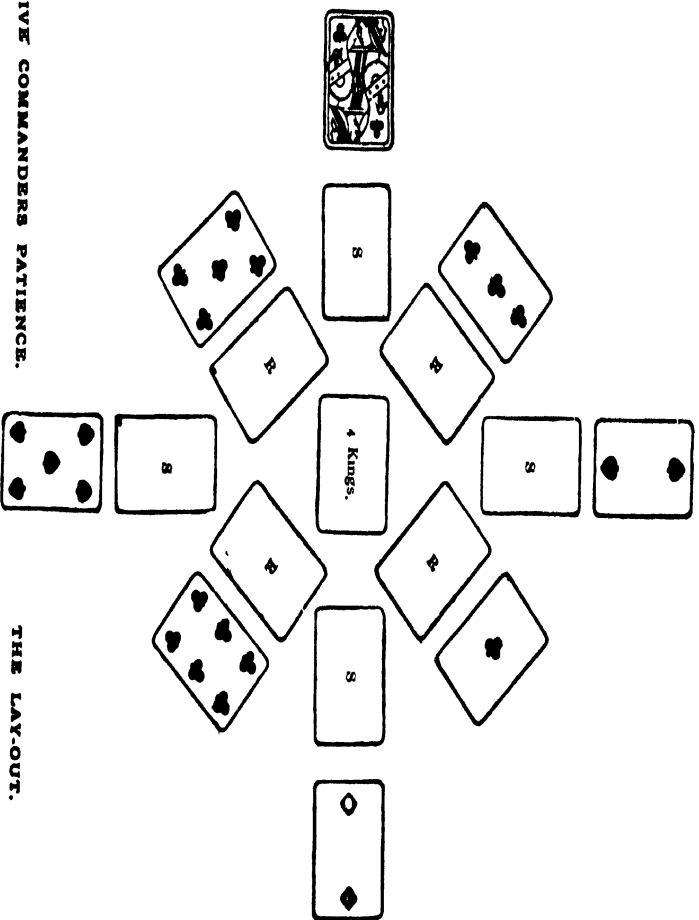


CAPTIVE COMMANDERS PATIENCE

TWO packs, shuffled together, are required for this game, but only four of the kings are used, the others being put on one side.

The "commanders" (the four kings) have been seized by rebels from their armies, and placed in the centre of the rebels' camp. These kings are surrounded by four groups of "rebels" (each of four concealed cards), marked R in the diagram, and outside each of these is a "leader" (one card face upwards). Next is placed between each rebel group one concealed card (s); this is a spy from the rescuing army. Outside each of these is placed one card face upwards; these stand for the "sentries."

Having laid as above, commence dealing out the remainder of the packs, one by one, on to



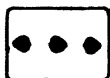
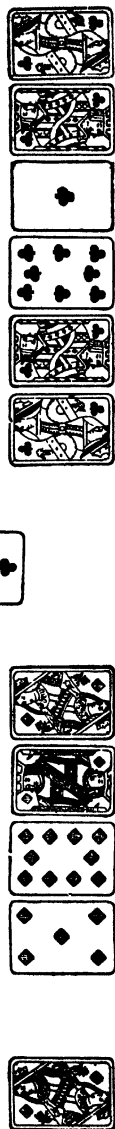
CAPTIVE COMMANDERS PATIENCE.

THE LAY-OUT.

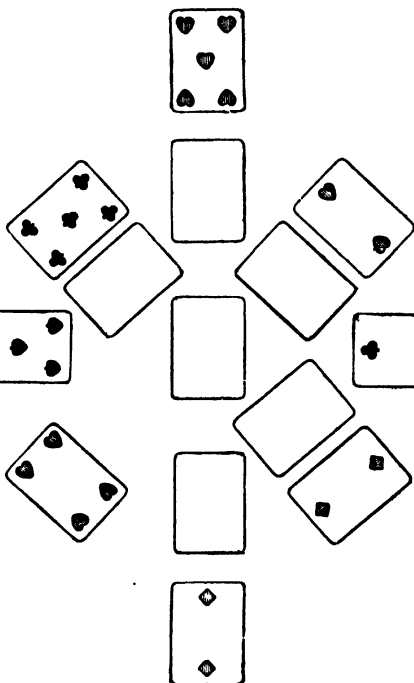
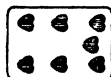
a rubbish-heap, removing as they appear, the tens for building upon in downward sequence. Each suit is to occupy a separate corner on the board; these represent the "rescuing army," arriving in detachments, and the cards which come from the lay-out are rebels won back to their allegiance.

Any exposed card can be taken for building the tens down to their aces in suit; while the remaining court cards, as they appear, are placed on either side of the tens, taking no active part in the game. Should a court card be exposed in the lay-out, it can be taken back at once to the "rescuing army," and its place filled from the "rebel groups" or a "spy" card turned up. When a sentry card has been used its place is not refilled, but the spy card may now be turned up, and if it is required for building its place must be filled by the top card on the rubbish-heap; this applies throughout the game.

When a rebel leader is won back (used for building), a card from the rebel heap is turned up in its place, and thus these heaps are worked off. When a heap is exhausted, a card from the rebel heap either above or below, as the case may be, can be



Rubbish Heap.



CAPTIVE COMMANDERS PATIENCE—CONCLUSION OF FIRST DEAL.

taken and placed face upwards in the empty space. Thus, in the second diagram, when the four of hearts has been removed, a card from the heap by the two of diamonds may be put in the space occupied by the first-mentioned card. If both heaps are played out, the spaces cannot be filled. The four blank spaces in the "rescuing army" (as shown in the second illustration) at the conclusion of the first deal are occasioned by the four knaves being amongst the cards still concealed.

The rubbish-heap, which may be worked backward throughout the game, is played through twice, without being shuffled, the conclusion of the second deal generally showing the rebels won back, and the commanders set free again and at the head of their armies. Should, however, the tens not be built down to their aces by the end of the second deal, the game will have failed.



KINGSDOWN EIGHTS PATIENCE.

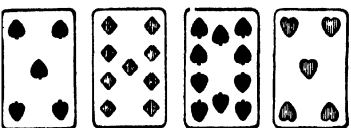
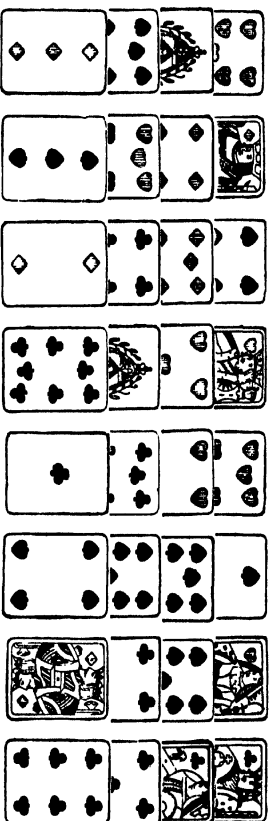
ALL the player's skill and attention are required to work this excellent game out satisfactorily. Two packs must be well shuffled together, and then a row of eight cards must be dealt at the top of the lay-out; deal three more rows in the same way. Next, below this centre formation, and on each side, place four cards horizontally. If there should be an ace in the exposed row of the centre, or in either of the sides, it must be taken out, and put at the bottom of the lay-out, to be built on in suit, the other aces to be treated in like manner as they become exposed. No packing may be done on the centre, only on the side rows, which are to be packed in sequence, but alternate colour. The cards may only be moved singly, and it is upon this account that it is useful

to keep one or two spaces open in the side rows to assist in moving one sequence on to another. Before beginning to deal out further, look well if any exposed cards can be brought down from the centre, as it is a very important point to get rid of those cards as much as possible. Cards may be moved freely from side to side, and when a vacancy is made in those rows, a card may be brought down from the centre to fill it, but it is optional whether or not this is done immediately.

When no more packing or building can be done, a further four rows of eight cards each is dealt on to the centre. The exposed cards (that is, the last row in the centre, and top cards at the sides) are again used for packing and building upon such aces as may have been freed, no opportunity being lost of drawing cards from the centre in order to free low values. A third and last set of four rows is dealt across the centre when no further working can be done, and the game proceeded with as before.

If then obstructive cards cannot be got rid of, or absorbed in the ace packets, the game will have failed.

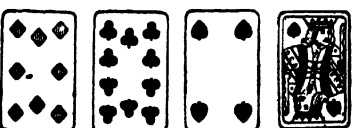
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Ace Line.



KINGSDOWN EIGHTS PATIENCE—THE LAY-OUT.



THE DERBY PATIENCE.

NO diagram is required here—a description will be sufficient; neither is much skill or judgment called for in playing—a quick eye, a quick hand, and fair play are the requisites. In fact, this is a very good holiday game, and is most useful on a wet day when the boys and girls hardly know how to pass their time.

There is no limit to the number of players; they must each have a pack, which must be thoroughly well shuffled (the usual practice is for the players to shuffle each other's packs), and at the word "Go!" they all start together. Each makes four rubbish-heaps, dealing in order across from left to right. When two or three cards of the same value, as two queens, three fours, &c., occur in the same deal, put them together, always working from left

to right; when four occur in the same deal, put them out on the table, proclaiming "Fours, tens," or whatever they may be. When all the cards are played out, gather the rubbish-heaps in order, the right-hand one first, and go on again as fast as possible.

Quickness in dealing is of course the great thing to attain, also quickness to see the duplicates or triplicates and put them together, though they often get dispersed in the next deal. It occasionally happens that a player has got rid of all his or her cards except the last two sets, which are hopelessly involved together. In that case he may say "Tangle," and give the eight cards one shuffle; this sometimes puts them in order, otherwise it is stale-mate. The player who gets rid of his cards first wins the Derby.



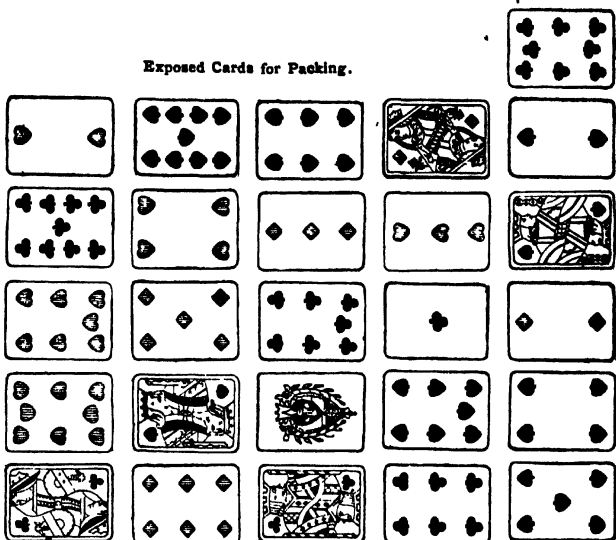
✓ CHESS-BOARD PATIENCE.

A NOTHER name for this is Fives Patience : it is a single-pack game, and a very difficult one. After laying it out, the player must study it well before he moves a card, and calculate the chances ; sometimes it is evidently hopeless, and there is nothing for it but gathering up the cards, shuffling them well, and laying them out again.

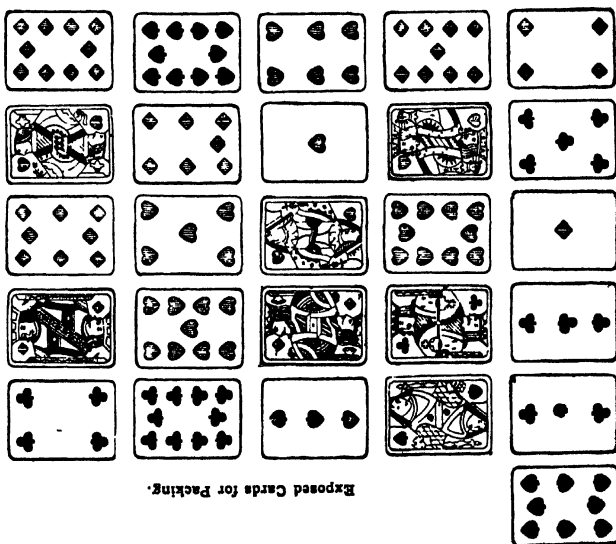
The whole of the pack is displayed, as shown in the diagram, in two blocks—six cards in each of the top rows, and five in each of the others. The building and packing are done in suit ; the former in upward sequence, but the packing may be done either up or down, and may change from one to the other. The exposed cards on the extreme right and extreme left are the only ones that may be used,

CHESSE-BEARD PATIENCE—THE LAY-OUT.

Exposed Cards for Packing.



Exposed Cards for Packing.



but they may be moved from one block to the other at discretion.

After well looking over the cards, the player chooses any one he likes for the base, which with the three others of the same value (when they are freed) he places above the lay-out. The base card need not be an outside one, but it cannot be taken (if it is not an exposed card) until it is freed by those blocking it being removed by packing. When a vacancy can be made in a row, any exposed card (but not a sequence) may be moved into it; and it is upon this privilege that the success of the game greatly depends.

In the specimen game given, two might well be taken as the base. The two of hearts is available at once; the eight of spades, being put on the nine in the opposite block, frees the two and three of clubs; the eight and nine of clubs will go on the ten, freeing the two of spades; and when the knave of spades is put on the queen the last base card is uncovered. If the player has followed the instructions so far, he will be able to continue the game; his great aim must be to make vacancies, that he may remove obstructing cards.

WEAVER'S PATIENCE.

SHUFFLE two packs well, after removing the kings, which are to be placed at the top of the board. Then lay out below them twelve cards in two rows of six each, face upwards. This is called the loom. In dealing these twelve cards, count at the same time from one to ten, knave, and queen, and take out any card which corresponds to the number called out. It will be seen, by turning to Fig. 2 in the specimen lay-out, that the seven of hearts comes on to the seventh heap. This is called a "shuttle," and must be moved to one side for future use. When a shuttle is removed, do not place another card on that heap until the next round.

Continue dealing on the same heaps, counting as before, and removing where possible, till the packs



Fig. 1. The Lay-Out.

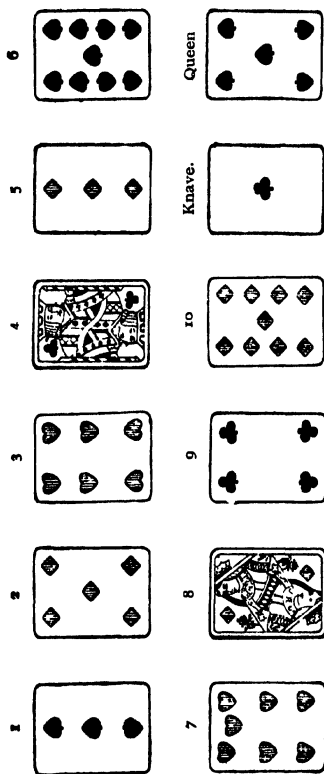


Fig. 2. The Looms.

WEAVER'S PATIENCE.

are exhausted. Now pack on the king heaps as much as possible, in suit and downward sequence. The shuttles are next gone through, one at a time, in the following manner: Take the top one and place under the heap of the corresponding number; put the top card of this heap under the heap of corresponding number; repeat until the top card which is to be moved can be used to build on the king heaps, and now all exposed cards which are wanted may be taken. When a shuttle ends on a heap composed of cards all of the same value, and the top one is not wanted at the moment, the heap may be worked through shuttlewise to see if there be one which can be used for building. It occasionally happens that a shuttle card is wanted on the king heaps directly it is taken up. It cannot, however, be used then, but must go "through the loom" in the same manner as the others.

All the shuttles being used, take up the loom, beginning at the twelfth heap, face downwards, placing the rest in turn on top. Deal for a second time without shuffling (removing shuttles as before), this time as many heaps as are necessary. That is to say, only ten cards need be dealt if all the

queens and knaves are on their king heaps, as they may well be, as the last-named are built in downward sequence. Use the shuttles one at a time, as before, building on the king heaps after each turn with a fresh shuttle card.

