

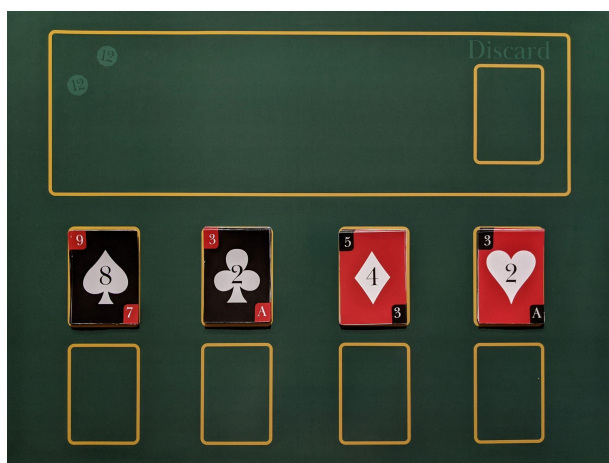
— Introduction —

Solitaire the Card Game the Video Game the Tabletop Game™ (StCGtVGtTG™ for short) is a game adapted from the original game of Solitaire. It is designed to be minimalistic in complexity, style, and prerequisites. You will find the game to be very portable—easy to stop and start at any time and requiring nothing but a deck of cards and dice to enjoy a full game. We have worked hard to make StCGtVGtTG™ an enjoyable and relaxing singleplayer experience, and we hope you will find it to be so.

— How to Play —

To play Solitaire the Card Game the Video Game the Tabletop Game™, you will need a deck of cards and two twelve-sided dice of differing color. It is also recommended that you find a flat surface to play on, as you would traditional Solitaire. Please note that if you do not have access to two twelve-sided dice, you may simply use one, rolling twice per turn and using your first roll for black and your second roll for red. This will, however, require you to remember the first roll of each turn.

First, you must prepare your deck of cards for StCGtVGtTG™. This is very easy: simply divide your deck into four piles, one for each suit, discarding jokers. Then shuffle each pile until you have four decks of 13 cards, each divided by suit. Place them face-up, and you are ready to begin.



*A standard
starting board for
StCGtVGtTG™.*

The gameplay of StCGtVGtTG™ can be easily broken down into four steps, the end of which will signify the completion of one turn. You may wish to minimize the number of turns it takes you to finish, or the time the game lasts, or simply play for fun. Regardless, the steps are as follows:

Roll: Roll both twelve-sided dice.

Consider: Consider your options for the **Cycle** step below. Look through the four decks to analyse which action will lead to the most matches, or best set your board up for future matches.

Cycle: Enact the decision you made during the **Consider** step. Select one black deck and/or one red deck, and take a number of cards equal to the number shown on the corresponding die from the top, and place them at the bottom of that deck. Spades and Clubs use the black die, and Diamonds and Hearts use the red die. You may do this one card at a time, or all at once; that will not affect the final state of the deck. You may not cycle 0 decks—your options are one black and one red deck, or any one deck (See Advanced Strategies and Scenarios for how to handle edge cases).

Match: From the top of the four decks, take any pair of red and black cards whose values are exactly 1 off from one another (for example Four and Five, Ten and Jack, or King and Ace), and place them in your discard pile.

This is the entirety of StCGtVGtTG™'s gameplay. Simply repeat your turn until every card has been discarded, at which point congratulations, you've won!

As you can see, the gameplay is very simple. With only these four steps, you are fully equipped to play StCGtVGtTG™, and develop your own strategies and methods. A standard game of StCGtVGtTG™ takes about 15

minutes, and given each deck is separated by suit, it is very easy to stack these decks together without losing your place in the game if you need to pause. You may also notice that the starting conditions of StCGtVGtTG™, in which a deck of cards is separated into four, divided by suit, directly mirrors the ending conditions of traditional Solitaire. You will find it entirely possible to play a game of Solitaire, shuffle each deck, and begin a game of StCGtVGtTG™, should you so wish.

— Advanced Strategies and Scenarios —

Though Solitaire the Card Game the Video Game the Tabletop Game™ has a very low skill floor, you may find several advanced strategies or ways to play as you enjoy StCGtVGtTG™. The following strategies are completely optional, and you may skip this section entirely if you wish.

When you have two options for pairs, it is recommended to choose the decks with the most remaining cards, as decks with fewer cards make matching pairs easier.

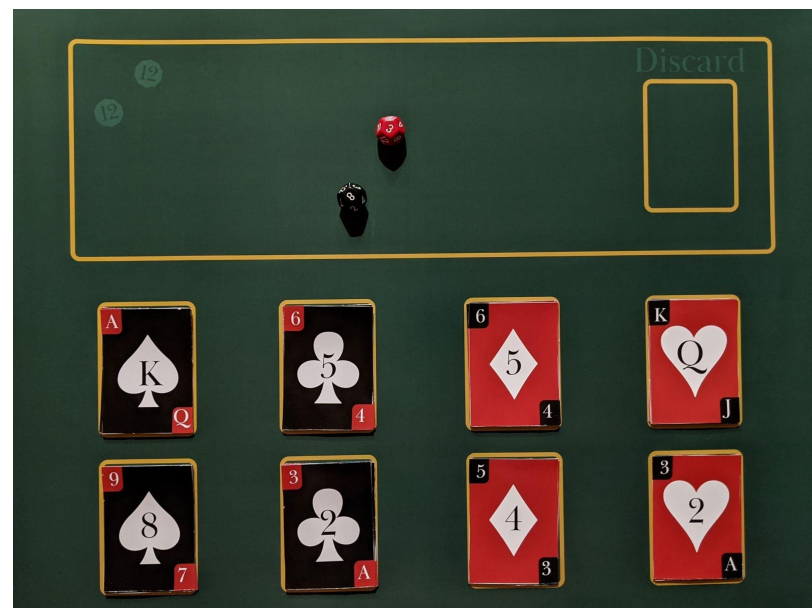
At the very beginning of the game, it will be impossible for a deck to cycle perfectly and end up exactly where it started, as each deck has 13 cards and the maximum number you can roll is 12. Once cards start getting discarded, however, it is possible the number rolled on a given die will be divisible by the number of cards remaining in one or both of the corresponding decks. In this scenario, choosing to cycle that deck would lead to it coming back to the same arrangement and top card as the start of the turn. Though normally you may not choose to cycle decks, you *MAY* cycle decks that will result in the same arrangement, and in doing so play a turn where there is no change to the four decks in play. This is of course an option only available to you when the previously stated conditions are met.

The best moves in StCGtVGtTG™ will set up a “cascade”, where the card underneath, and as such revealed by, a paired card will form a subsequent pair. With careful planning, you can create long chains of pairs within the scope of one turn. This strategy is especially useful if you are attempting to minimize the number of turns in a game.

You will notice there are two areas for each deck in the provided play mat. This allows you to enact a more advanced version of the **Consider** step, which should allow you to more easily assess your options:

After the **Roll** step, cut each deck after n cards, where n is the number shown on the corresponding die (or, if $n >$ the number of cards left in that deck, the remainder of n divided by the number of cards, essentially cycling back to the top when you count down to the bottom). Place the top section in the secondary area, below each deck. This will allow you to look at all cards that might end up on top at the end of your **Cycle** step.

Once you’ve made your decision, if you decide to cycle a deck, place the remaining section on top of the removed section. If you decide not to cycle a deck, place the removed section back on top of the remaining section, which will restore that deck to the state it was at the start of the turn.



*An example of the advanced **Consider** step in use, as the first turn of the example board seen in the previous image.*