Six-Suit Solitaire & Solitaire for Two

for One Player   **for Two or More Players**

SIX-SUIT SOLITAIRE and *SOLITAIRE FOR TWO* are a tribute to *Klondike, the most popular solitaire card game of all. Playing "Solitaire" with a deck of cards is a pastime that has thrilled millions of players for many generations, and the game features the familiar layout of one card in the first column, two cards in the second column, and so on through seven cards in the last column.*

SIX-SUIT SOLITAIRE and SOLITAIRE FOR TWO are played with tiles instead of cards. There are nine columns in the layout, not seven, and instead of just the four standard suits, there are six suits — plus three special Jokers.

SIX-SUIT SOLITAIRE and SOLITAIRE FOR TWO have many original features, and they are loaded with much more action and decision-making than the original Klondike game. The object in both games is to play as many tiles as possible "Up Top" in the piles that go from Aces through Kings in each of the six suits.

SIX-SUIT SOLITAIRE was invented in the year 2000 by Joli Quentin Kansil during his travels in Vietnam, Laos, and Cambodia, and the game was originally marketed as "Indochine — 2000." This inventor designed SOLITAIRE FOR TWO in 2010, and it is the newest of the 38 games that he has designed. The game was originally called "Vientiane" after the capital city of Laos.

Both games have the same layout and similar play. Each of the two games are played with 81 tiles: six suits in three colors: Anchors (green), Clubs (black), Diamonds (red), Hearts (red), Spades (black), Wheels (green). Each suit has 13 tiles: Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King. The remaining three tiles are a Joker of each of the three colors.

Preliminaries. All of the tiles are poured onto the middle of the table and thoroughly mixed. Then, any tiles that are face up are turned face down, and all tiles are mixed again. The tiles are then moved to the right side of the table.

Set-up. The "rail" (the long bar identifying the nine columns I to IX) is placed in the middle of the table. The face-down tiles are used to make up the "tableau" by placing one face-down tile touching the top of the rail in the second column, two tiles in the third column, and so forth, through eight tiles in the ninth column; then laying 9 tiles face up below the rail and touching it, as shown in Figure 1. All tiles should be kept neatly arranged so that each column of tiles fits between the designated markings of the rail. The remaining 36 tiles are kept face down at the right side of the table. These tiles comprise the "stock", and they should be stacked in units of three tiles, three across, in a three by four pattern. Now the layout is complete and the game is ready for playing (see Figure 1).

SIX-SUIT SOLITAIRE (for one player) is presented first, and the rules for this game should be read before attempting to play SOLITAIRE FOR TWO.