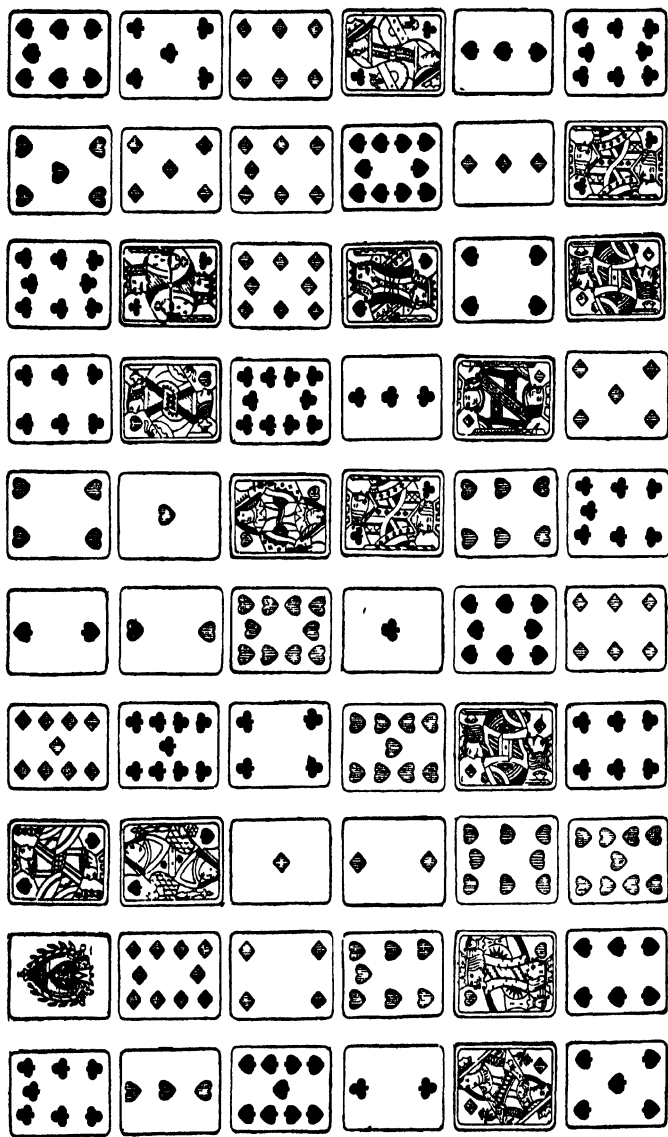
Should the game not be completed now, take up the heaps again in the same order, and deal for a third time as many heaps as required. It will frequently be found that only six or seven heaps are now required, the king heaps being perhaps all completed down to those numbers. Work off the shuttle cards obtained as before, and build again between each turn on the king heaps.

No more deals are allowed, but any three cards which are hidden may be taken to help finish the building, and if the shuttles have been through the looms enough, the game will show a row of aces, each supposed to represent a finished piece of cloth.



HIGHLANDS PATIENCE.

THIS is an interesting game ; rather like the old one of Metternich, only with this difference, that whereas you began Metternich from the bottom, in Highlands the process is reversed and the game is played from the top, working downwards. Two packs are necessary, thoroughly well shuffled, but not together. With the first, lay out five rows of ten cards each, beginning at the top of the board. There will be two cards over ; begin the sixth row with them, and finish it from the other pack. Now pause to survey the situation, and see what packing can be done, which must be in suit and downward sequence, playing from the top of the lay-out. When you have packed as far as you can go, deal out the second pack on a rubbish-heap, using every card that is available, and when you come to an ace



Eight Cards from Second Pack.

HIGHLANDS PATIENCE—THE LAY-OUT.

take it out to be built up in suit to its king. If you can work off an entire column, so as to make a vacancy, you may place in it either an exposed card from the top of the board, or the exposed one on the rubbish-heap, or the one you are turning from the pack. The packing is not confined to single cards; sequences may be taken, provided there is a suitable card to receive them, and no chance should be overlooked of packing, for the game is by no means easy to bring to that desideratum in novels, "a happy ending."

In the game given in the diagram a good deal can be done in the top row: the ace of spades can be taken at once, followed by the two; the ace and two of hearts are also freed if the four is placed on the five; taking the ace of spades has uncovered the ten of diamonds, on which the nine can be stationed; the six of clubs can go on the seven, the ten of hearts on the knave, and both on the queen. So far the game is very favourable. The nine of clubs may now go on the ten, the eight on it, and the six and seven on the eight. The ace of clubs is now disclosed, and takes its place by the other aces; the three, four, and five of hearts

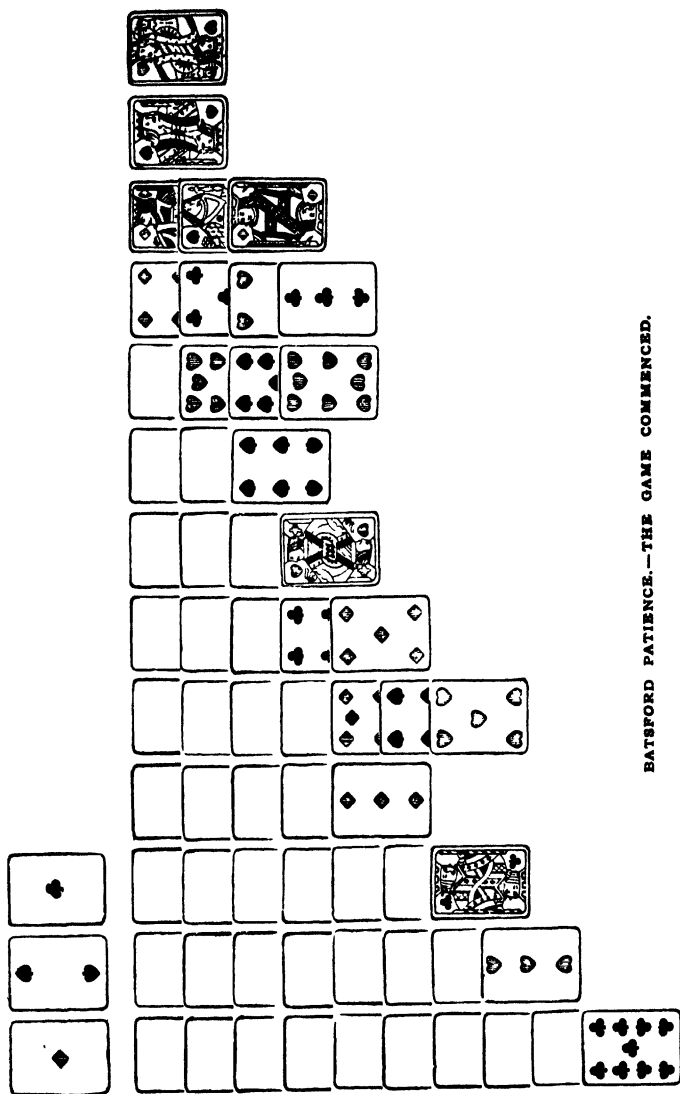
can be placed on their proper ace; the eight of spades will now go on the nine, and the seven on it; the four and five of clubs may go on the six, and the five, six, and seven of diamonds can be dealt with. The game is now well advanced, there is still some packing that can be done, and a vacancy can be made into which it would be judicious to put the king of clubs. The second pack must now be played out on a rubbish-heap, of course packing and building at every opportunity, and filling vacancies whenever they occur. There is no second turn of the rubbish-heap.



BATSFORD PATIENCE.

CERTAIN points of difference make this game distinct from, and perhaps a little more difficult than, others with which it has a family likeness, such as Triangle Patience. Two well-shuffled packs are required; begin dealing on the left, and make a column of nine concealed cards, the tenth to be turned up; the second column will have eight cards down, the ninth up. Continue in this way, shortening the columns by one card each time. The result will be that the bulk of the cards will be concealed, but those on the ends of the slanting side will be open. On these exposed cards you may pack in downward sequence, alternating the colour.

Aces are to be put in a row by themselves, and built on in their proper suit. When a card is



BATSFORD PATIENCE.—THE GAME COMMENCED.

taken for packing or building, the one it covered is turned up, and becomes exposed. When a vacancy is made in the top row by the whole of a column being disposed of, it must remain empty until a king either turns up or is dealt out.

As a set-off against this disability, if a king appears when there is no vacancy, it may be placed at the right of the top row, and two others may be treated in the same way, thus making that row consist of thirteen cards. The diagram shows a game commenced.

If another king should make its appearance after this it must remain in the rubbish-heap, unless, of course, a vacancy has since occurred for it. A sequence may be moved *en bloc*, if there is a suitable base for it.

There is no second turn of the rubbish-heap; therefore it often happens that the game is a failure.



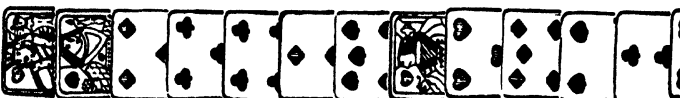
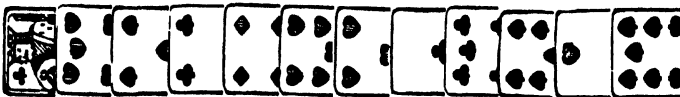
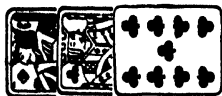
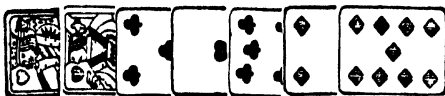
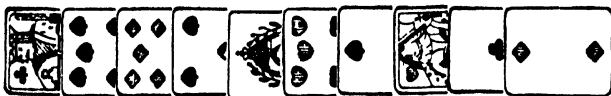
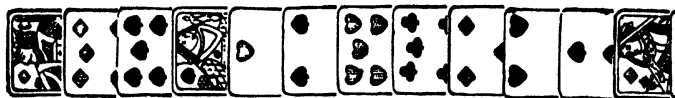
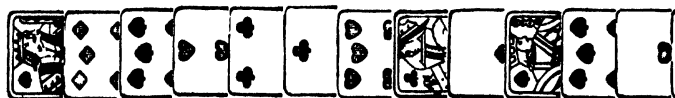
ROYAL PATIENCE.

THIS is an excellent game, difficult enough to require all the attention and a good deal of judgment if it is to be brought to a successful issue; at the same time it is not the hopeless struggle which is so damaging to the temper in some games.

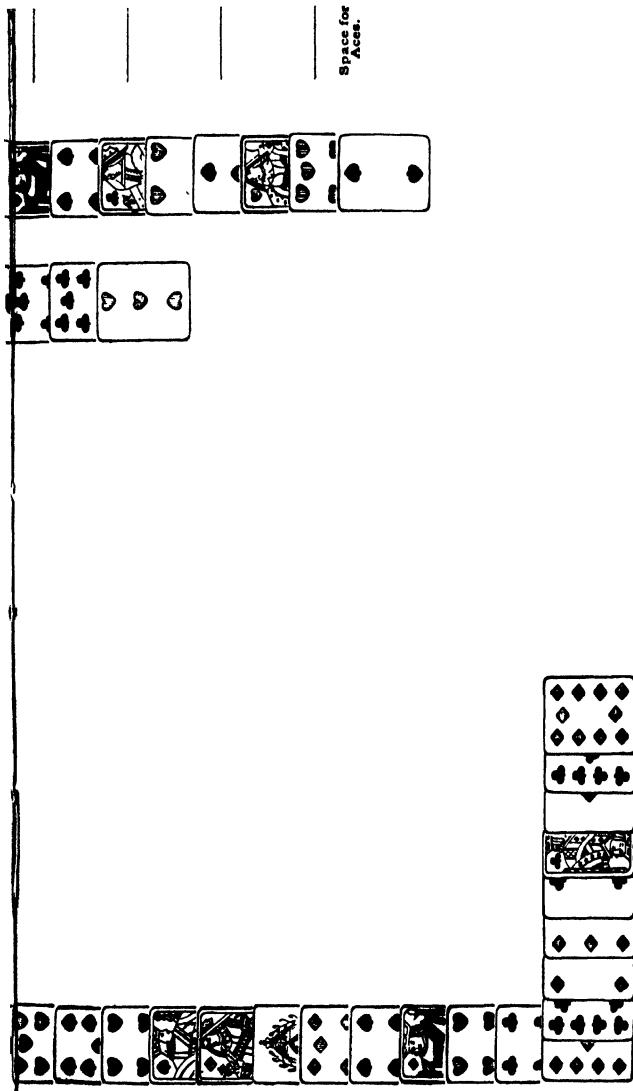
Shuffle two packs together, and select a king, which place at the left-hand corner of the board. Now deal out in column upon this king until you turn a second, place this at the side of the first, and deal on it again till you come to a third. Continue in this manner until the eight kings are side by side, heading columns of different length.

The business of the game now begins, and the objects are two, namely, to free the aces, which are then placed on one side of the board, to be

built up in suit; and to remove the cards from the kings, and gradually to pack them in columns of downward sequence and alternate colours. Exposed cards—that is, the lowest on each column—may be freely transferred from one column to another pack in alternate colours and downward sequence, or placed on their aces in suit, from which they may be replaced on a column if the exigencies of the game require it. When, as often happens, there are no cards that can be so used, the player has the privilege of taking exposed cards, not exceeding the number of seven, and placing them on one side until they can be replaced in sequence either on the board or the aces. For instance, if an ace is built up to three, and its four is, say, three cards up one of the columns, by removing these cards to the space allotted to the seven extras, the four can be reached, and possibly a fresh chance of packing be opened out. This privilege, however, must be very cautiously used, and the extra cards should be replaced at the first opportunity, in order that others which may be blocking the game may be taken as “space cards”; when all the seven extras



ROYAL PATIENCE—THE LAY-OUT.



are out, if there is no more packing or building to be done, the game inevitably fails. It is necessary, therefore, to be very careful, and to calculate all chances and how to replace the "space cards," as they are called, before taking the full number.

In the specimen game given, it will be seen that the ace of clubs can be easily reached by putting the two of diamonds into space; this will uncover the queen of hearts, which, by putting the three of diamonds into space, can take its place under the king of spades. The king of diamonds is blocked by the knave and nine of clubs; the second of these is put into space and at once transferred to the queen of hearts; the ten of diamonds may be taken from the first column to pack on this knave, which will take back the nine of clubs, and by putting the two of spades into space the eight of hearts will also be free to continue that column. The game is now fairly started, and enough has been said to explain the way of proceeding. As soon as a column is arranged in sequence it is said to be "running." The mistake beginners make is to put cards into space too freely without giving

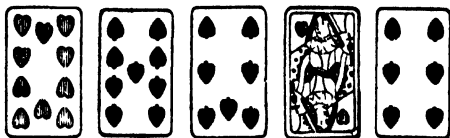
due consideration as to how they are to be replaced; sometimes to do this it is necessary to bring back cards from the ace packets to the board, always remembering that on the columns the colours alternate. The game given has been played to a finish; that is, all the columns are running, and the aces are partially built up. Should the player reach this stage he could now complete every column, or, if he preferred it, he could build every ace up to the queen, but when the end is plainly in sight the interest in a game ceases.



OSTEND PATIENCE.

FOR two or more players—five is a good number—this game is a capital one. It should be played fast. Each taking part is provided with a pack of cards, well shuffled, and the first player is decided by the lowest card on the top of all packs. The players then deal out five cards in front of themselves, face upwards, and hold the remainder, face downwards, in one hand. The first player now places any aces which may be in his lay-out in the centre of the table, following them up in suit as far as he can. If he has no aces, he withdraws any card from his lay-out, placing it underneath his pack, and playing out the top one into its place. If this is an ace, or can be used on to an ace-heap, the player deals out another card; failing that, the turn passes to the second player,

Third
Player



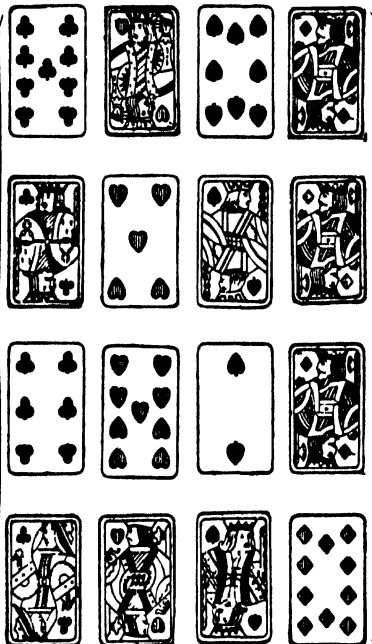
Fourth
Player



Second
Player



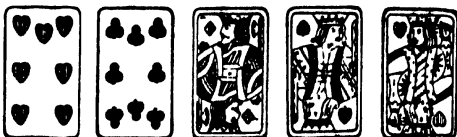
Ace Heaps.



Ace Heaps.



First
Player



OSTEND PATIENCE—THE GAME NEARING COMPLETION,

Four Players taking part.

who will put into the centre any suitable card from his lay-out, or, if unable to do so, will remove one card as already described. All players will in turn thus try to build in the centre and to get rid of their cards, always filling at once from the pack any vacancies in the five cards of the lay-out. This continues until all the aces are built upon up to their kings, the winner being he who can first get rid of his cards, including both the pack in his hands and the lay-out on the table.

