

Card Game for 1 Player

CHEER

Historical Notes

Cheer was created using the principles discussed in the section on devising your own solitaire game. The name comes from the layout pattern: 2, 4, 6, 8,

Concept

Cheer takes up only a moderate amount of time and table space to play. Winning requires more logic than luck. For a single-player game, Cheer has the unusual quality of awarding more points for greater skill, so that it isn't a question of winning or losing but rather how well you play the game. High scores are possible about half the time (if you pay attention).

Deck

Cheer uses a 32-card deck, which can be created by removing the aces through fives of all suits from the standard 52-card deck.

Cards rank: 6 (low), 7, 8, 9, 10, jack, queen, king (high).

Layout

After thoroughly shuffling the deck, deal out a column of two cards near the left-hand side of your playing area. Immediately to the right of that, deal a column of four cards, to the right of that a column of six, then a column of eight, then another column of six, then four, and a final column of two cards. All cards are face up and arranged so that all the indices remain visible. The finished tableau should now consist of the entire deck arranged in seven columns of 2, 4, 6, 8, 6, 4, 2 cards, so that every card can be identified. [See Figure 1.]

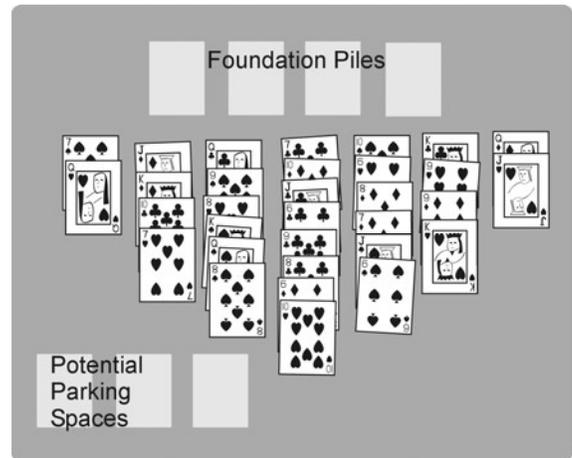


Figure 1: Sample layout of cards for *Cheer*.

Objective

To create sets of cards of the same suit in order beginning with the 6s (the lowest cards in the deck) and building up to the kings. These sets are built on foundation piles above the tableau.

The Play

Within the tableau, the top card(s) of any column may be moved singly or as runs (a group of cards of the same suit in descending sequence) onto a card of matching suit one step higher in rank. Thus a 7♣ may be moved only to the 8♣ and a run of J♣, 10♣, 9♣ may be moved as a unit to the Q♣.

A king, and only a king, can be moved to the space created when a column is emptied.

As required, any cards (singles or runs) may be moved to an empty parking space. When play begins, there are three of these parking spaces below the tableau. You “open” a parking space by placing a card (or a run of cards) in it. Once filled, no additional cards may be placed in that parking space.

If you empty a parking space by playing the card(s) in it back onto the tableau or onto a foundation pile, you may fill the parking space again with another card. If you need a parking space

and the one you have is full, then you may open another.

The more parking spaces you are forced to open in order to clear the tableau, the fewer points you score. If you need more than two parking spaces, you have lost the game and score no points.

Scoring

The score is based on the number of parking spaces that were used in the game, as follows:

Parking Spaces Used	Points Scored
0	12
1	10
2	3
3 or more	0

Or, you may opt to call it a win whenever one or no parking space is used and a loss if more than one is required. ■