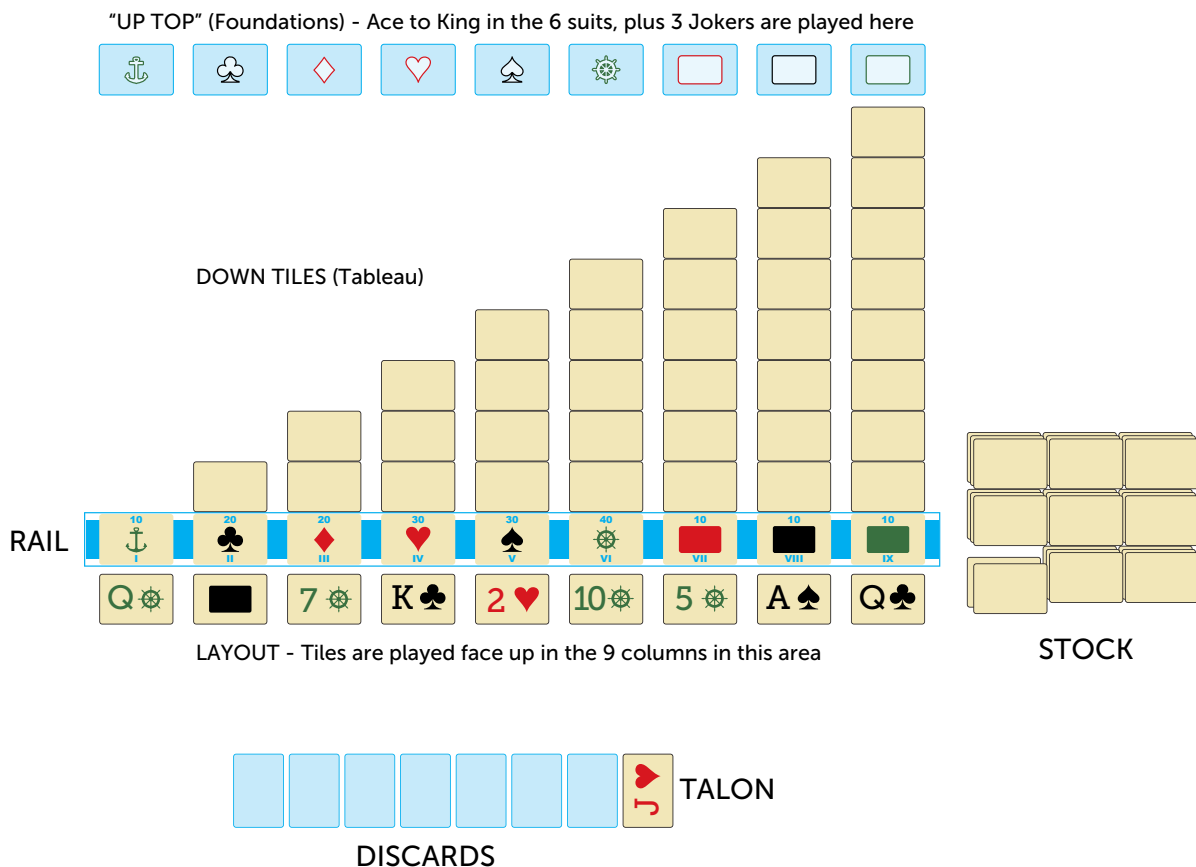**1-4** PLAYERS   **13+** AGES   **30-45** MINS.

SIX-SUIT SOLITAIRE
(for One Player)

The Play. After the set-up is made, a tile from the stock is then turned face up and placed in a vertical position well below the layout area. This tile is the "talon." In the layout, any playable tile may be placed below and touching any tile next-higher in rank that is of a different color. Thus, in Figure 1, the Queen of Wheels may be placed on the King of Clubs. The talon is always playable, so that, in this case, the Heart Jack may be played onto the Wheel Queen.

Vacant Columns. Whenever a column in the layout is vacant, the *top* tile in the same column of the tableau is turned face up and placed in the layout in that column. Thus, in Figure 1, once the Heart Jack is placed under the Wheel Queen, the Wheel Ten (Column VI) can be moved to below the Heart Jack. Now the top tile of this column is picked and placed in the vacant space where the Wheel Ten was. When there is a vacant space in a column in the layout and no more face-down tiles above in that column, a King may be moved to this open space — along with any tiles under it. Thus, in this illustrated game, after moving the Wheel Queen to the Club King, the column comprised of the Club King down to the Wheel Ten would be moved as a unit from Column IV to Column 1 where there is an empty space (see Figure 2).

Figure 1

"UP TOP" (Foundations) – Ace to King in the 6 suits, plus 3 Jokers are played here

DOWN TILES (Tableau)

RAIL

LAYOUT – Tiles are played face up in the 9 columns in this area

STOCK

TALON

DISCARDS

As in standard Solitaire (Klondike), **all tiles in a column may be moved only as a unit; the player is never permitted to move fewer than all of the tiles in the column to another one.**

Playing Tiles Up Top. When an Ace appears, it may be placed up top in the correct column as indicated on the rail. In Figure 1, the Ace of Spades would go above the down tiles in Column V, which, as the rail indicates, is the place where Spades are built up from Ace through King. Tiles placed up top are stacked one on top of the other. Such tiles will reach "13 stories high" if the stack goes all the way up to the King.

