

Streets and Alleys

The goal is to get all cards built onto the foundations.

A column of four cards is dealt to the centre of the table, slightly to the left. A column of four cards is then dealt to the right of centre, leaving room between these two columns for another column. All cards are dealt face up. The player continues dealing the cards in columns of four alternately to the left and right, overlapping outward from the centre with the cards already dealt. The entire pack is dealt out, so that each row on the left will contain seven cards and each row on the right, six cards.

Foundations

The four aces form the foundations. As each ace is released, it is moved into the centre between the left and right rows that were dealt. The foundations are built up in suit and sequence.

Building

Only the outermost card of each row is available for transfer. A card may be moved onto the outer end of a row, provided that it is in descending sequence with the card there, regardless of suit. Example: The 5 may be placed on 6♦, 6♥, 6♣, or 6♠. Any available card may be placed on a space.

Golf Solitaire

Shuffle the deck well and create seven columns of five cards. The columns should be evenly spaced, and the cards in each column should overlap each other so that the bottom card in each column is the only card not overlapped. After the columns (tableau) are situated, place the remaining cards in a face-down pile below the tableau. This is called the stockpile.

Flip over the top card of the stockpile to begin and place the card face-up next to it. The foundation or waste pile has just been created. The object of the game is to move a card from the tableau to the foundation that is not overlapped by any card and is at least one more or one less than the foundation card's face value. Aces can be counted as either the lowest numbered card in the deck or the highest number on-top of the King.

Continue moving cards from the tableau into the foundation until there are no more playable cards in it. When there are no more playable cards in the tableau, flip cards over from the stockpile and into the foundation until there are playable cards in the tableau again. The game continues until either the tableau or the stockpile runs out of cards.

When the tableau runs out of cards, it is considered a win, but if the stockpile runs out of cards before the tableau, it is considered a loss.