The secret of success in this game lies largely in the judgment shown in withdrawing cards to be placed under the pack at each turn. If there are two cards of a suit, such as, for instance, the six and seven of spades (shown in the diagram), the six should be chosen first to be placed under the pack, followed at the player's next turn by the seven, unless there should be a chance of using it on an ace heap; this gives a chance to play the seven when the six is played, when it comes out again at the top of the pack. As the game proceeds, players packing underneath and dealing from the top, these little sequences will be found very useful towards helping to win.

It is quite allowable to "block" the other players to prevent their getting rid of all their cards, but not by placing under one's pack a card from the lay-out which an ace heap is ready to receive. It is when the ace heaps are nearly finished that players must look to their *last* cards. Withdrawing a queen may stop someone else's king; but care must be taken that there is not also someone's queen ready to be played, or that the only king of the particular suit is not in the pack of that player.

Towards the end of the game a player may exhaust the pack of cards in his hands, while his lay-out remains, in which case he loses his turn unless he can place any card or cards on to the ace heaps from his lay-out.

The diagram shows a game nearing completion. It will be seen that the first and second players have no card or cards which will build on the ace heaps. The third player has the six and seven of spades, referred to previously, and the fourth the queen of diamonds, which, if withdrawn, can block the first player's king until a later round.

/ HOUSE OF COMMONS PATIENCE.

THIS is a particularly interesting game of Patience played with one pack of cards.

The court cards—the House of Lords—are first removed and placed apart—to meditate, perchance, on the chances of the game—and the remainder are then dealt out, face upwards, in four rows of ten cards each.

The object is to get the cards in the four rows in order of number and in suit from the twos (“the leaders”) to the tens (the rank and file).

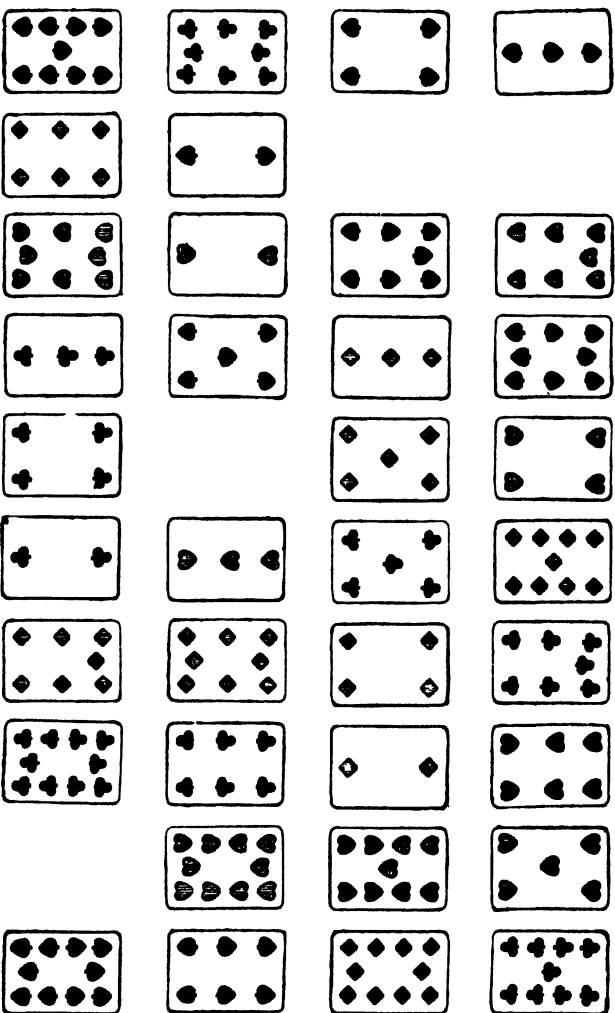
The aces (the Speaker, his Deputy, the Clerk to the House, and the Serjeant-at-Arms) are now to be taken out from the lay-out, and they play no further part in the game. In each vacancy left by the removal of the aces may now be placed a card of the next higher number and of the same



Court
Cards.



Ace Heap.



First Deal with Aces removed.

HOUSE OF COMMONS PATIENCE.

suit as the card on the *left* of the space; and the game proceeds by moving cards in this manner into all vacancies. Should a vacancy occur in an extreme left space, any "leader" (two) may be placed in it, according to the player's judgment—for which there is much need on this particular point, because whereas the placing in position of one leader may give two moves, another will give a dozen. If a space occurs behind a ten, it cannot be filled unless the ten is moved elsewhere.

When all the possible moves have been made, a second deal is allowed of the cards which are not in position behind their leaders. They are to be taken up face upwards, the second card being placed under the first. These cards are then redealt on to the four lines, leaving one space between the cards already in position and those redealt. Should these spaces, to be used as before, prove unsatisfactory, the motion before the House is blocked and indefinitely shelved. In other words, the game has failed.

In the game shown, the removal of the aces gives three immediate moves, the space behind the ten of clubs having to remain empty awhile.

The four of spades moves behind the three of spades, leaving a space on the left, into which the two of spades is put with the three of spades to follow, the previous removal of an ace allowing this. The six of spades follows the five of spades, the two of hearts goes into position on the left of the top row, the nine and ten of clubs follow the eight of clubs, the eight of diamonds follows the seven of diamonds, the nine of diamonds follows the eight of diamonds, the five of hearts follows the four of hearts, &c., &c. We do not give the whole of the moves, as the player will easily follow the rest of the game from this description.)



VARIEGATED DEMON PATIENCE.

THIS game is an American amplification of the original Demon, which is perhaps the most popular of all the Patience games. It is played with two packs shuffled together.

Lay out a row of five cards, and count out thirteen for the stock, which place in a packet, face up, on the right hand. Aces are the base cards; these are built up in suit, while the cards on the board are packed in downward sequence and in alternate colours. Having arranged the lay-out, proceed to deal three cards at a time, using the top one if it can be placed on either the board or the ace packets. Whenever a vacancy is made it is filled from the stock; single cards or a sequence, or portion of one, may be moved from one packet to another, and every device of this sort must be

resorted to in order to fill up the ace packets. The rubbish-heap may be turned twice, but the end of the third deal too often shows that the game is a failure.

Variegated Demon is sometimes played as a double game, each player having two packs, and the number of pips on the ace packets is scored at the end of the third deal, the knaves counting eleven, queens twelve, and kings thirteen. It is really a better game played in this manner, for unless the cards are extremely favourable it is almost hopeless as a single game. Of course, both packs should be arranged as given in the directions for playing tournaments on page 165.



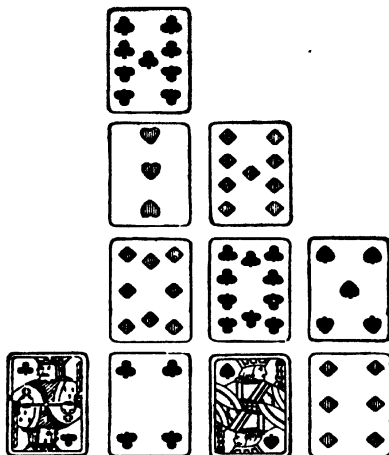
CARBOUCHE PATIENCE.

CARBOUCHE is an interesting game for two players, and the mode of procedure is as follows: Two packs are used; with one of them the colours are divided, one player taking the blacks, the other the reds. Each packet must be thoroughly shuffled and placed face up at the player's right hand, being called the "carbouche" (why I cannot say). The other pack must also be well shuffled, and five cards are dealt out to each player, to be held in his hand.

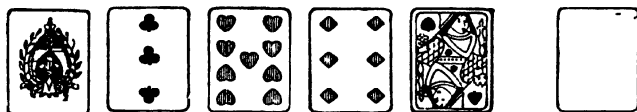
The person who has the lowest card on his carbouche begins the play; if he has an ace he lays it down midway between himself and his antagonist, and if he can follow it up with a two and other cards in succession (without regard to suit) he does so; if not, he lays down a card "at home," that is, to



Carbouche.

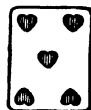
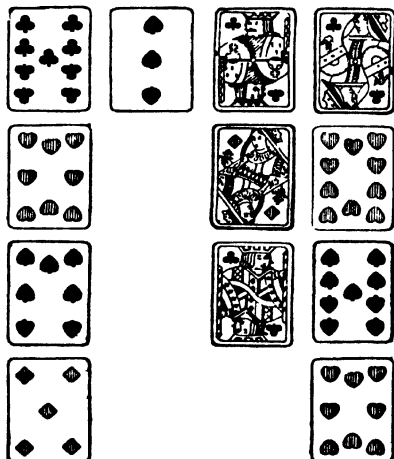


Second Player.—Rubbish Heaps.



The Board.

Playing Pack.



Carbouche.

First Player.—Rubbish Heaps.

CARBOUCHE PATIENCE—GAME IN PROGRESS.

form a rubbish-heap in front of him, and this finishes his turn. The second player does the same, continuing the sequence on the first ace, or forming one on another if his cards allow; if not, he also lays down a card at home; and the game thus alternates from one player to the other. While one can continue a sequence on the board he is said to be "in play," and if his five cards are exhausted he can have five more from the pack, and can go on thus until he lays down a card at home. There is, however, this proviso; if the five fresh cards should prove to be in unbroken sequence they must be returned and shuffled into the pack, and five others taken.

If in the process of building up on the middle packets the player's carbouche card is available, he must take it in preference to one on his rubbish-heaps; if he overlooks it, and uses another card instead, his opponent should say "Carbouche!" and transfer his own top card to the other packet. It is necessary, therefore, for the players to watch each other carefully, for the one who gets rid of his carbouche first wins the game.

If a player has a card in his hand which would

continue a sequence on the board but would give an opportunity to his opponent to play from his carbouche he need not use it at once, but may lay it down at home for two turns; after that, if he has left it exposed, his antagonist may call for it. Each player may make four rubbish-heaps, packing as he chooses.

As soon as a packet on the board is complete from the ace to the king it is taken off and shuffled up to use again; sometimes the playing-pack is gone over three or four times. It is a great help to the players if there is a third person willing to act as "caddie"—to shuffle up the packets as they are taken off the board, and to dispense them again as wanted. If, as sometimes happens, the playing-pack is exhausted before a packet is completed to supply more cards, the person in play may draw a card from one of his rubbish-heaps to set the game going; if he cannot do this his opponent may; and if both fail, the cards had better be gathered, shuffled, and the game recommenced.

The points to be observed are: to keep an eye on both carbouches; to miss no opportunity of reducing your own, or of preventing the adversary from

doing the like with his, and it is therefore often good policy to refrain from placing a card on an ace packet.

A variation of the game is to shorten it by only allowing twenty cards in each carbouche, throwing the remainder aside; but this is a doubtful improvement, as it is capable of giving an unfair advantage to one of the players.

Although Carbouche Patience is usually considered a game for two players, three, or even four, may join in it. When this is the case, each extra player receives the red or black half of another pack; the play then proceeds as described.



KAISER WILHELM PATIENCE.

SHUFFLE two packs well together, and lay out three rows of nine cards each. If any aces are in the bottom (or exposed) row, take them out, and place them on one side to form bases, to be built up in suit to their respective kings. If, however, there are aces in the upper rows, they must remain in durance until they become exposed, or can be placed upon an exposed two of the same suit.

Now survey the board, and pack cards in suit and downward sequence anywhere on the lay-out; but only cards in the bottom (exposed) row may be used for the ace packets. If there should be a two in the lowest row, and its own ace is in a row above it, the ace may be brought down upon it, and it is then available to be

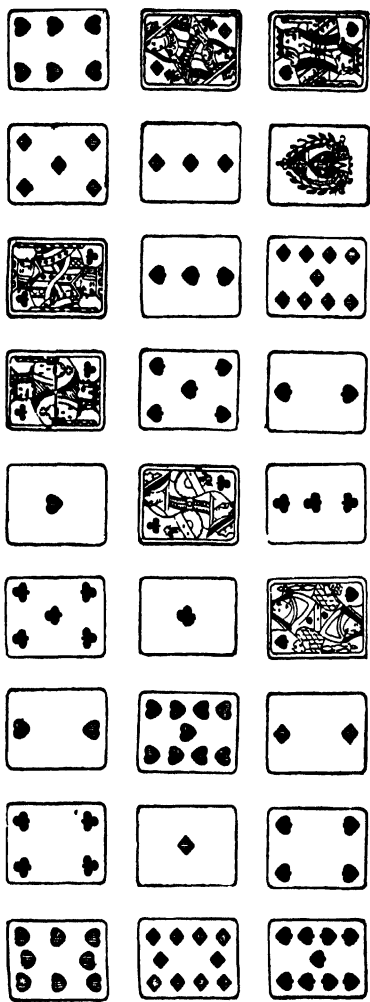


Fig. 1. First Lay-out.

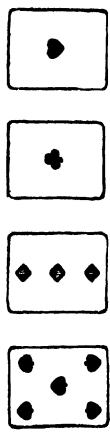


Fig. 2. Aces built up from lay-out shown above.

KAISER WILHELM PATIENCE.

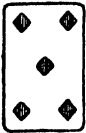


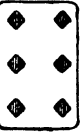
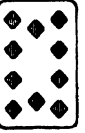





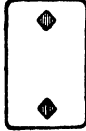
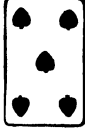


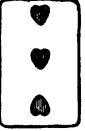
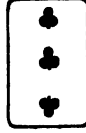



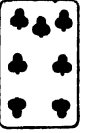
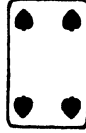




taken for a base; of course, the two will follow it. When no more packing can be done, deal out twenty-seven more cards in order on the three rows, and again pack as before. Sequences may be moved either down or up, if there is a suitable card to receive them. Continue dealing upon the three rows, packing and building between each deal, until the cards are exhausted, and if the aces cannot then be thoroughly built up the game is a failure.

Fig. 1 shows a first deal. The ace and two of spades can be taken at once; the nine of diamonds must be placed on the ten in the middle row, which will allow the three of spades in that row to be placed on the ace packet, and the four and five to follow it; this will free the ace of diamonds, which will go in the row of bases. More packing and building can still be done; and the final result of the first deal would be as shown in Fig. 2. The game proceeds as already described, and the player must again pack and build; but Kaiser Wilhelm Patience is not so easy a game as at first sight it appears to be, and very much depends on the player not overlooking any chances.

POKER PATIENCE.

A LENGTHY description is not required of a game so well known and so universally played as Poker Patience; it will be sufficient to indicate for the information of the tyro the general scheme of the game and the mode of scoring the different combinations. The object is to arrange five-and-twenty cards in a square in such a manner as to form flushes, sequences, full hand (sometimes called full house), fours, threes, straights, and pairs. An ace may count as the beginning or end of a sequence—that is, as the top of the pack, above the king, or bottom, below the two—but it is not allowed in the middle, as, say, in queen, king, ace, two, three.

Poker Patience can be played as a solitary game, but is not so interesting as when two or more

	Straight.	Full Hand.	Two Pairs.	Fours.	Threes.	Score
Flush.						5
Straight Flush						30
Straight.						12
Straight Flush.						30
Flush.						5
	12	10	3	16	6	82
						47
						<hr/> 129

players compete. When this is the case, one of the players is appointed dictator, and he shuffles his pack while the others arrange theirs in the different suits. When all are ready, the dictator turns his top card and announces what it is ; each player takes a corresponding card, and lays it down before him to form the beginning of a square. Another card is now dictated, and this and all succeeding cards must be placed so as to touch another either above, below, on either side, or with the corners touching, and a card once placed and the hand taken off it cannot be moved. These are the only general rules of the game. Each player forms his combination according to his own judgment, and when several are playing very different results are often shown on precisely the same cards.

The ordinary mode of scoring is as follows :

	POINTS.
Flush sequence or straight flush, <i>i.e.</i> , all one suit .	30
Fours, all same denomination	16
Straight sequence, but not one suit	12
Full hand (or full house) ; that is, three of one denomination and a pair of another	10
Threes, same denomination	6
Flush, one suit, but not in sequence	5
Two pairs in a row	3
One pair	1

When all the cards are placed, the score is taken both of the perpendicular and the horizontal rows. When a joker is allowed (which is a matter of prior arrangement between the players) he may take two parts, acting perhaps as a king or a queen in the perpendicular row, and as some other card that will make a point in the horizontal one.