Aces in the Layout. When there is an Ace in the layout, a player is permitted to place either a Queen or a King onto an open space. When there are **two or more Aces** in the layout, one can place either a Jack, Queen, or King onto an open space. Because of this rule, it is best not to automatically place an Ace up top. Thus, in Figure 1, a good choice is to place the Spade Ace below the Heart Deuce in Column V, waiting till later to eventually place it up top.

Jokers. A Joker may be used as any tile of that color. For example, a Green Joker can be used as a Green Four or the Ace of Wheels. The player does not have to specify which of the two suits of that color the Joker is being used for — unless the Joker is being placed up top or the other tile of that color is already in the layout or up top. Thus, if the Wheel Four is showing in the layout or is up top, the player could use a Green Joker as a Four, but only if it represents the Anchor Four. The Joker may not be used for a particular tile that is already up top or in the layout. It may, however, be placed as the talon or used for a tile that is in the discards or one that is unseen in the stock or tableau. A player is permitted to leave the Joker undeclared until a later time in the game, if so desired. When a Joker is used as a King, it may be placed on an open space, and if there is an Ace in the layout, a Joker used as a Queen can be placed on an open space. Likewise, if there are two or more Aces in the layout, a Joker used as a Jack can be placed on an open space. In Figure 1, a good idea is to use the Black Joker as a Black Six and place it below the Wheel Seven, and then place the Wheel Five below the "Black Six" (Joker). Now a down tile can be turned up in two columns (II and VII).

Joker Exchange. When a tile is either turned up in the tableau or from the stock that represents the tile chosen for the Joker, *it must be exchanged for the Joker*. This exchange can be made any time before picking the next tile from the stock. To complete the exchange, the "cashed" Joker is placed up top in the matching Joker column, as indicated on the rail. When a Joker is placed up top to represent a tile there, it is a good idea to place it vertically to serve as a reminder that it is a Joker rather than a natural tile. This is shown in Figure 2 where the Green Joker is representing the Two of Wheels. In Figure 2 one turn later, the Wheel Two has just been turned up as the talon. It must now be exchanged with the Green Joker. This Joker is then cashed by placing it horizontally in the matching Joker space above Column IX.

