

# Card Game for 1 Player

## SPIDER

### Concept

Most solitaire games ask only that you pay attention and have patience. In fact, for a long time, “patience” was a more popular name than “solitaire” for one-person card games. Spider stands out from other such diversions because it also demands intelligence and skill of any player who wishes to win a game.

### Deck

Two standard 52-card decks with identical backs, shuffled together. Ace (low), 2, 3, . . . 10, Jack, Queen, King (high).

### Layout

Begin constructing the tableau by dealing ten cards face down in a row. Leave 10 inches or more between this row and the near edge of the table. Then deal three more rows on top of the first, resulting in ten stacks of four cards each. Then deal four more cards, one on each of the leftmost four piles. (All cards so far are face down.) Finish dealing by adding one card, face up, to each of the ten piles. There should now be 54 cards in your tableau. The remaining 50 cards are kept aside for later deployment.

All play occurs on this tableau. There are no discard piles, parking spaces, or foundations.

### Objective

To create sets of cards of the same suit in rank order with the king on the bottom and the ace on the top. Once assembled, place that set above or to one side of the tableau. Do this for all eight suits and you are a winner.

### The Play

Cards may be placed only on a card one step higher in rank (or in a blank space, when available). Matching the suit is preferable but not required. For example: the 6♣ can be moved to the 7♠, 7♥, or 7♦, but preferably to the 7♣.

You may move the top card of any pile. You may also move any group of cards if they are in

sequential descending order and of the same suit. For example, the J♥, 10♥, 9♥, 8♥ could be moved as a group onto any queen.

Whenever a face-down card is uncovered by a move, turn over that card.

When all of the cards in a pile have been moved, leaving a blank space, any card may be placed on that space, including kings (which may be moved nowhere else).

When all moves are exhausted, deal another 10 cards, face up onto the top cards of the tableau. Fill any blank spaces prior to doing so.

The game is over when all cards have been dealt and all legitimate moves made, or when you win by assembling all cards into sets.

### Strategy

Moving a card to the next higher card of the same suit is always a good play. Beyond that, most moves have options requiring careful thought and planning.

Blank spaces are extremely valuable, do not be too hasty to fill one. Often, there will be a series of moves available that involve moving cards into and out of blank spaces several times.

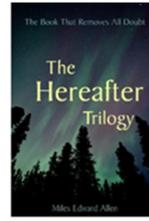
Don't fill a space with a king until you are sure the space is of no further use.

Don't give up early on this game. It is tough to win, but very satisfying. A skillful player — with a bit of luck — should be able to win about one game in three or four. ■

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