

Spider Solitaire

PLAYERS 1 DECK 2 × 52 cards, no jokers TYPE Patience LEVEL Hard TIME About 30 minutes

THE GOAL

Build eight runs from king down to ace, each in one suit. Each finished run leaves the table.

SETUP

One player, two 52-card decks shuffled together (104 cards), no jokers.

THE DEAL

Ten columns: six cards in each of the first four, five in the other six, top card face up. The other 50 cards are the stock.

A TURN

- Move a top card onto any card one rank higher, any suit.
- Move several cards together only when they run down in one suit.
- Turn up a hidden card as soon as it is uncovered.
- Any card or suited run may go into an empty column.

SPECIAL CARDS

- Deal ten from the stock, one on each column, whenever no column is empty.
- A suited run from king to ace is removed at once.

SCORING

- No official score with cards: count completed runs.
- Computer versions: start at 500, -1 per move, +100 per completed run.

WINNING

You win when all eight runs have been removed.

HOUSE RULES

- **One suit.** All 104 cards are spades, so every downward stack is a suited run. The usual beginner's game on a computer.
- **Two suits.** Spades and hearts only. Harder than one suit, far easier than four.
- **Spiderette.** A one-deck version with seven columns laid out as in Klondike.