Figure 2

STOCK
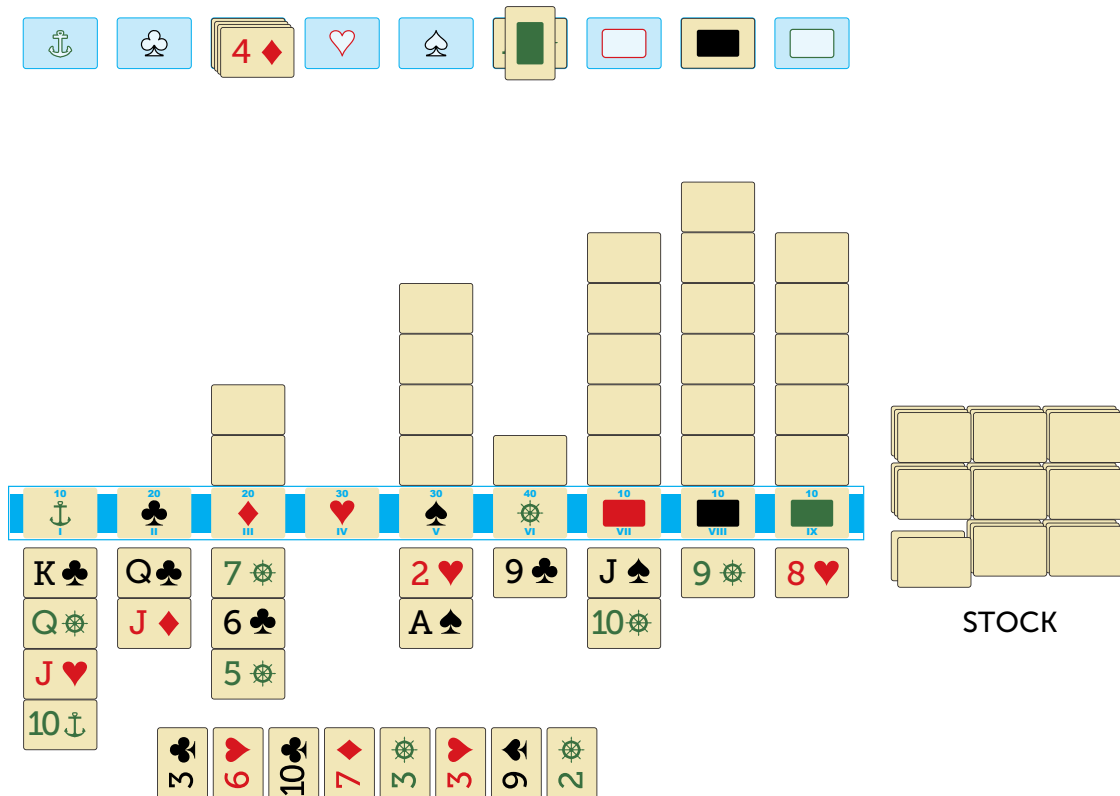
To further illustrate the game in Figure 2, the Heart Eight could be placed below the Wheel Nine. However, this would not be a good play, as the Wheel Nine cannot be placed below the Anchor Ten in Column I in that these two tiles are both of the same color. A better idea is to place the Heart Eight below the Club Nine (Column VI) and then move these two tiles as a unit to below the Anchor Ten (Column I). Then the tiles in Column III (headed by the Wheel Seven) can be placed below the Heart Eight. Now Column I will have tiles going from the King of Clubs all the way down to the Five of Wheels.

ANCHORS & WHEELS — THE TWO GREEN SUITS

Decks of playing cards with five or six suits first appeared in the 1930s, and common suit names were Eagles, Crowns, and Anchors. Such innovations did not last long. Anchors and Wheels are the selections for the two additional suits in *SIX-SUIT SOLITAIRE* and *SOLITAIRE FOR TWO* as these symbols are available in some computer type fonts. Moreover, it was decided to keep the alphabetical ranking of suits, just as in Contract Bridge (Clubs, Diamonds, Hearts, Spades). As Anchors are the lowest suit and Wheels the highest, the alphabetical arrangement has been maintained. Bridge players can note that just as in Bridge, in *SIX-SUIT SOLITAIRE*, Clubs and Diamonds score 20, and Hearts and Spades score 30.

Liberties. Whenever a Joker is exchanged and cashed, a "liberty" is earned: The player has the option to **take any discard and move it to the extreme right so as to become the new talon**. It may then be played immediately or may just remain in that position. With up to three Jokers possible to be cashed, there is a chance for a maximum of three liberties. If the player chooses to delay taking a liberty until later in the turn, the Joker should be placed vertically to remind the player that a Liberty is permitted; once the Liberty is taken, the Joker should then be placed horizontally. The player can utilize a liberty any time before drawing the next tile from the stock. Of course, if there are no tiles in the discards at the time a Joker is cashed, no liberty is possible.

One of the skills of the game is determining, when there is a liberty, which tile should be moved to become the Talon. To illustrate the liberties feature, in Figure 2, when the Green Joker is cashed (placed in Column IX), the player now has the option of moving a discard to the talon position. A good choice here would be to move the Ten of Clubs to be the talon. This tile should then be placed under the Diamond Jack in Column II; now the Wheel Nine can be played below the Club Ten allowing the player to pick a down tile from Column VIII.

