



~~SOLITAIRE~~

**ORIGINS, RULES,
AND STRATEGIES**

Perfect for beginners!



THE PERFECT SOLO GAME

Organize cards according to their value or color, and triumph against luck! Solitaire is a game that is savored solo, to pass time or trifle with the future.

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A BRIEF HISTORY OF CARD GAMES

BY THE FRENCH PLAYING CARD MUSEUM

The origins of card games remains a mystery. The paper and printing came from China, but the idea of associating multiple series of cards into hierarchies may have originated elsewhere. Some card fragments found in Egypt (estimated from the 13th century), a game from the end of the 15th century preserved in the Topkapi Palace Museum (in Istanbul), and the mention of "Saracen cards" in Italian texts point to the Middle East as a possible origin. However, it is indeed in Europe where we find the first mention of "playing cards" in the 1370s, and where we find the oldest examples. It is also in Europe that this type of game experienced the greatest growth.

Cards added a new tactic to the world of tabletop games: bluffing, as well as countless combination possibilities. It's astonishing to imagine the vast diversity of games that were designed, modified, and played on quays and sidewalks, in gambling dens, inns, and aristocratic salons. In just a few decades, card games became widespread. Their presence is recorded in 15th century Egypt, then in China. From the 16th century onwards, an original cardmaking tradition developed in Persia, then India, with sets of eight or ten suits painted entirely by hand. At the same time, Japan adopted European cards, which were introduced to the region by Portuguese merchants.

Since they adapt to all kinds of uses (play, of course, but also divination, art, education, etc.), traditional playing cards have always been able to reinvent themselves while remaining faithful to their original form.



HISTORY OF SOLITAIRE

BY THE FRENCH PLAYING CARD MUSEUM

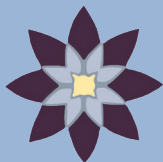
Chance, games, and divinatory practices have coexisted since the dawn of humanity. Thus cards, successors of dice and knucklebones, have become a favorite tool of all fortune tellers.

This common thread between gaming and divination is perhaps most obvious in the similarities between divinatory drawing and the rules of Solitaire (also called "Patience"), not to mention that their respective origins are approximately contemporary, dating from the second half of the 18th century. The first cartomancy manual, published by Etteilla in 1770, presents this exercise as pure entertainment, a form of recreation practiced fully alone. Likewise, Patience - or Solitaire - is a game where a single player handles cards, a kind of puzzle whose success or failure can foretell the outcome of an action. In any case, this is how Alexandrine Daru (known as Madame de Palfy) envisaged it. According to Stendhal, in the third volume of his *Journal*, dated July 9, 1811, she "completed a Patience to see if I would marry." This is the first instance of the use of the word Patience in the sense of the card game.

From the mid-19th century and the publication of several works on this topic, Patience, a term initially favored but which was progressively replaced by that of Solitaire, experienced

uninterrupted growth. This was seen as either simple entertainment, as presented in Madame de F. (the Marquise de Fortia)'s 1842 work *The Book of Patiences* that described twenty-five variants, or as divinatory cards, as developed by Johannès Trismégiste (pseudonym of a certain Lorambert) in 1843, and many others later on.

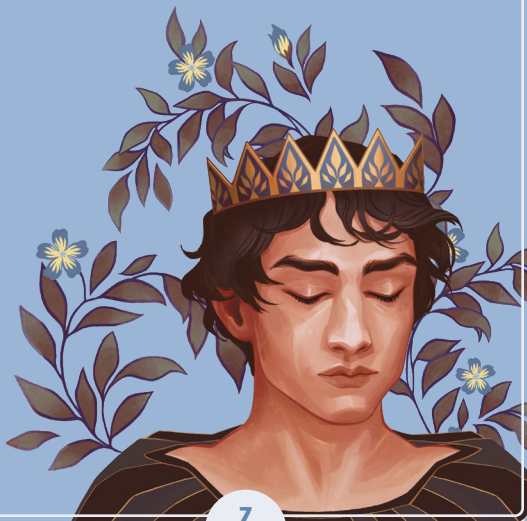
In *The Book of Patiences* (Paris, Chez Martinon, 1861, 15th Edition) by the Marquise de Fortia, a variant of Solitaire (or Patience) called Les Quatorze adopts the arrangement of divinatory drawings that use five rows of five cards. You can find this type of drawing in the biography of Casanova and in films, such as *A Room in Town* by Demy or *The Passing Barge* by Vigo. This variant is described on pages 24 to 27 of this booklet.



