

**SOLITAIRE AND PATIENCE:
SEVENTY GAMES TO TEST THE
CARD PLAYER'S SKILL AND
MAKE A LONELY HOUR PASS
QUICKLY**

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Solitaire and Patience: Seventy Games to Test the Card Player's Skill and Make a Lonely Hour
Pass Quickly by George Hapgood

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GEORGE HAPGOOD

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SOLITAIRE AND PATIENCE

BY

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SEVENTY GAMES TO TEST THE
CARD PLAYER'S SKILL AND MAKE
A LONELY HOUR PASS QUICKLY

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Introduction

EVERYBODY should cultivate the power of self entertainment. No matter what may be our domestic and social surroundings there come times to each of us when, unless we are able to be "company to ourselves," we must inevitably suffer from loneliness or ennui. It is at such moments that the game of Solitaire (to which our English cousins give the very significant name of Patience) becomes something much more than a frivolous diversion.

The present book is composed of seventy carefully selected games, in choosing which, due attention has been paid both to ingenuity and variety. The publishers send forth this little volume with every confidence that it will soon make a place for itself in the hearts of all who come to know it.

Explanation of Tableaux and Terms

TABLEAU. The word tableau, in this book, is used to indicate the plan accompanying the various games, illustrating the original laying out of the cards.

PIP. A spot on a card.

AVAILABLE CARDS. Those which, under the rules of the particular game, are not blocked, or forbidden to be used.

RELEASED CARDS. Those which, by the removal of the cards which blocked them, have now become free for immediate use.

SUITABLE CARDS. Those which, both by value and suit, may be immediately played.

FOUNDATION CARDS. Those upon which the game is played or built. They are generally aces and kings.

MARRIAGE. The placing of one card upon another *of the same suit* next above or below it