Placing a Joker Immediately Up Top. Late in the game a player may desire to cash a Joker directly without using it to substitute for any particular tile. The player may do so, but **only if all six Aces are up top** at the time. A Joker placed immediately up top does entitle the player to a liberty, as just described. If all the Aces are not up top, a Joker not used is left in the column where it is turned up. If the Joker not used is the talon, it may become one of the discards later.

Discards. If the talon is not usable (and there are no other plays), the next tile from the stock is drawn and placed to the right of the previous talon, which now becomes a discard. Only the talon is playable; previous talons are all discards and may not be played. When the talon is used, the discard next to it becomes the new talon and is now playable. Note that all discards and the talon are always oriented vertically.

Subsequent Play. Play continues with moving tiles in the layout, playing tiles up top, and picking new tiles from the stock, with the objective of placing as many tiles up top as possible before the stock is exhausted and there are no further plays.

Grand Sequence. A Grand Sequence occurs when the player makes a column in the layout that goes from King all the way down to Ace. These 13 tiles in a column entitle the player to a scoring bonus (see Scoring). Making a second Grand Sequence does not entitle the player to any award.

"Odd Joker." At times when the player has not exercised sufficient care, it will be discovered later in the play that a Joker has not been exchanged as soon as the actual natural tile appeared. Two examples: The Green Joker is representing a "second" Three of Anchors or a Red Joker is a "third" Red Eight. When this situation occurs, the Joker not exchanged is called an "Odd Joker." Play continues and the "Odd Joker" in the layout remains where it is unless it becomes the bottom tile of a column or the talon; at such time, it is cashed — but no liberty is permitted.

Scoring.

When the stock is exhausted and all possible plays have been made, the game ends and the tiles up top are scored. The score for each tile up top appears on the rail and on the scorecard: Each Anchor that is up top earns 10 points, each Club or Diamond earns 20 points, each Heart or Spade earns 30 points, and each Wheel earns 40 points. When a Joker is used for a particular tile Up Top, that tile still counts full value, just as if it were the natural one. To illustrate, a Green Joker standing for the Seven of Wheels would count 40, the score for any Wheel that is up top. Each Joker that is cashed scores 10 points. The bonus for a Grand Sequence is 20 points and this amount is added to the "Joker Score." However, if the player has had an "Odd Joker" during the play, then 10 points are deducted from the final Joker Score.

The scores earned for each of the six suits and the Joker Score are recorded on the score sheet in the appropriate boxes. Then, these numbers are added and the sum is written in the "Up Top Score" box. Any Down Tiles that have not been turned up in the tableau count -5 (minus 5), and the "Down Tiles" score is recorded in the correct box. This score is then subtracted from the Up Top Score to get the player's "Total Score."

Earning 500 or more points is a win (Single Victory), and the first of the three little circles at the bottom of the scoring column is filled in. Earning 1000 or more points scores a Double Victory, and the first two little circles are filled in. Finally, when the player succeeds in placing all 81 tiles Up Top, including having earned a Grand Sequence, the Total Score when added up is exactly 2000, which is a Triple Victory. In this case, all three little circles are filled in. Five games of *SIX-SUIT SOLITAIRE* can be scored on one score sheet so it is easy to keep statistics, such as the game average for the series of five games. Note that the light blue zones toward the top of the score sheet are for the player to write his or her initials and/or the date the game is played. You may copy the score chart and the score sheet below to use in your games as desired.

Six-Suit Solitaire Score Chart

	⚓	♣	♦	♥	♠	☸
A	10	20	20	30	30	40
2	20	40	40	60	60	80
3	30	60	60	90	90	120
4	40	80	80	120	120	160
5	50	100	100	150	150	200
6	60	120	120	180	180	240
7	70	140	140	210	210	280
8	80	160	160	240	240	320
9	90	180	180	270	270	360
10	100	200	200	300	300	400
J	110	220	220	330	330	440
Q	120	240	240	360	360	480
K	130	260	260	390	390	520