SOLITAIRE IN POP CULTURE

Solitaire has maintained its popularity, due to the incredible ease of playing a digital adaptation, which saves the time of setting up the cards!

It even seems that with 35 million players each month, from more than 200 countries, Solitaire has become one of the most played video games in the world! Solitaire is systematically installed on computers upon purchase, which explains its global distribution.



THE CARDS OF SOLITAIRE

A game of Solitaire uses 52 cards divided into 4 groups called "suits:"

- **Red suits:** heart and diamond.
- **Black suits:** club and spade.

In Europe, there are 3 major types of cards, whose suits vary:

- French-suited cards (heart, club, spade, and diamond).



- German-suited cards (heart, bell, leaf, and acorn).



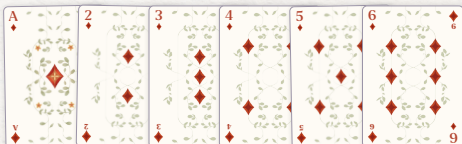
- Latin-suited cards (staff, cup, coin, and sword).



CONTENTS

The cards here are a revised version of the French-suited cards.

Each suit has 13 cards ranging, in ascending order, from 1 (or "Ace") to 10, with three face cards (Jack, Queen, and King).



The suit is repeated as many times as the value of the card.

The value and suit of the card.



The deck includes 54 cards, since there are also 2 Joker cards. **These are not used in a game of Solitaire**, but can be used for many other games.

HOW TO PLAY

There are **several ways to play Solitaire**. The rules outlined here are fairly common and are the perfect starting point for beginners to this style of game.

OVERVIEW AND GOAL

Solitaire is a game played by a single player, where you must **sort the entire deck of cards by suit and in ascending order**, according to the restrictions of drawing and moving cards. **A game lasts between 5 and 10 minutes.**

If you successfully sort all 52 cards without being blocked, you win the game.

SETUP FOR THE GAME

Set the 2 Jokers aside. They will not be used during the game. Shuffle the 52 cards and **make 7 side-by-side columns using random face-down cards**: Place 1 card in the leftmost column, 2 cards in the 2nd column, 3 cards in the 3rd column, etc. Slightly stack cards in the same column. Make a face-down deck with the remaining 24 cards. Leave a space for **4 stacks of cards** on one side of the play area (called "foundation piles"). Finally, **reveal the top card of each column** (the lowest one).



Foundation
piles



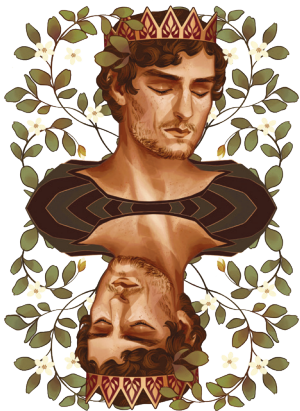
Deck



GAMEPLAY OVERVIEW

Take as many actions as necessary until the game ends. There are 3 possible actions:

1. Move one or more cards to a column.
2. Reveal the top two cards of the deck.
3. Move a card to a foundation pile.



1. MOVE ONE OR MORE CARDS TO A COLUMN

Take this action to free up cards.

You can move one or more face-up cards. To do this, respect the following points:

- The moved card(s) can come from **face-up and available cards** among the different columns, but also from face-up cards **next to the deck or foundation piles**.
- A card can only be moved onto another face-up card, and this card must be a **different colored suit and have a value of 1 higher**. Therefore, you must alternate colors and make a **descending sequence**.

*Example: You can **only** move a red 6 onto a black 7.*

- If a column is empty, you can **begin a new column by moving any face-up and available card** to the empty space. You must always follow the previous two points.

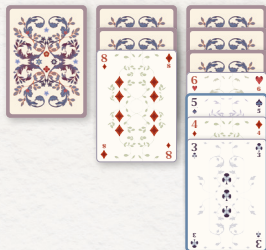
In a column, when multiple cards are face-up and stacked, **you can choose to move all or part of these cards with a single move**. You can cut this stack wherever you want.