The accompanying diagram shows a hand in which every row counts, but this is very seldom seen in real play, for

The best laid schemes o' mice and men
Gang aft a-gley.





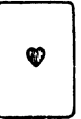
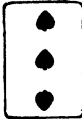

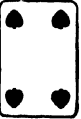
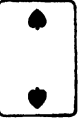





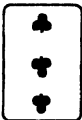
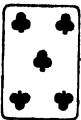


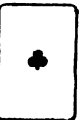
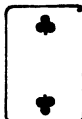




and when a person wants a ten of clubs to make up a flush sequence he is perhaps obliged to put up with a two of diamonds instead, which spoils the combination altogether. It is not a bad plan, when cards come out awkwardly, to keep one row as a dumping-ground for the detrimentals.



ADVANCED POKER PATIENCE.

MANY players consider this a great improvement over Poker Patience just described. It is played in a similar manner, but differs from it in two ways : the scores are on a higher scale (which is always an attraction to many minds), and there are privileges which greatly assist a player in forming his combinations.

These privileges are—first, that thirty cards may be drawn from the pack, as each player has the option of discarding five; this is a great help in getting rid of cards which, if obliged to be placed, would destroy promising combinations. This is a privilege, however, which it is unwise to use too freely, especially in the beginning of a game. The second is that a joker may be used,

	Two Pairs.	Full Hand.	Fives.	Threes.	Fours.	Score.
Royal Flush.						30
Flush Sequence.			Joker			25
Straight.						16
Flush.						8
One Pair.						1
	3	12	30	5	20	80
						70
						<u>150</u>

ADVANCED POKER PATIENCE.

A Hand in which every score is made.

and, if he is judiciously placed, he scores in two rows, assisting both a perpendicular and horizontal combination. Some players also allow an ace or king to count in the middle of a sequence, as knave, queen, king, ace, two. The different values are as follows:—

						POINTS.
Royal flush (ten to ace, one suit)	30
Fives (four of a sort, with joker)	30
Flush sequence (one suit)	25
Fours (same denomination)	20
Straight sequence (mixed suits)	16
Full hand (threes and a pair)...	12
Flush (all one suit)	8
Threes (same denomination)	5
Two pairs in row	3
One Pair	1

We give a diagram of a hand in which every score is made—a very uncommon occurrence—and this is only done by the help of the joker, which poses as an extra knave in the perpendicular row and as the six of spades in the horizontal one.



SERPENT POKER PATIENCE.

THIS game is so called apparently on the *lucus a non lucendo* principle, for there is nothing of the serpent about it. Whereas Advanced Poker has extra privileges, this, on the contrary, has extra restrictions.

In each of the other games of Poker Patience each card may be placed according to the player's judgment, so long as it touches another; but in Serpent Poker it *must* be placed next to the last one played, either above, below, or on one side, and it must be placed squarely; it is not admissible for the corners only to touch. The only relaxation of this rule is when the last card placed fills a corner and is surrounded on all sides; the player may then choose the place for the next one. The element of chance therefore enters more into this game than

into the other two, and skill and judgment are almost eliminated. The scale of scoring is the same as in ordinary Poker Patience, but unless the deal is very favourable it is not possible to make any very high scores.

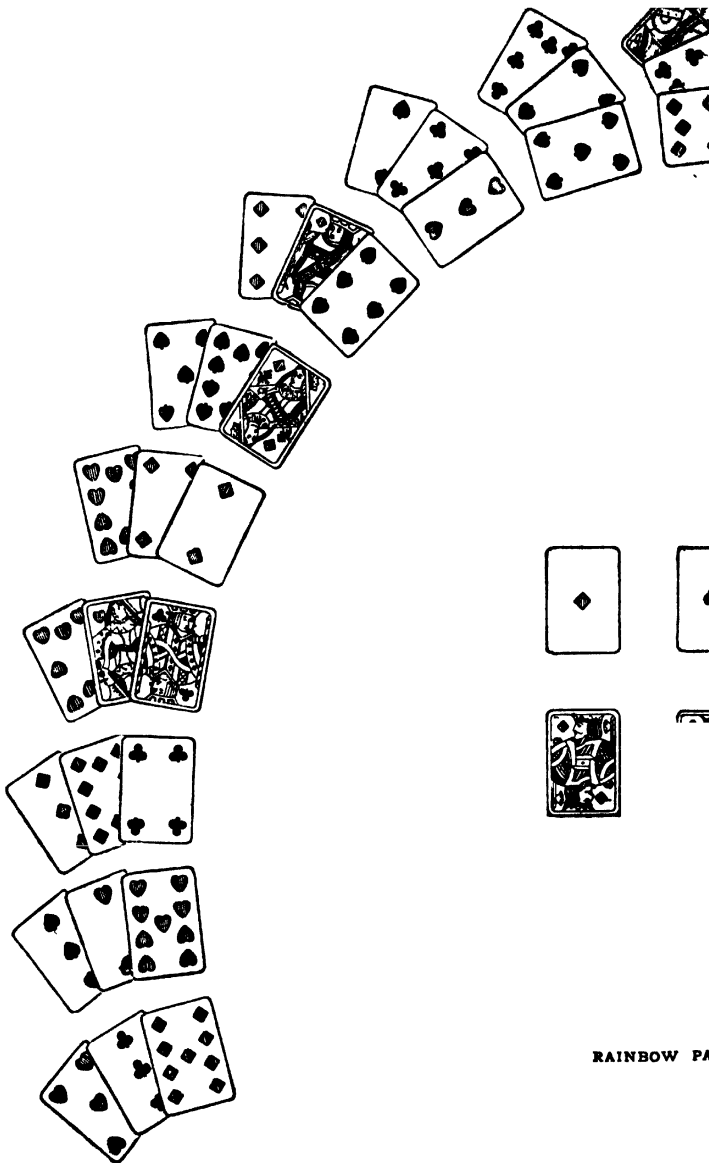
Another variation of Poker is to use a bezique pack only, which, of course, gives a better chance of making combinations, for, with the small cards eliminated from a pack, flushes and sequences are far easier to form.

Serpent Poker is a favourite with some players, chiefly those to whom the element of chance appeals; while others hold it in disdain, as giving too little opportunity for showing judgment.

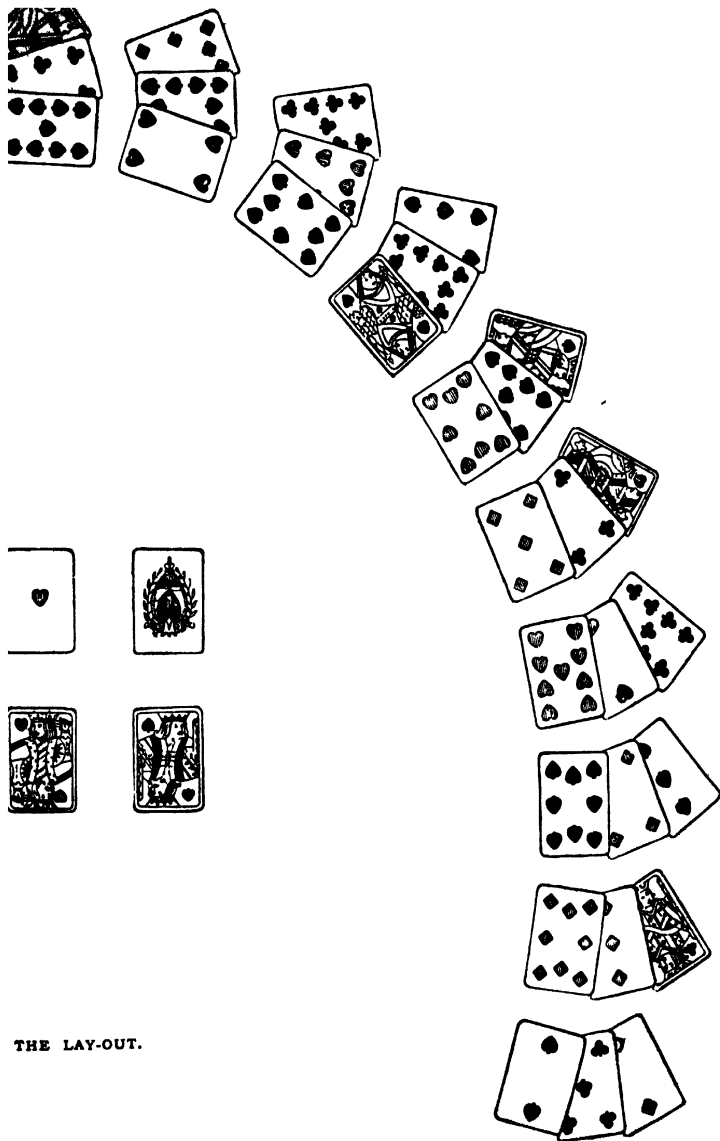


RAINBOW PATIENCE.

TWO packs are required for this game, from one of which all the aces and kings are to be taken and placed in the centre of the layout, the kings in a row, and their respective aces above them. The next process is to shuffle all the remaining cards together, and lay out the Rainbow, which will consist of an arch of twenty packets, each containing three cards, and arranged at equal distances over the kings and aces. Now examine this arch to see what packing and building can be done; the aces are to be built up and the kings down, both in suit; the exposed cards on the packets of the Rainbow may be packed either upward or downward at discretion, but must be in suit. When all that is possible has been done, and you can neither pack nor build any more, you



RAINBOW PA



THE LAY-OUT.

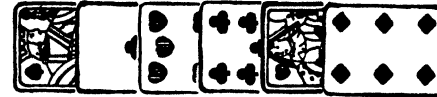
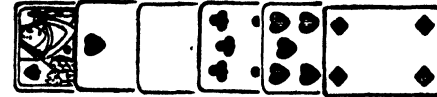
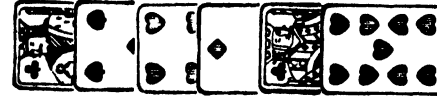
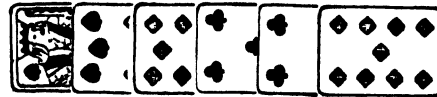
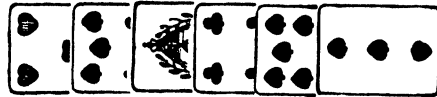
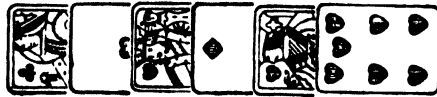
must alter the whole face of the Rainbow by taking the bottom card of each packet and placing it on the top; then again pack and build. Whenever you make a vacancy by taking all the cards of a packet, you must fill it with three fresh ones from the pack. If you have succeeded in building an ace packet up and a king packet down to within one of each other (let us say that the ace has been built up to six and the king brought down to seven), you may transfer the cards, all but the base, one by one from one packet to the other, if by so doing you can reach cards on the Rainbow packets; for unless all these are eliminated, and the kings and aces fully built in the centre, the game is a failure. Whether it is so or not depends greatly upon the player's discretion in packing and building. The Rainbow packets being all fully displayed, the element of judgment comes in as to which of two suitable cards had better be chosen, with an eye to future developments. The process of moving the bottom cards to the top may be repeated twice more, but in spite of this the game fails oftener than it succeeds.



✓ MATRIMONY PATIENCE.

AS it "takes all sorts to make a world," so diverse tastes require to be met in diverse ways, and those who merely want to pass away an odd quarter of an hour or so will find this little Patience quite amusing. It is one of the simple games, and does not present any abstruse problem to be struggled with.

Only one pack is required, which, however, must be well shuffled; then deal out forty-eight cards in six rows, each containing eight cards. If in the course of this dealing you find that there are two cards of equal value, as two tens, two kings, &c., in the same perpendicular column, do not lay down the second card, but slip it to the bottom of the pack, and substitute another. When the six rows are dealt there will be four cards over; these are the



Reserve.

MATRIMONY PATIENCE—THE LAY-OUT.

reserve, and upon them depends the success of the game.

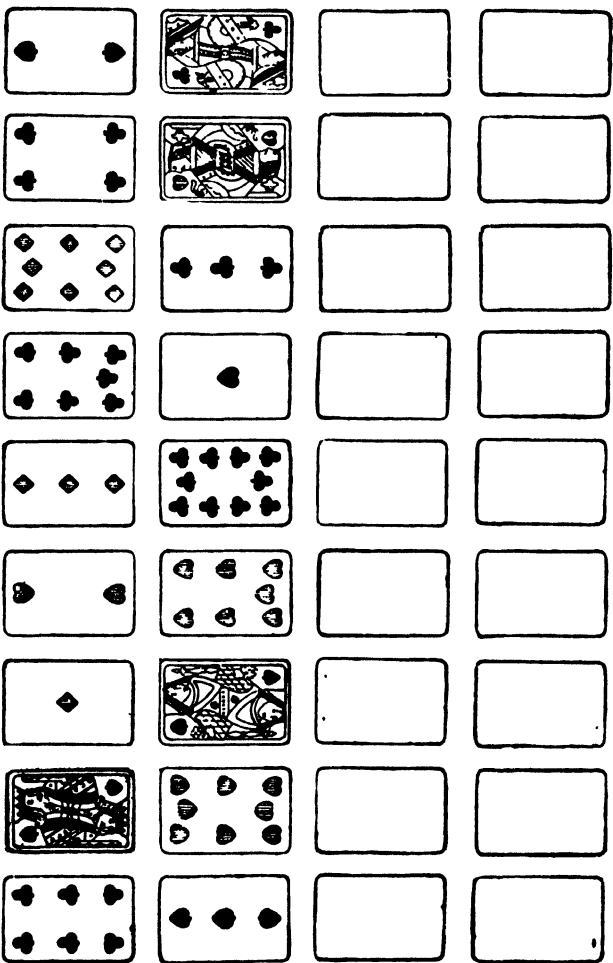
The object of the game is to pair off all the cards in the pack, working only with the bottom card in each perpendicular column. For instance, if, as in the diagram, there are two threes or two sixes in the lowest row, marry the happy couples, and put them on one side as done with. Their departure will uncover other cards, and may enable other pairs to be formed ; but if not, and you are at a standstill, turn one of the reserve cards, and see if that will set the game going again. When the reserve is exhausted, if you have not married all the couples, the game has failed. \ .



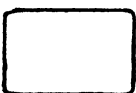
MIDSHIPMAN PATIENCE.

THIS Patience belongs to the group of which Emperor is the chief, and which comprises No. 10, Indian, and Octave Patiences; but though all these games are in a general way alike, yet each has distinctive features.

Midshipman Patience is played thus: Shuffle two packs together and lay out four rows of nine cards each; the first two face downwards, the next two exposed as in the diagram. Aces form the foundations of the columns, and as they are reached or turn out in the dealing, they are placed in a row above to be built on in suit. The packing on the columns is in downward sequence, and alternate red and black; only single exposed cards can be moved—a sequence cannot be taken *en bloc*. As the cards are dealt out every opportunity should be



MIDSHIPMAN PATIENCE--THE LAY-OUT.



Pack.

seized of building up the aces, but packing on the board requires care and thought, as it is not advisable to load the columns too heavily. When a concealed card is uncovered turn it face up, and when a vacancy is made in the top row any exposed card, from either the board or the rubbish-heap, can be placed in it.

It is sometimes better, however, not to be too eager to fill up vacancies, but to keep one or two in hand, and this is especially the case towards the end of the deal. There is no second turn, but when all the cards are played out a very interesting part of the game begins in which vacancies prove of great use. You may "worry back" from the ace packets, and move cards from one column to another, and by this manipulation you may succeed in working off the rubbish-heap, gradually uncovering the concealed cards, and placing them on their ace packets.

It is not often that this game is brought to an entirely satisfactory conclusion, as in spite of worrying back and shifting the cards about it is not easy to overcome all the obstacles; but it is one eminently fitted for a Tournament game with the scores

of the ace packets counted at the end. The highest possible score, that is, every ace packet completed, is very seldom reached.

The game shown in the diagram opens favourably ; the ace of diamonds can be taken at once, and if the seven of clubs is placed on the eight of diamonds the heart ace can also be freed, and a concealed card turned.

The three of diamonds may now go on the four of clubs, and the two of hearts be placed on its own ace, which will allow the six of clubs to be stationed temporarily on the seven of hearts. This is all that can be done at first, but it is a good beginning.



PLAIT PATIENCE.

