

CARD GAME FOR ONE: SOLITAIRE

Description

A card game for one person that was already played in the 18th century. The aim is to move the entire pack of cards from a random order to the correct order according to predetermined rules.

Learning Objectives



- Train logical and strategic thinking
- Recognise patterns and sequences
- Fostering concentration
- Have fun

Learning Setting

Individual



Time Needed

5 minutes for a single game

(but because it's great fun and also challenging, you rarely stop after one game)



Materials Required



Variant 1:

Complete pack of playing cards (Ace-King, 4 colours)



Variant 2:

as above + 6 joker

Practical Tips

First things first: not every game can be brought to a good end, sometimes you just can't get any further. That's not a failure, it's completely normal!

There are many ways to play this game:

- in different variants (different starting position of the cards, different rules ...)
- you'll find two description on the next pages
- as online game (free of charge) in your internet browser
- in an app on your mobile phone

Expected Results

- Improved concentration
- Improved pattern recognition
- Improved strategic thinking
- Maintaining fine motor skills
- A joyful pastime

Source

Wisamar

CARD GAME FOR ONE: SOLITAIRE

VARIANT 1

Step By Step Guidance

The aim is to stack all the cards sorted by colour from the ace to the king in the correct order.



Starting position: Lay out 7 cards next to each other, the last one face up. In the next row, lay out 6 cards, again the last one face up. And so on. The remaining cards as a pile to draw from.

Rules

The face-up cards can be moved: to the discard pile (this is the goal) or to another row.

Here, the aces of spades and hearts go on top as start of the piles. Now the face-down free card can be turned face up, the space on the right remains empty and can later be used for a king.



However, only cards that are exactly one value lower and of the opposite colour can be placed in the rows, i.e. red on black or black on red.

Left: The black 2 can be placed on the red 3 as well as on the discard pile of spades

Right: The red jack can be placed on the black queen and then the black ten on the red jack.



If none of the face-up cards can be moved, the top card from the draw pile is taken. Cards that cannot be added to a row or pile are placed next to the draw pile. They can be placed later if they fit, but only the top card at a time.

Here, the king can be placed in the empty space on the right.



Whole piles of face-up cards may also be moved; here the black queen (with retinue) is placed on the red king.

In the best cases, it looks like this in the end. **Well done!**



End

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VARIANT 2

Step By Step Guidance

The aim is to place all the cards on the discard pile.

The only rule is that the value of each card must be one higher or lower than the value of the card on the table. The colour does not matter.



Starting position:

Lay out **7 rows of 5 cards** each. The jokers are mixed in. The remaining cards are the draw pile. The top card is revealed.

Rules

Now the cards can be moved to the discard pile according to the rule.

Here is a king, i.e. a queen or an ace could be placed on it. Looking at the other cards, we decide in favour of the queen. This results in the following series:

+1 or -1



The **ace** is both the end and the beginning of the row: it comes after the king and is followed by the 2.



If **none of the cards can be moved**, the next card from the draw pile is revealed and placed on top of the discard pile. It forms the beginning of a possible next discard sequence.

Here it is a 9, so that one of the two 10s can be moved to the discard pile.



End



The **joker** can be used as any card. It can simply be placed on the discard pile in order to continue with a matching card from the rows, regardless of the card under the joker.

Here the game is won: the last two cards can still be discarded.
Well done! Once again?