

## Solitaire Games Rules - Fortress, Blockade

If you are solitaire game lover, you may ask yourself the question How can I play many solitaire games using only one program The answer to this question is simple. You need to download All Solitaire Games from TransparentGames.com , the real 966 card games collection that thousands of solitaire game lovers are using right now. All Solitaire Games has been built with the Beginner and Intermediate Player in mind, and for that reason it is the best solitaire games collection available on the internet today. It includes rules for many games, and animated demonstrations. So, you even don't need to read -- just watch the demonstration, learn and start to play instantly. The facts about our collection are that you do not need to have hundreds of programs to play hundreds of solitaire games. You can start playing 966 different games as soon as youve downloaded single game package: All Solitaire Games from <http://www.transparentgames.com> . Whether you are just curious about solitaire, or you can't figure out how to play some games we highly suggest getting yourself the collection. Here we will explain you how to play some of the solitaire games:

----- THE BLOCKADE ----- Two Entire Packs of Cards RULES I. All cards in the first row are available, but as each row is placed it blocks the preceding one. The removal of any card in the lower rows releases the one immediately above it, the principle being that all cards are available that have no others below them. II. The foundations must follow suit. PLAY Deal out twelve cards in a horizontal line. Aces may be played as they appear, but no other card can be played until the row is complete. The eight aces are the foundation cards, and are to ascend in sequence to kings. When the first line is placed, play any suitable cards, and then marry in descending line, but be careful to place the cards exactly over each other, to avoid confusion. The vacancies thus caused must be immediately refilled from the pack, then again play and marry. When neither can be done, deal out another row underneath the first, and, when it is complete, play, marry, and refill spaces as before. You continue to deal out successive rows until the pack is exhausted, always pausing between each row to play, marry, and refill spaces. In the course of the game vacancies will often be made in the higher rows. These must always be refilled first. There is no re-deal. ----- FORTRESS -----

One Entire Pack of Cards RULES I. Only the outside cards of each group are available, until by their removal the next ones are released, the principle being that no card can be used that has another outside it. Note. By "outside" is meant the cards on the right side of the right-hand group, and those on the left side of the left-hand group. II. The foundations must follow suit. PLAY Deal out the entire pack horizontally in two groups, as in tableau, beginning at the left hand, and dealing straight across each group, leaving space in the centre for four aces. These, when they can be played, form the foundation cards, and are to descend in sequence to kings. Should any aces appear on the \_outside\_ of either group, play them, as also any other suitable cards for continuing the foundations (Rules I and II). You next proceed to form marriages, both in ascending and in descending lines, with cards on the outside of both groups (Rule I). But this must be done with extreme care, so as not only to release the greatest number of suitable cards, but also, if possible, to open out one entire horizontal row of cards to form a lane. The success of the game entirely depends on these lanes. If, therefore, you succeed in opening out one, it is more prudent not to refill it until, by some fresh combination, others can be made. When a lane is to be refilled, select any available card (Rule I), and place it at the inner end of the lane, and along it any others in sequence of the same suit, the last card being, of course, the available one. One great use of these lanes is to reverse any sequences that have been made by marriages in the ascending line. Note. Supposing you have placed upon a deuce a sequence ending with eight; place the eight at the inner end of the lane, the other cards following in succession until the deuce becomes the outside card. When there are more cards in the lane than the original number, they can be placed partly over each other. There is no re-deal. ----- THE FOURTEENTH -----

Two Entire Packs of Cards PLAY Deal out twenty-five cards in five rows, each containing five cards. The object is to compose the number fourteen with any two cards taken either from a perpendicular or from a horizontal row. The knave counts eleven, the queen twelve, and the king thirteen. The cards so paired are withdrawn, and their places filled by the cards in your hand. If in the course of the game the number fourteen cannot be composed, one chance remains--any two cards may be taken from their proper position, and may change places with any other two cards; and it is only in making this exchange, so as to produce one or more fourteens, that the player has any control over the success of the game, the success consisting of the entire pack being paired off. In the tableau three fourteens could be at once composed: The ten of hearts with the four of clubs, the knave of spades with the three of hearts, the eight of diamonds with the six of spades. ----- THE SULTAN -----

Two Entire Packs of Cards RULES The foundations must follow suit. PLAY Withdraw from the pack and place the eight kings and one ace of hearts as in tableau. The centre king of hearts is called the Sultan, and remains alone. The other seven kings, with the ace of hearts, form the foundation cards. Each of these seven kings begins with ace, and ascends in sequence to queen. The ace of hearts ascends in the same manner, so that all the eight packets surrounding the Sultan end with queens. You next deal out eight cards, four on either side (see tableau). These constitute the Divan. From this Divan you can play any suitable cards on the foundations, and, having done so, proceed to deal out the remainder of the pack, turning the cards one by one, those that are not suitable for the foundations being laid aside in one packet, forming the talon. Vacancies in the Divan must be immediately refilled from the talon, or, when there is no talon, from the pack. The talon may be taken up, shuffled, and re-dealt, if necessary, twice.

## About the Author

<http://www.transparentgames.com>