PLAIT PATIENCE is a really good and absorbing game for one player. It requires two packs, which are to be shuffled together. The chief difficulty of the game is connected with the "plait," which may block the whole game unless the cards in it are carefully watched, and base cards reserved on which to build any blocking cards. This point is more fully explained later on.

The lay-out consists of four rows of eight cards, which are placed face upwards at the top of the board; then a "plait" of thirteen cards, as shown in the diagram, is arranged at the side in six pairs and one at the end, the cards overlapping one another. The base cards for building are decided by the next card turned up from the packs, and they are kept at the bottom of the board as they

come out. Cards are built on to the bases in ascending numbers and alternate colours; the working rows—that is, the bottom cards of the eight columns in the lay-out—are packed in descending number and alternate colour, kings being placed upon aces. The plait cards can only be used for building on the eight base heaps. Great care must be exercised lest cards which will first be required on the bases are left above others not required so immediately; and preference must always be given to a plait card rather than to one (or perhaps a sequence) from the working rows. Very often a base card has to be reserved until almost the end of the game, for a card which is at the top of the plait. Unless this is done, a game may easily become impossible.

After all possible packing on the rows and building on the bases are finished, the remainder of the packs is dealt out one by one on to a rubbish-heap, no chance being missed of packing or building, as there is no re-deal of the heap. When a space has been made on the top working row, any exposed card or sequence may be moved into it, either from the board or from the rubbish-heap, but not, of

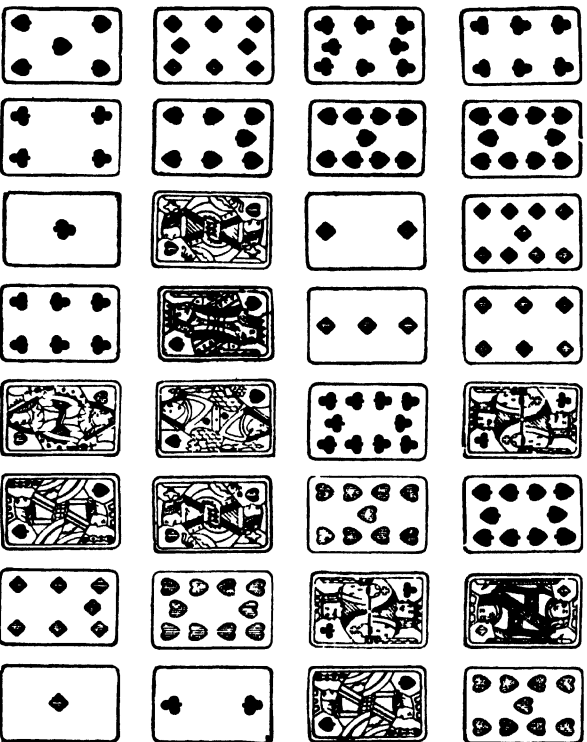
course, from the plait; the space need not be filled immediately. Each base card is complete when it has its sequence of twelve cards upon it.

We give the beginning of the working of a specimen game up to the taking of the first card dealt out on to the rubbish-heap, and we suggest that a player should follow it out exactly as given by reference to the diagram in order to comprehend thoroughly the game and its "inner working."

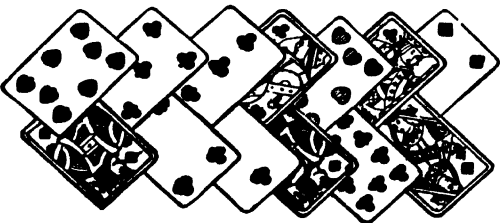
Move six of clubs on to five of diamonds (base card), and on it put seven of diamonds and eight of spades; king of spades, queen of hearts, knave of spades, and ten of hearts on ace of diamonds; knave of hearts on queen of spades; nine of hearts and ten of spades on knave of hearts; ten of hearts to two of clubs on three of diamonds, and all on to the four of clubs; five of spades comes down as base, and takes the six of diamonds upon it; ten of hearts to four of clubs into space; seven of spades on eight of diamonds, both back on nine of spades, and then all three on ten of hearts; remove nine of hearts to queen of spades on eight of spades (in base); king of diamonds from plait on base queen of spades, releasing five of clubs (which



First Base
Card.



The Board.



The Plait.

PLAIT PATIENCE—THE LAY-OUT.

move down) from plait; ace of clubs on base king of diamonds; ten of spades on knave of hearts; knave of hearts and ten of spades into space; two of diamonds on base ace of clubs; seven of spades to three of diamonds on base six of diamonds; four of clubs from plait on base three of diamonds; three of clubs from plait on base two of diamonds; nine of diamonds on ten of spades; eight of clubs on nine of diamonds; king of clubs into space; ten of clubs on knave of diamonds; knave of spades into space; nine of hearts on ten of clubs. There is still one space left, which may be filled at the player's discretion from the cards in hand.

The first card of the rubbish-heap is then turned up, and will, of course, be used for packing or building if suitable. The game is continued by the dealing of the remainder of the cards on to the rubbish-heap, packing on to the lay-out and building on the bases at every opportunity.



DIPLOMAT PATIENCE.

THIS is a pleasant game, but requires much care and judgment to work it out satisfactorily. Shuffle two packs together, then lay out two columns of four cards each, leaving sufficient space between them for the aces, which are the base cards, and are to be built up in suit. Deal round four times, which will give four columns (see diagram). If in the course of dealing an ace appears, put it in the centre space, but no other packing or building may be done until the board is arranged. Only the outside cards of the lay-out are available; but they may be packed in descending sequence, irrespective of suit, on exposed cards on either side, and may be transferred from one side to the other—singly, not in sequences—or returned from the ace packets if

doing so will facilitate the game. When you have packed and built as far as you can, deal the rest of the cards on a rubbish-heap, losing no opportunity of placing them, and above all trying to free the kings, for if a vacancy can be made in a row only a king may be placed in it.

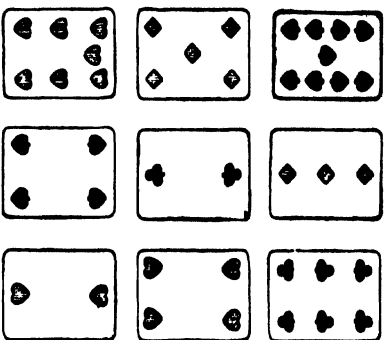
If the lay-out in the specimen game is carefully studied and judiciously packed, it will be found that the king of clubs can be cleared of the cards in front of him, the queen of spades put on him, and another space can be cleared ready for the next king, for whom the queen of hearts is waiting. When the cards are exhausted, they must be gathered up, and you may turn one card; if it can be placed, do so, and turn another; but when no place can be found you have failed in the game, unless you can "worry back" from the ace packets, which sometimes sets the game going again. Failures, however, are more frequent than successes.



ADELA PATIENCE.

IN this game the knaves occupy a very prominent place at the outset, the kings and queens taking a secondary position, but this is only at first, the knaves sinking into obscurity as the game progresses.

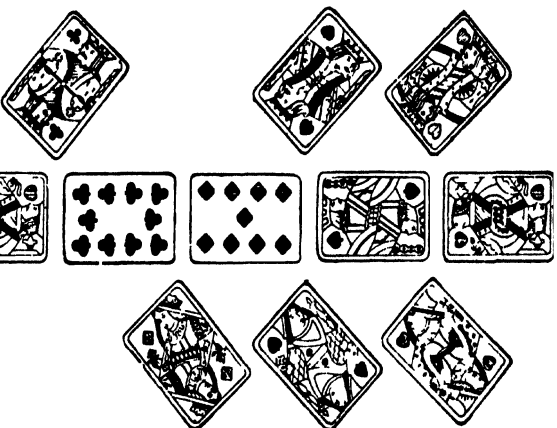
Shuffle two packs together, and then begin the lay-out by placing nine cards in three rows at one side; if there is a knave among these, place it at the top of the board, to form a line of knaves. Kings and queens as they come out are stationed at the side of the knave of their suit, as shown in the diagram, but they must not be placed until their own particular knave has taken up his position. The kings and queens merely make up the picture, but the knaves are built in suit and descending sequence down to



The Nine Working Cards.



The Pack.



Knave Column.

ADELA PATIENCE—COMMENCED.

the ace. From the nine cards on the board you play on the knaves whenever you can, and you may pack on other displayed cards in suit and ascending sequence until you can play them off on the knaves, moving a whole or part of a sequence if there is a card to receive it; fill up vacancies from the pack.

When you can pack no more, deal out nine more cards over those on the board, and again pack and build. It is on the way you manipulate these cards that success or failure depends; the great thing in this, as in most Patience games, is watchfulness, for a chance let slip is rarely recovered.

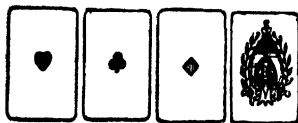
The final result, if you succeed in the game, is that the knaves have been overwhelmed, and though they held so proud a position at first, they are now hidden from view, and the picture shows kings, queens, and aces all down the column.



THE QUILT PATIENCE.

PROBABLY this game is so called because it has a patchwork appearance, like the quilts in vogue in former days. It does not require skill so much as close attention to see which cards can be taken and which barred. It presents a most confusing appearance when laid out, which is done as follows :

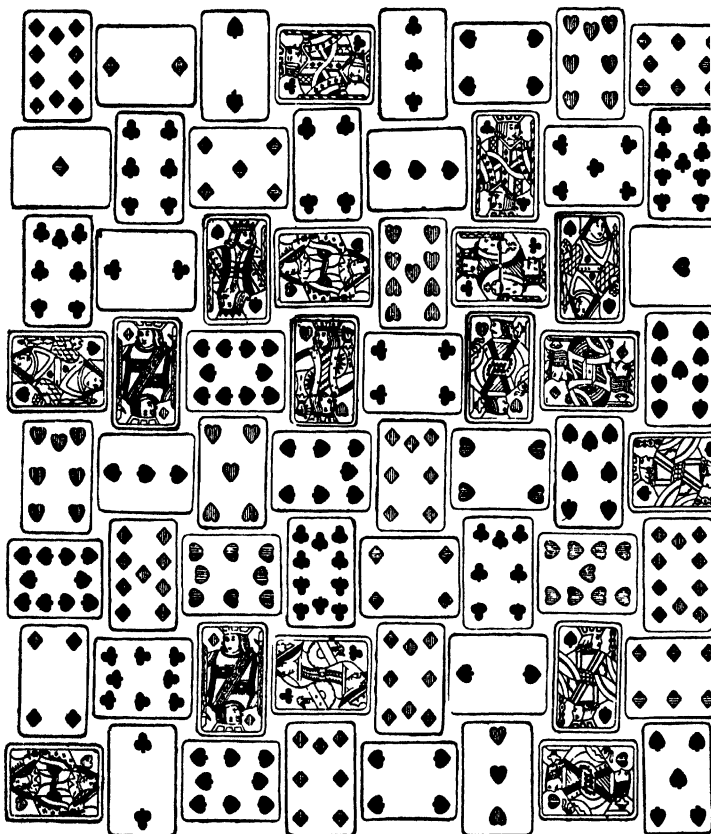
First take the kings and aces out of one pack and dispose them above the board ; then shuffle the remainder of the cards with the second pack, and proceed to lay them out. Deal a row across, the first card perpendicularly, the second horizontally, the third perpendicularly, and so on till eight cards are placed ; the next row will begin with a horizontal card, so that both across and down the cards will



Aces.



Kings.



THE QUILT PATIENCE—THE LAY-OUT.

alternate—one upright, one across. Deal eight rows in this fashion, and then see what can be done. The aces are, as usual, to be built upwards and the kings downwards, in suit always. The only cards available at first are those which are right way up in the top and bottom rows and those placed horizontally at the sides, for none may be taken unless one of the narrow ends is exposed. For instance, in the diagram, the two of diamonds in the top row may not be moved at first, but when the two of spades is placed on its ace, doing so exposes a narrow end of the two of diamonds, which may then join its ace. The two of clubs from the bottom of the board and the three from the top are both available, but taking the latter does not emancipate the three of spades, which must bide its time. Several spades, however, may be taken for the king's packet—the queen at the edge of the fourth row, the knave on the other side, and the ten and nine are all available.

When no more building can be done, deal the rest of the cards on a rubbish-heap. In this game there is a privilege not accorded in any

other Patience; that is, that the rubbish-heap takes an active part, instead of the merely passive one which is usually assigned to it : if a card is played on to it, and there happens to be an exposed one on the lay-out which it is desirable to get rid of, and which is in suit and sequence with that on the rubbish-heap, it is allowable to transfer such card to the heap, thereby releasing other cards on the Quilt for the base packets.

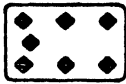
Cards may be taken from the middle of the lay-out, if one of their narrow ends is exposed. Cards may be transferred from a king to an ace packet, or *vice versâ*, if doing so will further the success of the game. The rubbish-heap may be turned once.



STEP-UP PATIENCE.

FOR this game two packs are required, thoroughly shuffled together. In most of the Patience games it is necessary to repeat this injunction to shuffle well, for there is very little play when the cards come out in ordinary rotation, and a victory is scarcely worth having if there have been no difficulties to overcome.

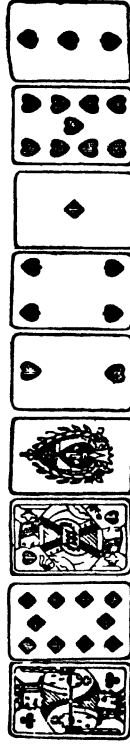
Lay out thirteen cards in a row ; this is the middle step. The next card turned determines the base ; it is placed above the first row, and when the seven similar cards turn out in the course of play they are placed beside it, and form the upper step. Now form a row beneath of nine cards ; this is the lower step. Examine the middle step well to see if any card can be placed on a base one, for it is from this row only that the bases are built



Upper Step — Basea.



Middle Step.



Lower Step.

STEP-UP PATIENCE—THE LAY-OUT.

on in suit; but when a vacancy is made by taking a building card it can be filled from the lowest step.

No packing may be done on the middle step, but on the lowest one cards may be packed in downward sequence in alternate colours, filling up vacancies from the pack or rubbish-heap, as may seem best. When a card "steps up" from the middle row to the upper one, the vacancy should not be filled without due consideration; it is called the "open door," and is the only route by which the lowest row can reach the upper one, with this exception, however, that when a base card turns out in the course of dealing it may be placed at once.

The open door can only be kept open for the turn of three cards from the pack, then it must be filled; and here the player has to exercise his judgment. He should, if possible, place a card which is in sequence with one or two others in that row, so as to make several vacancies, into which cards from the lowest row can be moved. A great deal, of course, depends upon chance, as in most Patience games, for the cards may be

obstinately unfavourable; and, seeing that the middle row alone is available for building, the game may possibly soon come to a standstill, in which case all a player can do is to shuffle the cards and try again. Nevertheless, a player with a keen eye for every opportunity brings it to a successful issue oftener than not.

In the game illustrated the seven of diamonds is the base. This at once may have the eight and nine placed on it. The seven of hearts may also take its station on the upper step, thus making three vacancies altogether. Now look at the lowest step. The ten of diamonds can mount through the vacancies which open the door up to the diamond packet on the top step. The two of hearts may be packed on the three of spades, and the ace of spades on it, making three gaps in that row, which must be filled from the pack. The remaining cards are to be played on a rubbish-heap, packing and filling vacancies at every opportunity. There is no second turn of the rubbish-heap.

The game is a difficult one, for once vacancies in the middle step are filled there is but small prospect of creating others.

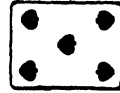
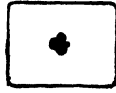
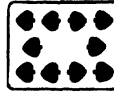
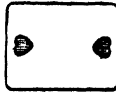
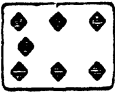
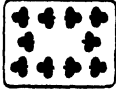
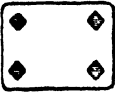
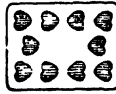
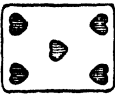
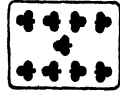
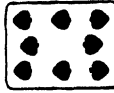
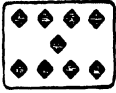
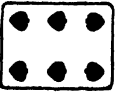
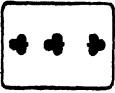
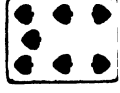
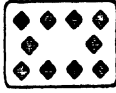
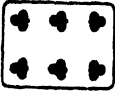
FAN TAN PATIENCE.

THIS game, as its name indicates, is of Chinese origin, and is said to be the oldest Patience known. It is also much played in California, and forms a gambling game, with the high forfeit of a dollar for every card not worked away. A single pack is used.

