

The background features a collage of playing cards and chips. On the left, a King of Spades and a 10 of Clubs are visible. At the top, a 6 of Clubs and a 10 of Diamonds are shown. On the right, there are yellow, blue, and white chips. The central text is framed by a red border.

SCARNE'S
ENCYCLOPEDIA



CARD GAMES

**ALL THE RULES FOR
ALL THE GAMES YOU'LL
WANT TO PLAY**

BY THE WORLD'S FOREMOST
AUTHORITY ON CARDS & GAMBLING

JOHN SCARNE

Scarne's ENCYCLOPEDIA OF CARD GAMES

by John Scarne



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tableau building disregards suit.

Layout. Deal two columns of four cards each, leaving room between the columns for two more columns. These eight cards start the tableau.

Foundations. The eight aces, as they become available, are moved into two columns in the center and built up in suit to kings.

Play. Cards in the tableau may be built downward, regardless of suit. The top card of a tableau pile is available for building on another pile or on foundations. Only one card at a time may be moved. Spaces in the tableau must be filled at once from the waste pile or the hand.

Waste Pile. Turn up cards from the hand one at a time, placing unplayable cards face up on a single waste pile. The top card of this pile, as well as the card in hand, is available for play on foundations or the tableau.

Harp

Harp is Klondike played with two packs. It would be too easy if whole builds could be moved bodily, so the rule makes only the top card available.

Layout. Lay one card face up and beside it a row of eight cards face down. Deal the next card face up on the second pile, then deal seven more face down, one on each remaining pile. Continue in the same way so as to make nine piles, increasing in number from one to nine cards, with the top card of each pile face up and the rest face down.

Foundations. The eight aces, as they become available, are placed in a row above the tableau and built up in suit to kings.

Play. Cards may be built on the tableau, downward, in alternating color. Only the top card of each tableau pile is available for building on the foundations or the tableau. If the last face-up card is removed from a pile, turn up the top face-down card, which then becomes available.

A space in the tableau may be filled only by an available king; but for this purpose a group of cards on top of a pile, in proper sequence and alternation, with a king at the bottom, may be moved as a unit.

Waste Pile. Turn up cards from the hand one by one, placing unplayable cards face up on one waste pile. The top card of the waste pile, as well as the card in hand, is available for play on foundations or the tableau.

Redeal. There is no limit on redealing until the game is won or blocked.

House in the Wood

This is La Belle Lucie with two packs, but what a difference! The one-pack deal is blocked nine times out of ten by an unlucky third deal. Though restricted to one deal, this game is and can be won nine times out ten, assuming you don't destroy it with your own hand.

Layout. Deal the cards face up in 34 fans of three cards each and one fan of two. (See La Belle Lucie, page 408, for diagram.)

Foundations. All aces are foundations, to be put in a row as they become available, and to be built up in suit to kings.

Play. Only the top card of each fan is available. Available cards may be built on foundations or upon each other, in suit, up or down. Only a queen may go on a king and only a deuce on an ace. If all cards of a fan are removed, it is not replaced. There is no redeal.

House on the Hill

Follow the rules for House in the Wood except as regarding foundations. Here the foundations are one ace and one king of each suit, placed as they become available. Aces are built up in suit to kings, and king foundations are built down in suit to aces.

Intelligence

This is a European variation of La Belle Lucie, generally called Patience Intelligent in tribute to its opportunity for skill.

Layout. Deal 18 fans of three cards each. (See La Belle Lucie, page 408, for diagram.) If any aces are turned up in dealing, place them at once in the foundation row and replace them with the next cards.

MULTIPLE SOLITAIRE

own pack or packs, and plays his own game. After each player has finished by winning his game or coming to a standstill, the scores are compared. The score is usually the number of cards built on foundations, but it may be some other quantity if the game is not one of foundation building. It may be agreed that a competition will comprise a certain number of games. Special systems of this kind are described in connection with Golf and Pyramid.

Common Foundations. The comparative scoring method may be combined with the idea of playing on common foundations. Each player has his pack or packs, and his own layout; but the foundations are common to all, and are built on by all the players. After the game comes to a standstill, the foundation piles are sorted out and the number of cards belonging to each player is counted. Widely popular is multiple Klondike using this system.

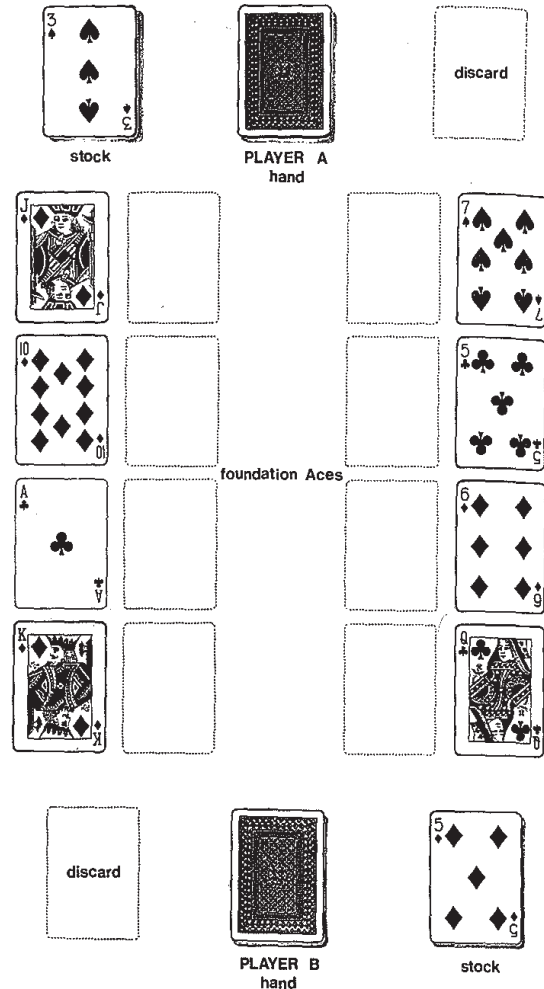
Identical Cards. Cribbage Squares, Poker Squares, and like games lend themselves to a very effective test of skill among a number of players. Each has his own pack. One player, appointed as "caller," shuffles his pack and then turns cards up, one by one, announcing the suit and rank of each. Each other player, having sorted his pack into suits for convenience, picks out the called card and puts the card into position as he pleases in his own tableau. Thus, all the tableaux comprise the same 16 or 21 cards, and the player with the highest count wins.

Russian Bank

This popular pastime for two players is often called Crapette, but is really a double solitaire. Each player uses a deck with a differently colored or differently designed back, so that there will be no confusion when the cards are separated after the game. Each shuffles his deck and has his opponent cut it before play begins.

Layout. Each player then lays out four cards face up, at his right and in a line toward his opponent. These eight cards (four by each player) constitute the tableau. Each then counts off the next 13 cards from the deck (some make it 12) and places these cards face down at his right. He may place them at his left if he chooses. This is the player's stock.

The top card of the stock is turned face up.



Layout for Russian Bank.

It does not matter whether the cards for the tableau or the stock are dealt first, but both players should follow the same procedure. The remaining cards of the deck are placed face down in front of each player. These packets are the hands from which cards will be dealt, as described later. A space is left between the tableau cards where the eight aces, which make the foundation, will go. Any aces that turn up in forming the layout are immediately placed into the foundation spaces.

Object of the Game. To build as many of one's 52 cards on the foundations, tableau, or opponent's stock as possible according to the rules of play.

The Play. Players may cut the cards before the layout is made to decide which player makes the first play—low cut having the privilege. An alternate method (more popular) is to have the player whose first tableau card is of lower rank than his opponent's

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