If a column only contains face-down cards, **immediately reveal the top card of this column** (the lowest one).

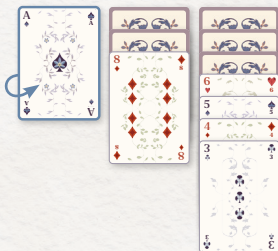
You can move the stack of cards (5 ♠, 4 ♦, and 3 ♣) to the 6 ♥.



Situation before moving cards



Situation after moving cards



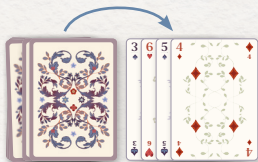
You now reveal the card that was behind the 5 ♠.

2. REVEAL THE TOP TWO CARDS OF THE DECK

Sometimes, you must broaden your horizons.

At any time during the game (but especially when you cannot or don't want to move cards), **you may reveal cards from the deck**. Place them next to the deck. If there are already revealed cards, place them in a row to form a single pile. When you draw cards from the deck, **draw 2 cards at a time**. You can look at all the revealed cards, **but never change the order**. Only the card on top is available.

If the deck is empty and you want to draw, flip the revealed cards back face down to make a new deck, **without shuffling**.



You reveal the top two cards of the deck: the 5 ♠ and 4 ♦. You stack them on top of the cards revealed earlier in the game (the 3 ♠ and 6 ♥). Only the 4 ♦ is available at the moment.

3. MOVE A CARD TO A FOUNDATION PILE

This action will bring you closer to victory!

On one side of the table, you'll find spaces for your foundation piles. You must **stack cards according to their suit, in ascending order**, on these piles (from 1 to 10, then Jack, Queen, King).

You can, at any time during the game, move **a revealed and available card** to the corresponding foundation pile. To do this, respect the following points:

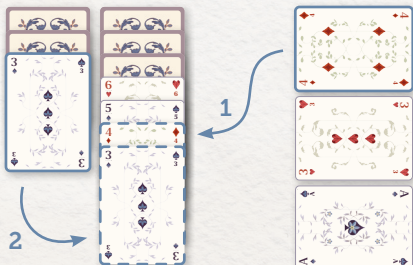
- **There is one pile for each of the 4 suits.** Each card can only be added to the pile that matches its suit.
- **Each pile must begin with the Ace, then form an ascending sequence, one by one, ending with the King.**

You can move a card from the top of a foundation pile to the play area.



You can move the 2♠ to the foundation pile with the Ace of♠, since they form an ascending sequence and have the same suit.

The 4 foundation piles



You can move the 4♦ from the first foundation pile to the 5♠, to then move the 3♠ on top and reveal the card below it.

END OF THE GAME

As soon as all 4 foundation piles are complete (and therefore there are no more cards in the play area), you win the game!

However, you may become stuck before this point, without any possibility of advancing the game. This is potentially due to **strategic errors during the game**, but also the **random distribution of cards** across the columns and deck. You must therefore abandon the game.

Successfully completing the 4 piles is a **sign of good luck!**

If you successfully reveal all the cards in the play area, you can consider the game won. The rest of your turns will consist of moving cards, without making any strategic choices (even if it's very satisfying to see the game end finally fall into place).



QUICK STRATEGY

Here are some tips to keep in mind to quickly improve your skill.

PLACING THE KING

When a column is empty, you have an available space with no restrictions. This means you can place any card here. However, we suggest placing a King. This is because Kings can only be placed in empty columns, since they are the cards with the highest value. Using an empty space for any other card could end up blocking your game.

EMPTY COLUMN

In certain situations, **it can be strategic to move a card to an empty column temporarily** (instead of a King). This could let you free up and reveal the card below it, which could avoid a blocked game. It's a risky move, because the revealed card may not be the one you need, but sometimes it's your only solution.

USING THE DECK

The deck is always available, but be careful to **only put cards from the deck in play if it lets you free up other cards**. Otherwise, you reduce the possibilities for the rest of the cards and risk blocking your game.

KNOWING THE DECK

Taking stock of the deck by flipping it over at the start of the game is a good way to know what to expect during the game. Through deduction, you will know which cards are locked and can establish a good strategy.