The cards are laid out in five rows of seven. Starting at the bottom right-hand corner, they are dealt in upward columns of five, commencing the second column again at the bottom, and so on until the seven columns are laid out. The game is started by turning up the first card of the rubbish-heap, and if there is a card in the bottom row of any number one below or one above the card turned up it is removed to the rubbish-heap, and often quite a number of cards can be taken out in this manner. This



Rubbish Heap



will be better understood by referring to the description below of the play in the game shown in the diagram.

No attention can possibly be paid to suit, and although at first sight there seems to be no particular play in the game, it will be quickly seen after one or two games that often when there is a choice one move is much more advantageous than another.

To refer to the specimen game. The turn-up on the rubbish-heap is the knave of clubs, and on to this can be packed, from the lay-out, the queen of clubs, knave of spades, queen of hearts, knave of hearts, ten of spades, nine of clubs, eight of spades, and seven of hearts. A king from the lay-out can only be put on to a queen in the rubbish-heap, and an ace on to a two; but of course a further move could be made with another queen and king to follow, or queen, knave, &c., if the cards happened to be exposed for use. Only the bottom cards in the lay-out can be used, and as soon as a run is finished another card is turned on to the rubbish-heap, and the packing continued if possible. If, however, there is no card in the lay-out

to pack, the rubbish-heap is played on from the pack until a suitable card turns up. It is not often that the working through of the pack will exhaust the lay-out entirely, and it is these cards that are left over that form the gambling element of the game as played abroad.

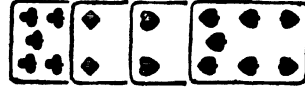
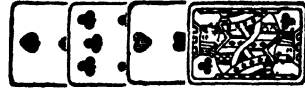
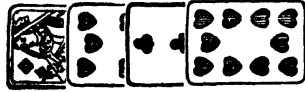
This game can be turned into a round game for any number of players. Each player will require a pack of cards, and work as if playing alone for a certain number of games, decided upon before starting. A score is kept of the number of cards left over to each player at the end of every game, the winner, of course, being the one with the smallest total.



CICELY PATIENCE.

A GAME so difficult as this one may not prove a general favourite; but when after perhaps twenty trials success is at last attained, the triumph is proportionately greater.

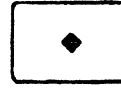
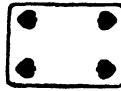
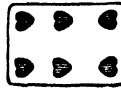
Two packs must be shuffled together, and laid out in four rows of eight cards each. Another row of eight cards is put at some distance below; this is the reserve, which has a very important part to play in the game. Now examine the cards on the lowest row of the lay-out; if there are any aces and kings of the four suits, take them out to form the bases, placing the kings on one side, the aces on the other, to be built on in suit, the aces up, the kings down. A watchful eye must be always kept on the reserve, and when any card or cards can be taken from it for



The First Deal.



The Pack.



The Reserve.

CICELY PATIENCE—THE LAY-OUT.

the building packets the chance should never be let slip, for the vacancies thus created are to be filled up from the exposed cards of the board. Upon the lowest row of the board packing in suit and in both upward and downward sequence is allowable, but should be done with very great caution; cards may not be taken from the reserve for the purpose. It is also allowable to shift cards from the ace packets to the kings, or *vice versâ*, if doing so will be of service in helping on the game. When all the cards in a column are absorbed by building or packing, thereby creating a vacancy, four more cards must be dealt into it from the pack. When all that is possible has been done, four more cards may be dealt on each of the columns, and packing and building resumed. A third time four cards may be dealt on each column, then, if cards cannot be placed, you have failed in the game, unless the following small privilege can help you: it is allowable to draw one card for a building packet, which sometimes sets the game going again, but more often the hope is but a forlorn one.

The diagram shows the lay-out after the first

deal. Three kings and three aces can be freed. The king of diamonds from the reserve, king of hearts from the board, and by packing the six of spades on the seven the king of spades is liberated. For the aces, the spade ace is taken from the board; the queen of spades may go on her consort, and then the nine of hearts may be packed on the ten, and so free the ace; while the ace of diamonds comes from the reserve, thus making two vacancies in it, to be filled up at once, or to wait for the next deal at discretion.

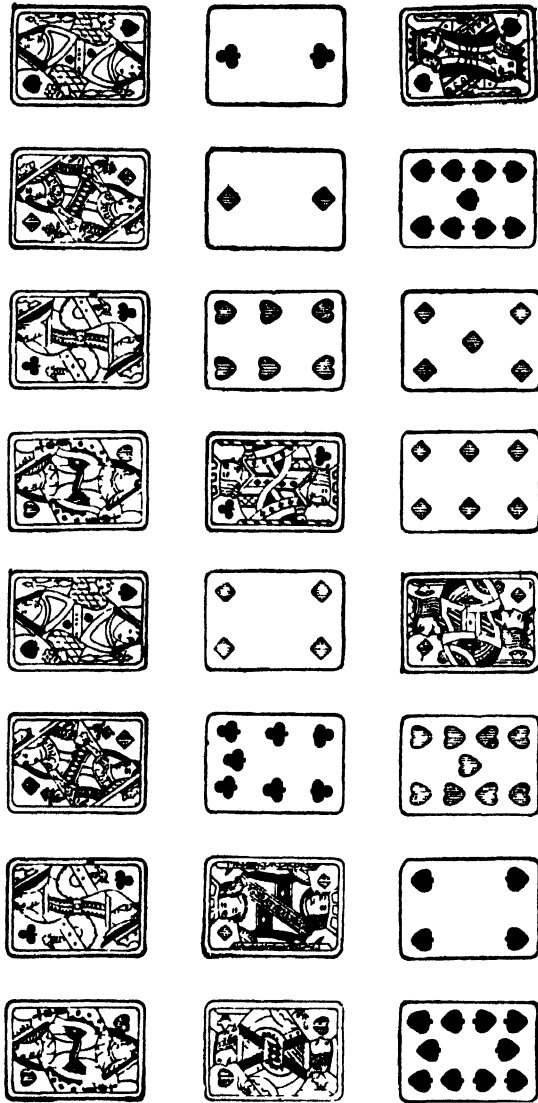
The success of the game depends greatly upon how the reserve is manipulated; if a vacancy or vacancies can be created in it, it is often not advisable to fill it at once, as an impulsive player is apt to do, but to hold it in hand if it presents no prospect of advancing the game, and wait for the next deal of the four rows, when fresh opportunities may present themselves.



KING AND QUEEN PATIENCE.

SELECT a king of hearts and lay it in the left-hand corner of the board. Shuffle two packs well together, and deal upon this king until you come to a queen, or an ace, or another king. The ace is to be put in the row above the king, to be built up to a knave, without considering suit; the queen is to be placed in the top row of all, where she plays only an ornamental part; and the next king will be placed alongside the first to be dealt on in turn.

Continue dealing upon the king of hearts, placing two, three, &c., on any aces which may have come out in dealing; otherwise the cards are to be placed on the king until another king appears. Then deal on the second till the third turns out; continue thus, placing the queens, and building on



KING AND QUEEN PATIENCE—THE GAME IN PROGRESS.

the aces at every opportunity. If all the cards are cleared off one of the kings after the eight are in their stations, you are allowed to take the top card of three heaps to put on that king, and if, later on, these can be placed, three more may be taken, and so on until there is a block. This privilege gives more chances to finish the picture, which will then show a row of kings below, of queens above, and packets crowned with knaves in the middle.

This game is not so easy as it appears from the description; if chances of building are overlooked, the packets on the kings may be hopelessly blocked beyond the power even of the three grace cards to free them.

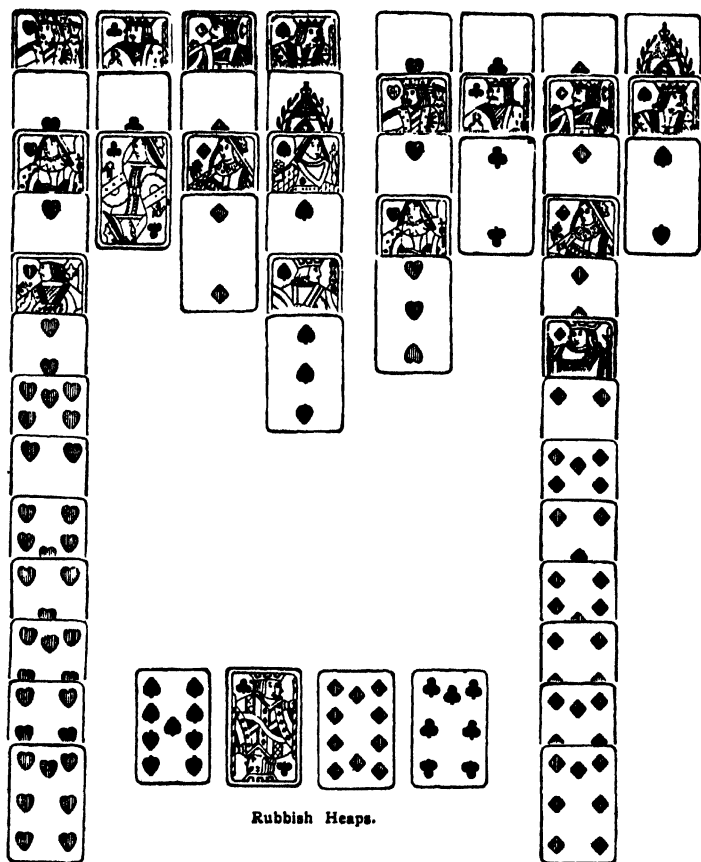
The diagram is given of a game which must be a failure unless the grace cards which may be allowed to the two uncovered kings will free others that are wanted for the ace packets, and so turn the game into a success.



LOUISA PATIENCE.

IN this game a new principle of building is introduced; the columns, instead of being built in consecutive sequence, are arranged alternately high and low, as king, ace; queen, two; knave, three, and so on alternately down to seven. This is the order observed on the four columns headed by the kings; the four headed by the aces have a different rotation. They run—ace, king; two, queen; three, knave, &c., every column ending with seven.

Two packs well shuffled together are required, and the player commences by forming four rubbish-heaps; as the kings and aces of the different suits turn out they are placed to form the heads of the columns, and are built on in the rotation above mentioned, as in the diagram, where a game is shown in progress. It is allowable to move exposed cards



Rubbish Heaps.

LOUISA PATIENCE—GAME IN PROGRESS.

from one column to another. For instance, if the queen of clubs is under the ace, and a three of clubs comes out on a rubbish-heap, it would be good policy to move her to the other column upon the two, and that would allow the three to be used. The art of the game consists in so packing the rubbish-heaps that available cards are not hopelessly buried under those which are not immediately wanted. The fourth heap had better be kept for the sixes, sevens, and eights; for as every column ends with seven those are the last cards wanted.

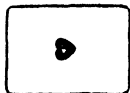
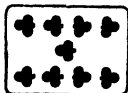
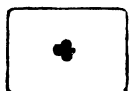
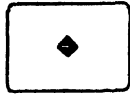
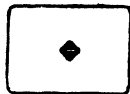
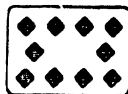
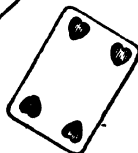
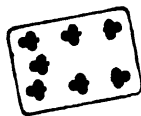
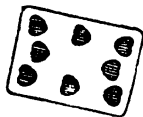
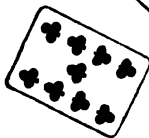
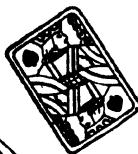
When the packs are exhausted, the rubbish-heaps may be placed one on another in order, and dealt out again. If then the game is not completed, they may again be gathered up and dealt out, but in one heap only, and it is usually a forlorn hope when this has to be done.

This game at first is apt to be very confusing to a player, who often gets fogged because, for instance, the ace on one side goes over, and on the other side under, a king; but when once the principle is mastered, the game often becomes a very favourite one.



MY LADY'S PATIENCE.

WHEN it is first laid out, this game looks easier than it afterwards proves to be, for cards that are essential to success may prove to be hopelessly hidden in the four original packets, and cannot be unearthed because of the failure of a packet on the crescent. To play the game, first take the aces out of two packs, and range them in two rows of four, as shown in the diagram. Then shuffle the remaining cards well, and count out four packets, each consisting of twelve cards, and place them in a row above the aces, face up. Now spread the remaining cards out, and gather together the twos, threes, &c., and place the packets in a crescent form round the board. The object is to build up the aces to kings, without attending to suit, and this object cannot



be attained unless the packets of twelve are all absorbed in the aces below. A very watchful eye, therefore, must be kept on these packets to reduce them to nothingness as soon as possible; but caution steps in here and warns the player not to be too eager, for thus he often defeats his own object. It may be that there is a redundancy of some numbers on the crescent, and only two—or perhaps one—of some others, and it would be fatal to take that one; he had better, therefore, refrain from doing so, and turn his attention to building on the other packets, in hopes that a second two (or whatever the solitary card may be) will be disclosed on one of the obstructing packets. Nevertheless, with all due care and attention this game often fails.



✓ SPOILT PATIENCE.

THIS is one of the solitaire games where no skill is required, the cards being placed automatically; but it may serve to pass away a quarter of an hour or so when waiting, say at a dentist's, or at an equally disagreeable place—a little wayside station on a cross-country journey, with the wind blowing north-east and no fire. The little cards may easily be carried with one when travelling, and are often a great solace under circumstances such as these.

The game is played with a piquet pack; that is, a pack of thirty-two cards, all the small ones between the ace and seven having been discarded. A diagram is not required to show the lay-out, which is simplicity itself; four rows of seven cards each, face down, and a reserve of four, also face down.

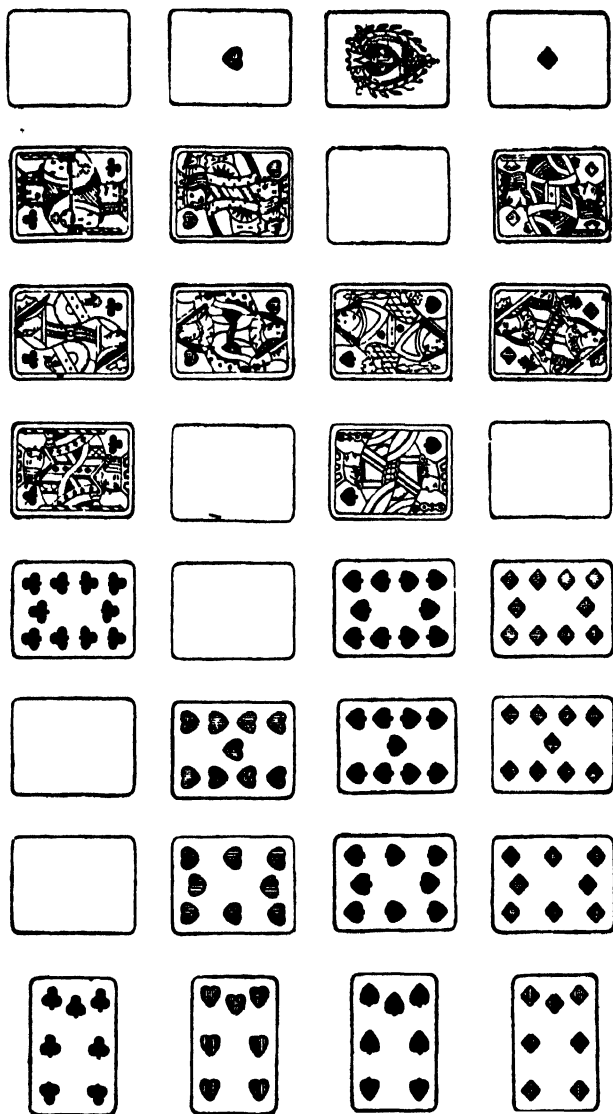
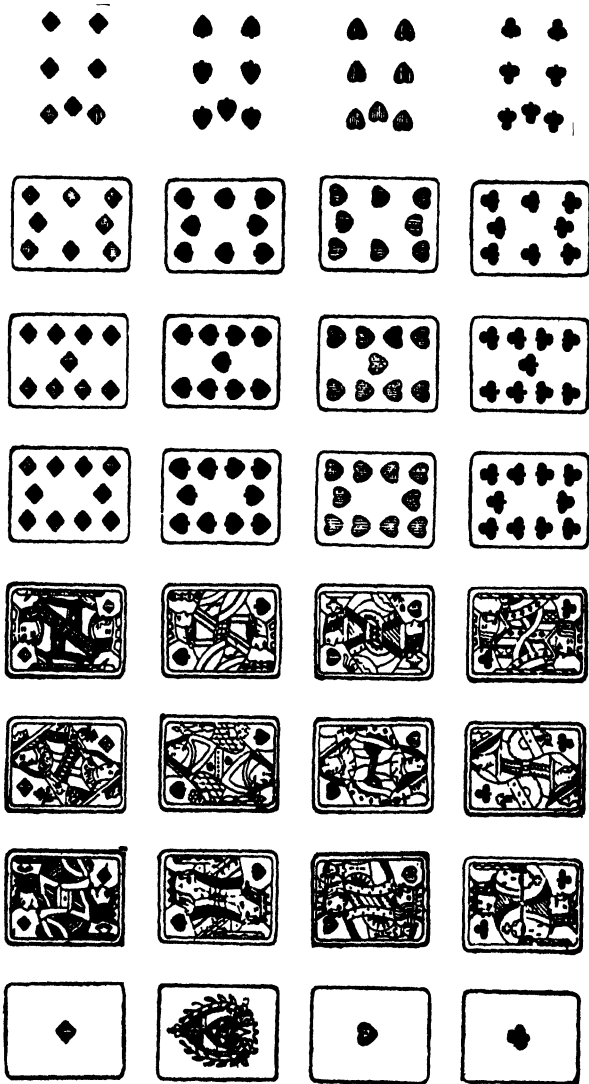


FIG. 1. SPOILT PATIENCE—A FAILURE.