JOKER SCORE: Each Joker cashed 10
Grand Sequence 20
"Odd Jokers" . . . .-10

DOWN TILES: Each Down Tile Remaining . . . .-5

Six-Suit Solitaire Score Sheet

	1	2	3	4	5
⚓					
♣					
♦					
♥					
♠					
☸					
JOKER SCORE					
UP TOP SCORE					
DOWN TILES	–	–	–	–	–
TOTAL SCORE					
	○○○	○○○	○○○	○○○	○○○

SOLITAIRE FOR TWO
(for Two or More Players)

SOLITAIRE FOR TWO has many of the same features as SIX-SUIT SOLITAIRE, but the scoring is different, and the game features several other innovations as well. Three or four players can also play this game; the rule changes for this number are presented at the end of these instructions.

Player Positions. Unlike almost all other games, the two opposing players sit next to each other at the same side of the table, rather than sitting across from one another. Thus, each player has the same visibility and access to the up top tiles, down tiles, layout, discards, and stock.

Preliminaries. Both players prepare the set-up as in *SIX-SUIT SOLITAIRE*. The remaining 36 tiles form the stock, and they are arranged in a six by two tile pattern, and then stacked in columns three tiles high (as shown in Figure 3 below). The stock is placed at the bottom of the entire layout, centered between the two players.

Figure 3

STOCK for Two or More Players

First Play. The players decide, randomly and in advance, who goes first. From the nine face-up tiles, the first player makes all possible plays available and receives points for any moves that have scored, according to the scoring presented later in these rules. Use a pencil and paper (not provided) to keep score. The first player does not pick any tiles from the stock.

Subsequent Play. All subsequent play is as follows: The next player turns up the column of three tiles that is closest to him or her. The player tries to play as many of these three "up tiles" as he or she can by placing them in the layout or up top; if two or all three up tiles can be used, they may be played in any order. If all three up tiles are played to the layout or up top, there is a score for a "trio," described later; in addition, the player gets to turn up another column of three up tiles to play and to try for another trio — and another turn. If a player scores a trio, but there are no more tiles in the stock, then the player's turn is over. If any of the three up tiles drawn cannot be played, the tile or tiles are placed in the discards, with the last tile becoming the talon. If two or all three tiles are discarded, the player puts them in the discards in any order.

End of Turn. When a player has made all the plays he or she thinks are possible, that player **knocks on the table to indicate that his or her turn is over**. Once the player knocks, it is too late to make any additional plays. The other player now goes by first making any plays that the opponent may have missed. To this end, the player may use any of the up tiles that the opponent drew, not just the talon. Once all missed plays have been made, the player then turns up the column of three tiles closest to him or her and plays as already described. The talon (last discarded tile) is always available for play to the layout or up top.

Solo Ace. So as to keep at least one Ace in the layout longer (thus making a Grand Sequence and other plays more possible), **when there is only one Ace in the layout, it may not be placed "up top" unless a Deuce is placed up top immediately on the very next play, without moving any other tiles**. Thus, if the Ace of Wheels is the player's only Ace in the layout, it may not be played up top unless the Deuce of Wheels or any other Deuce is placed up top immediately. Likewise, if there are no Aces in the layout, but

the player has an Ace as one of his or her three up tiles, or when an Ace is the talon, the same Solo Ace rule applies. In these two situations, if there is no place for the solo Ace in the layout, it must become the talon. When there is an additional Ace available (second or third Ace, for example), it may be played up top without any condition applying.

Stock Exhausted. In this round of play, if the players succeed in playing all of the tiles up top, the game ends. Usually, though, all of the tiles will not have been played up top when the stock is exhausted and there are no other moves.

Second Round. When play to the round ends and not all of the tiles have been played up top, a second and final round is played. All of the discards, including the talon, are turned face down, and the top tile from each column that has any down tiles in it is added to the now face-down discard tiles. Thus, if five of the columns have one or more down tiles, then five down tiles will be added to the face-down discards. Neither player is permitted to look at any of the down tiles that are being added to the discards. All of these face-down tiles are then shuffled together and placed in columns of three, just like at the start of the game. (If there are no down tiles remaining after the first round, then only the shuffled discards are placed in columns of three.)