VARIANTS

CHANGE THE DIFFICULTY

Add the slight modifications described on the following pages to make your games more or less complicated compared to the game mode you just learned. Only change the indicated points.

You can also choose whether or not to apply these two points:

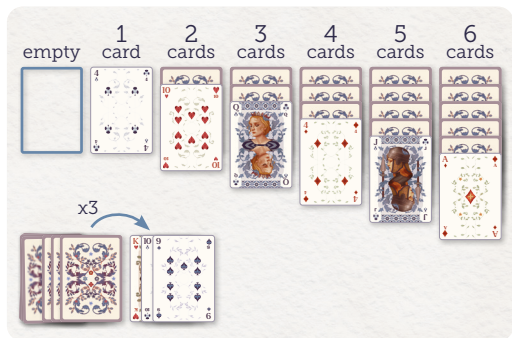
- In addition to changing setup, card movement, and using the deck, you may also, when blocked, add a 5th foundation pile. This pile may contain cards of any suit and may begin with any value. However, once you move a card to this pile, the next cards must be of the same suit and make an ascending sequence, one by one.
- Conversely, to increase the difficulty, you may require empty columns to begin with a King (instead of any card).

🌸 *LOWEST DIFFICULTY*

★☆☆☆

Setup: 7 columns, one of which is empty (and the other 6 containing 1 to 6 cards).

Deck: Reveal 3 cards at a time, instead of 2.



🌸 *INTERMEDIATE DIFFICULTY*

★★☆☆

Deck: Reveal 3 cards at a time, instead of 2.

🌸 *ADVANCED DIFFICULTY*

★★★☆☆

For the next two difficulty modes, you may ignore the rule that requires you to start a foundation pile with an Ace.

Setup: 10 columns (3 with 4 cards, 2 with 5 cards, and 5 with 6 cards). Place **all cards** in these columns **face up**.

Movement: No changes.

4
cards



5
cards



6
cards



🌸 *EXTREME DIFFICULTY*



Setup: **8 columns** (4 with 6 cards and 4 with 7 cards). Place **all cards** in these columns **face up**.

Movement: No changes.

6
cards



7
cards



LES QUATORZE (“FOURTEENS” IN FRENCH)

Here, we describe a **slightly revised version** of “Les quatorze” (briefly mentioned on page 6).

OVERVIEW AND GOAL

Match cards two at a time, without suit restrictions and **form a sum of 14 to discard them**. When all cards in the play area have been discarded, you win the game.

SETUP

Shuffle all 52 cards (minus the Jokers) and place 25 **face up in a 5 by 5 grid**. Make a face-down deck with the remaining cards.





Deck

5x5 grid

GAMEPLAY OVERVIEW

Suit cards from 1 to 10 are valued as shown on the card. The **Jack** has a value of **11**, the **Queen** **12**, and the **King** **13**.

Two cards in the same row or column may be **matched if their sum equals 14**. Discard them immediately. Fill the empty spaces with the top cards of the deck, starting with the space closest to the **bottom-left**.

A The Queen has a value of 12. When matched with the 2 in her row, they have a sum of 14. You can discard them.

B Draw 2 new cards to fill the empty spaces.

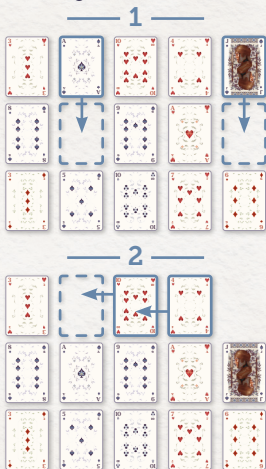


If the deck is empty, you cannot fill empty spaces. Instead:

1. Move the cards above these spaces down.
2. Move the cards to the right of these spaces left.

Cards must constantly be regrouped to make a compact grid that will become smaller and smaller. There must always be a card in the bottom-left space.

Example of moving cards when the deck is empty.



If, after revealing new cards from the deck, no cards have a sum of 14, **you must ask for mercy**: Exchange the spaces of any 2 cards.

END OF THE GAME

If you successfully discard all cards, you win the game. But be careful: The less you ask for mercy, the more impressive your victory will be. **Try to win without ever asking for mercy!**



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This game is published in collaboration with The French Playing Card Museum and the city of Issy-les-Moulineaux.