Before commencing to play it is necessary to bear in mind the order of the rows, which is as follows : The first represents diamonds, the second spades, the third hearts, and the fourth clubs. Now lift the top card of the reserve, and put it in its proper place, face up ; if it is an ace it will be the first in its own row ; if a king, the second ; if an eight, the last ; and so on. We will suppose it is a nine of hearts ; lift the concealed card that is lying in the place where the nine of hearts ought to be, lay down the nine, and place the removed card, whatever it may be, in its proper station in its own row, displacing another card, which you treat in the same manner. If, however, you turn a seven (for which there is no place), lay it down horizontally by its row, and take another card from the reserve. If you turn the fourth seven while there are still cards face down, you have but one chance of saving the game : turn one of the concealed cards, and if it is in its proper place, lay it down and turn another ; if not, there is an end—it is a Spoilt Patience. Fig. 1 shows a game that has failed, and Fig. 2 one that has succeeded.

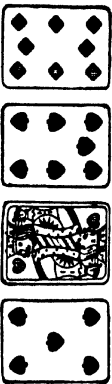


BRIDGE PATIENCE.

AN attractive game for two players is not easy to find, but Bridge Patience meets the difficulty. It is a mixture of Bridge, Patience, and chance.

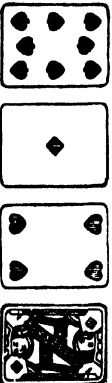
One pack of cards only is required. The dealer lays out, first in front of the second player, four cards in a row, face downwards, then four to himself, face downwards; next, to the other player, four cards face upwards below the first row, and the same to himself, repeating these two deals so that four rows are before each player, the first and third face downwards and the second and fourth face upwards. The remainder of the pack is dealt in two heaps, each player taking one into his hands.

The dealer will declare trumps, or no trumps,



Lay-out—Second Player.

Second Player's hand
= 10 Cards.



Lay-out—Dealer.





**Dealer's hand
= 10 Cards.**



BRIDGE PATIENCE.

according to the cards in his hand and exposed before him, while the other player leads. The game will proceed as in ordinary Bridge, except that a trick consists of two cards only.

SCORES.

No TRUMPS					
Honours.	Each trick above 12 counts	12	Grand Slam (= every trick) counts 40 in Honours. Little Slam (= all tricks but one) counts 20 in Honours.		
	Three Aces count . . .	30			
	Four " " . . .	40			
	Four Aces in one hand count	100			
WHEN TRUMPS ARE . . .					
Honours.	Each trick above 12 counts	2	4	6	8
	3 Honours count . . .	4	8	12	16
	4 " " . . .	8	16	24	32
	5 " " . . .	10	20	30	40
	4 Honours in one hand count	16	32	48	64
	5 " " " " . . .	20	40	60	80
	Chicane (no trumps in one hand) counts . . .	4	8	12	16

Suit must always be followed when possible from the hand or from the exposed cards in the lay-out; otherwise a player may trump or throw away at his or her discretion. By "exposed cards" is meant those at the bottom of the lay-out; those in the upper rows only become "exposed" when

the cards below them have been used. After the completion of a trick in which one of the exposed cards has been used, the player will turn up the hidden card, for use at discretion. It will be noticed that cards in the hand give a player more advantage than cards on the table, because his opponent does not see them; and it is generally possible to retain some until the end of the game.

The players score as above, the same as in Bridge, but for every trick above a "book" of twelve. "Game" is reached when thirty points (or more) have been scored "below the line" (that is, excluding honours), and "Rubber," value one hundred points, goes to the one first winning two games.

The diagram shows the board at the commencement of the game.



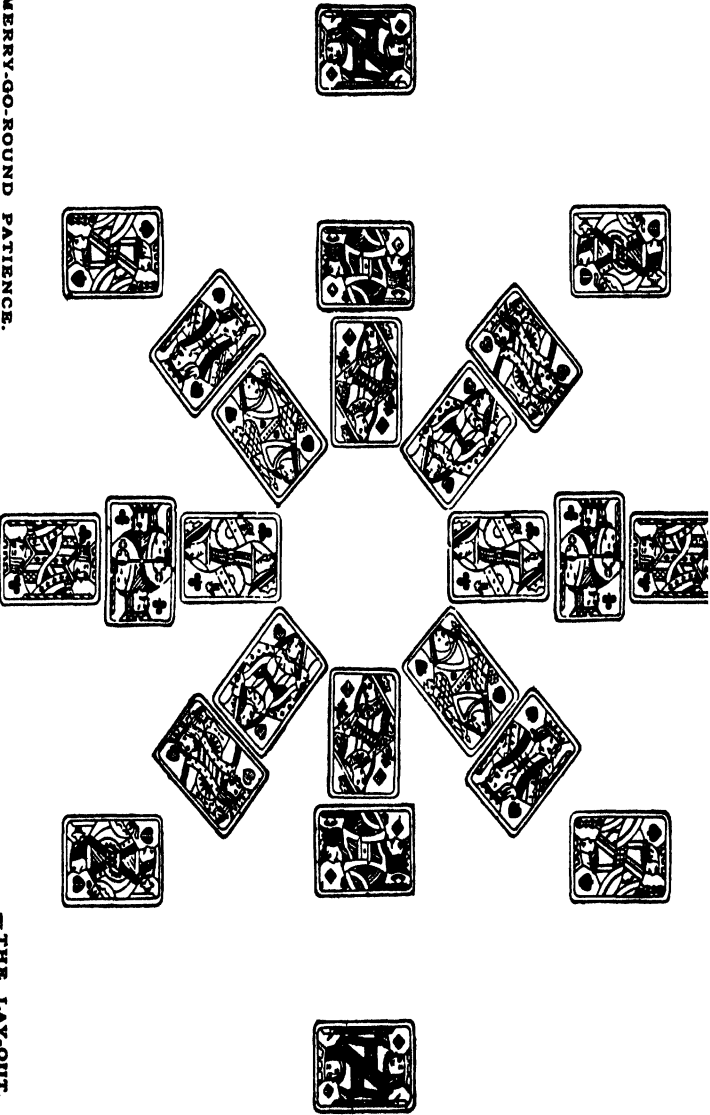
MERRY-GO-ROUND PATIENCE.

TAKE from two packs all the kings, queens, and knaves, and lay them out as in the first diagram. The queens form the supports, the kings are the horses, whilst outside are the knaves—eight boys all longing for a ride; but the “fares” must be forthcoming first.

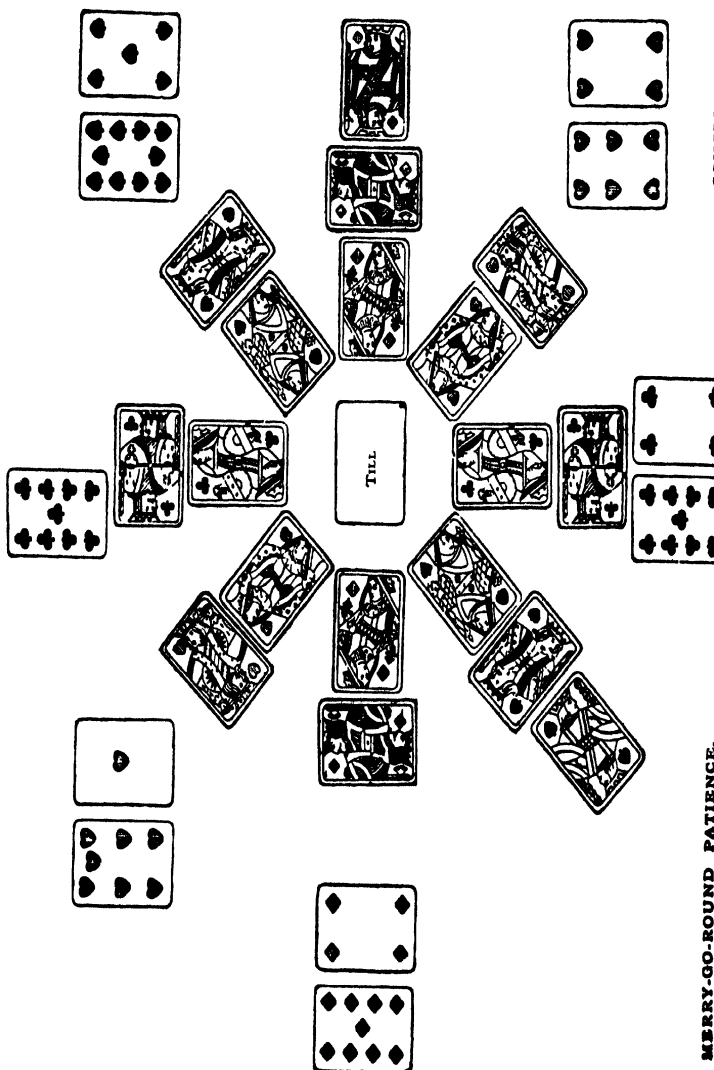
Shuffle the remainder of the packs together and deal out in pairs on to three rubbish-heaps in turn, building in the following manner: As the aces and tens appear, place them side by side over their respective knaves; then build on them in suit—up to five on the aces, and down to six on the tens, when the fare is considered paid, and the one to ten go in the “till” in the centre, while the knave gets on his “horse.”

Throughout the game the rubbish-heaps may

MERRY-GO-ROUND PATIENCE.



—THE LAY-OUT.



MERRY-GO-ROUND PATIENCE.

not only be worked backwards, but cards may be packed up and down in sequence, regardless of suit or colour, to free any card that is wanted.

If a five appears before a four, and the six is already out, the five may be placed on the six until it is wanted, and *vice versâ* on the other side of the heap.

The second illustration shows a game at the conclusion of the first deal, with two heaps completed, which have gone into the till, while their knaves get on their horses. The rubbish-heaps are then gathered up, shuffled, and dealt out as before judicious packing will then almost to a certainty bring the game to a successful conclusion.

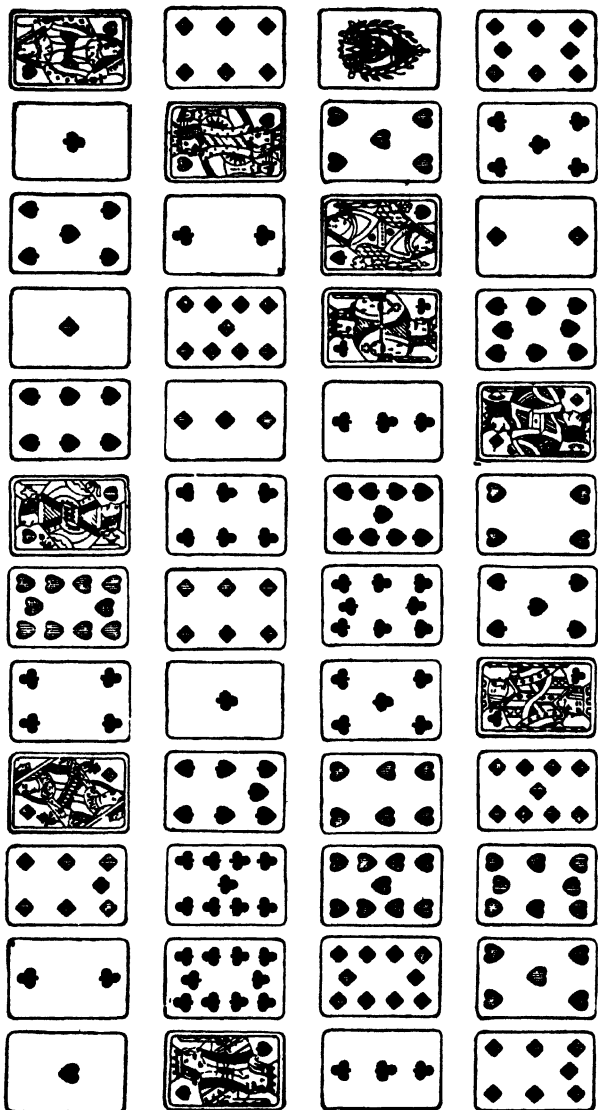


BISMARCK PATIENCE.

THIS game appears by its name to have been “made in Germany.” It needs some care and judgment in packing, but unless the cards come out very awkwardly it is not difficult. Two packs must be shuffled together and laid out in four rows of twelve cards each; if, in doing this, two kings of the same suit appear, one may be replaced in the pack and another card substituted.

The lowest row must now be examined to see what packing can be done in suit and downward sequence. Sequences may be moved *en bloc* if desirable; and aces are to be taken out as they become exposed and placed in a row to form the base cards, and to be built up in suit to their kings. When nothing more can be done, deal out the remainder of the pack singly on a rubbish-heap,

BISMARCK PATIENCE--THE LAY-OUT.

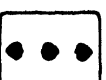
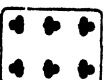
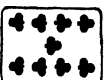


placing the cards whenever possible either on exposed ones in the lay-out or on the ace packets.

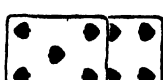
When a vacancy is made in the top row, two cards, and two only, may be placed in it; and these two must be in suit and downward sequence; it is permissible to use the lower part of a sequence for the purpose. If there are not two cards which can fulfil these conditions, the gap must remain empty. These are called "vacancy columns," and constitute one of the difficulties of the game; for, though the two cards may be used for building upon another suitable one, they may not themselves be built on whilst in a "vacancy column." In order to mark these columns, and so to prevent mistakes, the two cards should be a little higher than the rest.

Two diagrams are given, the first showing the lay-out of a game, the second the result of the first deal with the ace packets partially built, and six "vacancy columns." Whether this game can be played to a successful finish depends on how the cards come out in the second deal, for one turn of the rubbish-heap is allowed.

The game here depicted begins favourably; three



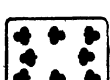
Row of Aces partially built.



Result of First Deal, showing Vacancy Columns.

BISMARCK PATIENCE.

Result of First Deal, with Ace Packets partially built and six Vacancy Columns.



Rubbish Heap.

aces can be taken out at once. When the club ace is removed, the queen of hearts can be placed on the king, and the knave and ten will follow; the five of spades will go on the six, and the player may now take his choice between the two club deuces; the six of diamonds may be stationed on the seven.

Enough has now been said to start the player on his career, which it may be hoped will be a conquering one.



LITTLE BILLEE PATIENCE.

THIS is an American game, and an interesting one, though it does not afford much scope for skill. Two packs are shuffled together, and the lay-out is as follows : First place four cards to the right and four to the left of a large space in the centre, disposing these side cards horizontally ; next arrange in the central space the remaining cards in packets of four, face up. You will have four rows and six columns of these packets, as in the diagram.

The four aces and the four kings are taken out as they appear, either at the sides or exposed on the packets, placed above or below the board, and built upon in suit, the aces in upward and the kings in downward sequence. When a card is taken from one of the sides, its place may be filled with any

exposed one; it is, however, generally wisest not to fill up these vacancies till the last round, but to keep them in hand as a last resource. Some players claim the privilege of taking out one ace and one king to begin with. When this is done, the two last packets will consist of three cards each.