Reserve. In the second round, if there are one or two tiles remaining after the columns of three tiles are arranged, the extra tile or two tiles form the "reserve," and go below the stock to be used at the very end of the game when all the columns of 3 tiles have been used. At this point, whichever player has his or her turn uses the reserve of one or both tiles.

Going First. Play continues in the same manner as in the first round. The player who has fewer points on the score sheet goes first in this round. (In the rare case when the score is tied, the person who just played to end the first round goes first in the second round.)

Winning. When all of the tiles are up top or when the stock (and reserve, if any) is exhausted and both players agree that there are no further plays, the game is over; the player with more points is the winner. If the game is played for a stake, the difference in the scores of the two players is the margin of victory. All other rules and play are as in *SIX-SUIT SOLITAIRE*, except for the scoring (see below).

EXCITING GAME ENDS IN A TIE

On "Triple-10 Day" (10/10/10), Ms. Jorji Aragon of the Philippines had one more turn left in the second round, and she was losing 635 to 325. She "ran the table" playing all of the remaining tiles up top. Her total score for making these plays added up to 310 points. This made the final score 635 to 635, a very thrilling tie game indeed.

Scoring. On a sheet of paper, the scorer's name or initials is written in the left column and the opponent's name or initials is written in the right column. A running score is kept so that at any time the total points for both players can be seen. There are 5 ways to score points in *SOLITAIRE FOR TWO*:

- **Tiles Up Top —** For each suit tile placed up top, the player earns 10 points — all six suits count equally. When tiles are placed up top, they are not scored until the player knocks to end his or her turn. *Until tiles are scored, they should be stacked vertically; after the turn ends and the tiles are tabulated all at one time, they are then turned horizontally.*

- **Trio —** For using all three up tiles, the player scores 25 points (and gets another set of three up tiles, if available). The player simply announces "Trio!" and the scorer adds these points immediately to the player's score.

- **Jokers Cashed —** For exchanging a Joker with the tile chosen for it, the player puts the "cashed" Joker up top and scores 40 points immediately upon announcing "Joker!" That player is entitled to a liberty and it may be taken anytime before picking three more tiles if a trio is earned, or knocking to end one's turn.

- **Grand Sequence —** Making a Grand Sequence (King down to Ace in the layout) scores 125 points. Only one Grand Sequence is permitted in a game.

- **Big Run —** When a player moves an entire column of five tiles to another column that has one or more tiles, it is a "Big Run" and he or she score 50 points for a "Run of 5." Moving a full column of seven tiles in this manner scores a "Run of 7," which counts for 75 points; moving nine tiles is a "Run of 9" and scores 100 points; and, moving eleven tiles is a "Run of 11" and scores 125 points. (No points are scored for a run of six, eight, ten or twelve tiles.)

Solitaire for Two Score Chart

Tiles Up Top	10 points each
Trio	25 points
Jokers Cashed	40 points each
Grand Sequence	125 points
Run of 5	50 points
Run of 7	75 points
Run of 9	100 points
Run of 11	125 points

Three Players. • If possible, the three players should sit next to each other on the same side of the table. • Each player picks any tile from the down tiles to see who goes first. The player with the next higher-ranking tile goes second. • A player may choose any column of three tiles when it is his or her turn. • When a player knocks to end the turn, only the next player whose turn it is can make any moves that the knocking player may have missed. • Three columns are needed on the score sheet.

Four Players. • The best format is for the players to split into partnerships and play in the same way as in the rules of *SOLITAIRE FOR TWO*. • A partnership may confer on the best strategy at any time. • Only two columns are needed on the score sheet, and the names or initials can be written, or just "We" and "They."

Credits