Now examine the exposed cards, carefully taking out those aces and kings (if any) that are required for building, and following on with their sequence cards as far as you can.

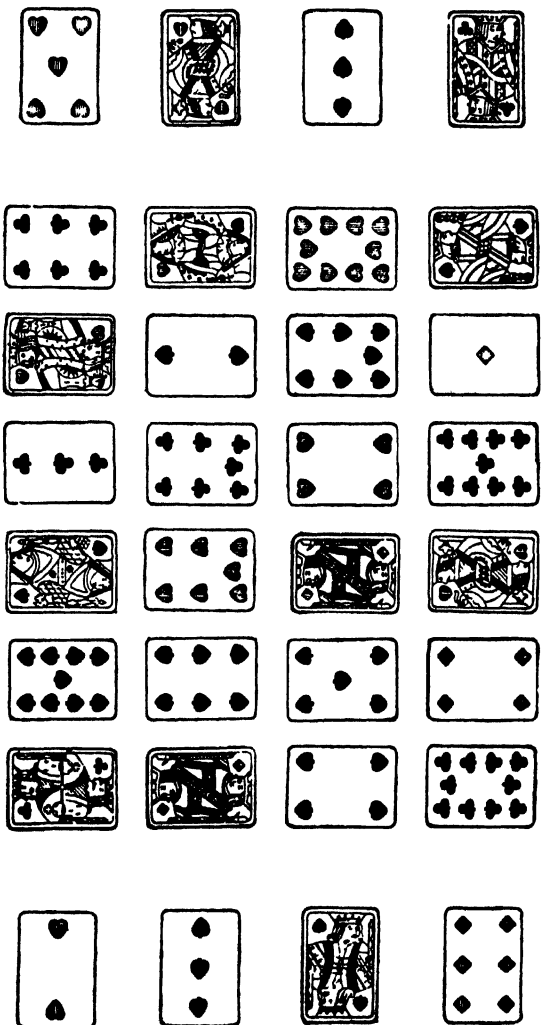
The cards are not to be moved from one packet to another, and only those are to be used that are on the top of the packets or in the side rows.

In the specimen illustrated, one ace and three kings can be taken out in the first round; the king of hearts can be built to the ten, and the king of spades to the knave; whether anything more can be done depends upon how the cards lie underneath those that have been removed.

When no more building can be done, take up the centre columns in order, beginning with the sixth (leaving the sides intact), and again lay them out in packets of four as before. Now search well among the exposed cards for fresh building materials,

Aces.

Kings.



LITTLE BILLER PATIENCE—THE LAY-OUT.

letting no chance slip of packing upon the king and aces. A third round is allowed, and it is in this one that the vacancies in the side rows hold the balance between success and failure.

It is allowable to lift the top card of the packets to see which it would be most desirable to take to fill a vacancy, and so open fresh possibilities of completing the king and ace packets. If the end of the second row has left two or three places empty in the sides, there is a good chance of bringing the game to a triumphant issue; but the failures are the more numerous, after all.

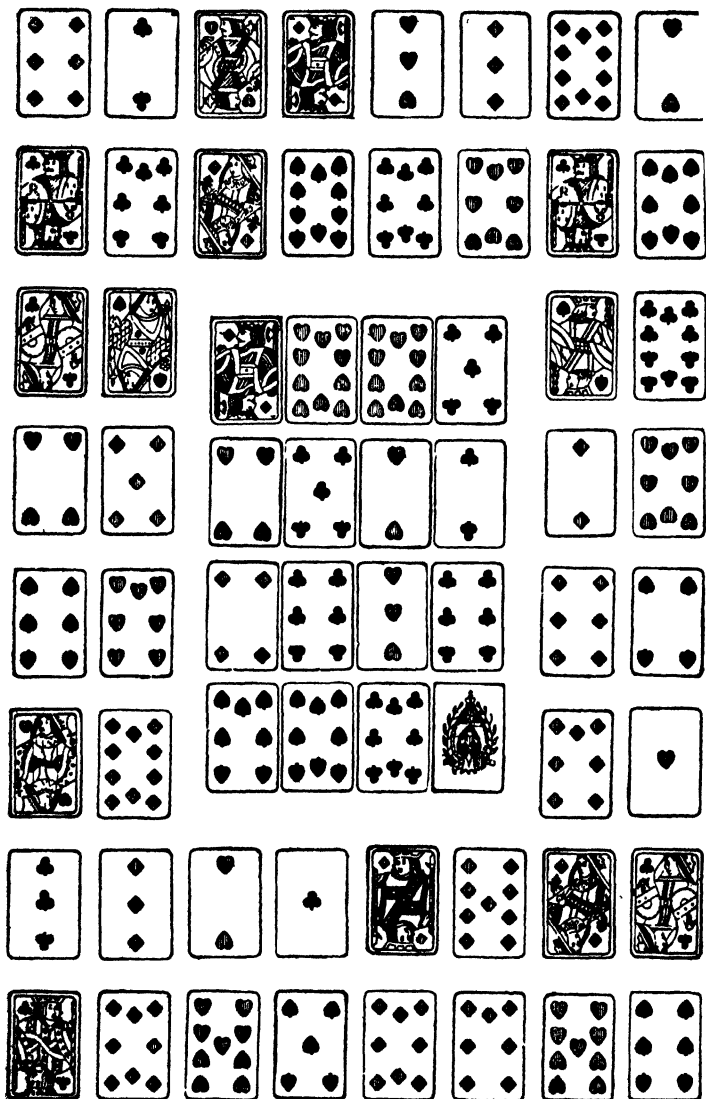


SIXES-AND-SEVENS PATIENCE.

BOTH the lay-out and the working of this Patience are somewhat unusual, and it will be found that, whilst most interesting, it is not often successfully worked out.

Take two well-shuffled packs, and lay out a centre-piece of sixteen cards in four rows of four. Around is next placed a framework of twenty cards, and a second framework of twenty-eight, starting to deal always from the left-hand top corner; the diagram shows exactly how the cards should be placed. From the centre square must now be taken all cards excepting kings and aces, taking them in order one by one and placing them as a reserve heap at the side, the use of which will be explained later on.

From the diagram it will be seen that in the



SIXES-AND-SEVENS PATIENCE—THE LAY-OUT.

specimen game all cards from the centre square, excepting the king of diamonds and the ace of spades, must be removed. All kings and aces are used as the bases of the new centre square as soon as they can be obtained. The game is now played by taking from the outside frame any suitable cards for the centre, building in suit upwards on the aces as far as the sixes, and on the kings in downward sequence to the sevens; hence the name of the Patience. No card in the inner frame may be moved unless the outer-frame card immediately at its *side*, *above* or *below* it has been used.

In the game shown the king, queen, knave, and ten of clubs can all be placed in sequence in the centre. The ace of hearts and the king and queen of diamonds can also be moved into position, for, as will be seen, the removal of the queen of clubs (an outer-frame card) frees the queen of diamonds (an inner-frame card). There is nothing further to move, and all spaces in the framework are now filled up from the remainder of the pack, beginning with the outer frame at its left-hand top corner, and proceeding with the inner frame in the same manner. The

building on the centre is done again as far as possible, and the spaces in the frames are filled up again and again until the rest of the pack is exhausted, building in the centre each time after all spaces have been filled.

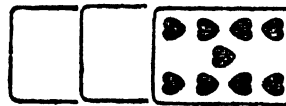
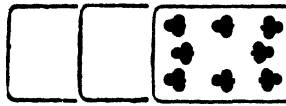
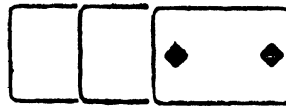
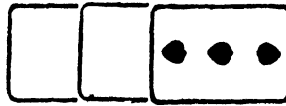
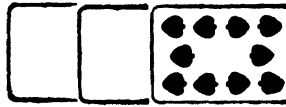
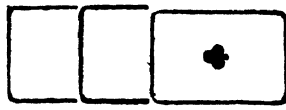
The successful finish of the game depends almost entirely on the reserve heap, for when the pack is exhausted and all possible building has been done, the reserve heap is taken face downwards and the cards are dealt out one by one, and used for building only if they can be used at all. One card from this reserve will often either entirely block the game or lead to its being properly worked out.

When finished, the king and the ace packets are headed by their proper sevens and sixes respectively.



WESTCLIFF PATIENCE.

ONE pack only is required for this tantalising little game. Two rows of seven cards each are first laid out face downwards, and a row of seven face upwards on these, so that the three rows overlap. The aces are to be taken out as they turn up and built on in suit to the kings. The exposed cards on the board are packed on in downward sequence and alternate colour. No opportunity must be missed of packing and building, as the remainder of the pack is dealt out singly, and, there being no second deal to the rubbish-heap, very little chance is given to rescue a hidden card. When an exposed card is moved from one that is face downwards, that card must immediately be turned up and, of course, will be made use of, if possible.



WESTCLIFF PATIENCE—THE LAY-OUT.

Any card, or sequence of cards *en bloc*, may be moved either to fill a space when made or on to a card of higher value and different colour.

The diagram of the lay-out shows one ace to be removed, and a ten, nine, and eight, also a two and three to be packed in alternate colour, leaving four hidden cards to be turned.

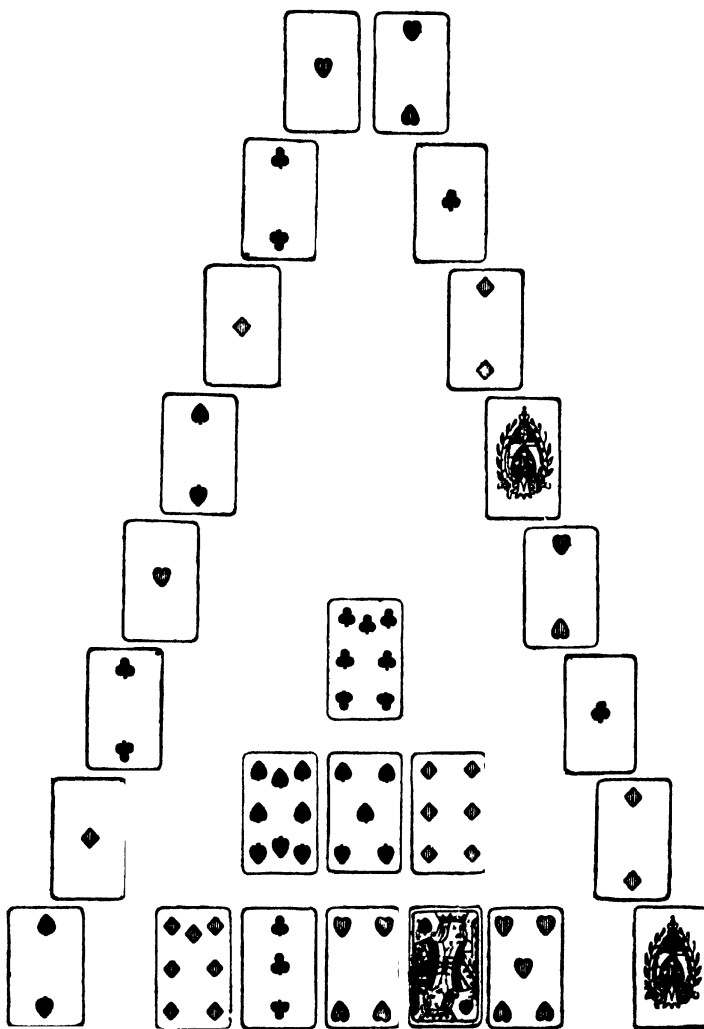
This Patience can be also played by two or more players, each with a separate pack of cards, the game being given to the one who packs the most cards on the ace heaps. It will be found, however, that the game can seldom be brought to a successful termination.



THE HILL OF DIFFICULTY PATIENCE.

THIS is a rather puzzling game to inexperienced players, as the alternate sequences are at first a strain on the memory, but the principle once grasped the game is simple though interesting.

The theory of alternate sequences is this: The even numbers are placed on even ones, the odd ones upon odd: thus each skips the intermediate number. In this game the colours also alternate on the "hill," which is arranged thus: take the aces and twos from two packs, and place them as shown in the diagram to form the hill, the ace and two of hearts being the topmost cards; they are to be built up to the kings and queens respectively in alternate colour and sequence. Now shuffle the remaining cards together, and lay out

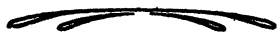


THE HILL OF DIFFICULTY PATIENCE—THE LAY-OUT.

the "mound," one card at the top, three in the next row, and five in the third. The mound must also be packed in alternate sequence, but need not be in alternate colour. When by packing or playing on to the bases cards are taken from the mound, they must be replaced either from the rubbish-heap or by the next cards to be played from the pack, at which it is always allowable to look.

Only the lowest row of the mound is available for building on the hill, but when a card is taken the one above it becomes exposed, and may be brought down if it can be built on the hill or packed in alternate sequence on one in the row below. The cards not immediately available must be singly played out on a rubbish-heap, which may be turned once. In the diagram the three of clubs and five of hearts can be placed on one of the red aces, making two vacancies in the mound to be filled from the pack.

This is not an easy game to bring to a satisfactory conclusion; it depends greatly upon the cards on the mound being favourable.



PATIENCE TOURNAMENTS.

PATIENCE used to be considered a solitary game—a mild form of amusement chiefly resorted to by elderly ladies as a solace in their long lonely evenings; but, like other things, it has moved with the times. There is still, however, one reproach to which it is open, and that is that it is an unsociable game, including at most only two players, except in one or two instances. But by playing Tournaments this objection is done away with, and simple—and what an experienced Patience player would call uninteresting—games can be made to possess a keen interest when the spirit of competition enters into them. Poker Patience is a typical instance of this. It is a very dull game for one player, but its character is altered when several are making different combinations of

the same cards with widely different results. In some games the cards should be arranged in the same order; in others the packs must be shuffled, and the players take their chance. They then proceed with the game according to their own ideas, and score the results at the end in whatever manner has been agreed upon. Sometimes it is the number of completed packets, sometimes the score of the pips at the tops of the packets, the knaves counting eleven, queens twelve, and kings thirteen.

When there are several players the want of table-room is often an objection, but if any players possess the folding Chastleton Patience board this is obviated, as they can sit by the fire with the board upon their knees and play in comfort, arranging the lay-out in the straps across the board, and placing the packets and the rubbish-heaps in the compartments at the bottom. The makers of these boards are Messrs. Jaques and Son, 103, Hatton Garden, E.C. The boards are equally useful on a journey, as they fold up into small compass when not in use, and for invalids they are invaluable.

INDEX.

	PAGE		PAGE
Adela	106	Fives, Double	1
Advanced Poker	82	Highlands	47
Algerine	15	Hill of Difficulty	162
Batsford	51	House of Commons	64 &
Billee, Little	151	Interregnum	19
Bismarck	146	Kaiser Wilhelm	75
Bridge	138	King and Queen	125
Captive Commanders	30	King Edward	22
Carbouche	70	Kingsdown Eights	35
Chess-board	40	Little Billee	151
Cicely	121	Louisa	128
Commons, House of	64	Matrimony	91
Demon, Variegated	68	Merry-go-Round	142
Derby	38	Microbe	5
Difficulty, Hill of	162	Midshipman	94
Diplomat	103	My Lady's	131
Double Fives	1	Ostend	60
Eights, Kingsdown	35	Patience Tournaments	165
Falling Star	12	Plait	98
✓ Fan Tan	117	Poker	78

	PAGE		PAGE
Poker, Advanced . . .	82	Spoilt	134
Poker, Serpent . . .	85	Star, Falling . . .	12
Quilt	109	Step-up	113
Rainbow	87	Tournaments . . .	165
Royal	54	✓ Triangle, Small . . .	27
✠ Royal Family . . .	8	Variegated Demon . .	68
Serpent Poker . . .	85	Weaver's	43
Sixes-and-Sevens . .	155	Westcliff	159
Small Triangle . . .	27	Wilhelm, Kaiser . . .	75

NOTE.—The majority of the Games of Patience described in this volume require two packs of cards, and are played by one person. In the following, however, only one pack is needed: Chessboard; Fan Tan; House of Commons; ✠Matrimony; Poker, Advanced Poker and Serpent Poker; ✓ Royal Family; Small Triangle; ✠Spoilt; Westcliff.

Algerine is played with more than two packs.

For games in which two or more players may take part reference should be made to the following: Bridge; Carbouche; Derby; Fan Tan; Midshipman; Ostend; Poker, Advanced Poker and Serpent Poker; Westcliff.

