

## Playing Solitaire: A Great Way to Practice the Mouse

**Solitaire** is a computer version of the popular one-person card game. This program is one way for the beginner to practice using the three types of mouse clicking, because all are used in some form during the playing of this game.

### Part 1: Opening the Solitaire Program

There are two ways of finding and opening the Solitaire game.

#### **Using an Icon on the Desktop (In the PC Center):**

1. Locate the icon on the desktop representing the Solitaire program. It looks like a deck of playing cards.
2. Double click on the icon **or** single click on the icon to select it and then press the *Enter* key on the keyboard.
3. This will open the Solitaire program window.



#### **Using the Start Menu (At Home or Work Only):**

1. Click on the *Start* button at the bottom left corner of the screen in the *Task bar*. This will bring up a menu.
2. Move the mouse pointer vertically on the menu until the word *Programs* is selected in the blue color and click once with the left mouse button. This will show a fly-out menu of program options.
3. Being sure to keep the mouse pointer on the blue highlighted area, move horizontally onto the fly-out menu and select *Games* from the menu by clicking on it once to select it. This will bring up a second fly-out menu.
4. Once again, move horizontally across the highlighted area onto the third fly-out menu and then move vertically down to the word *Solitaire* and click on it once to open the program.

### Part 2: Using the Mouse when Playing Solitaire

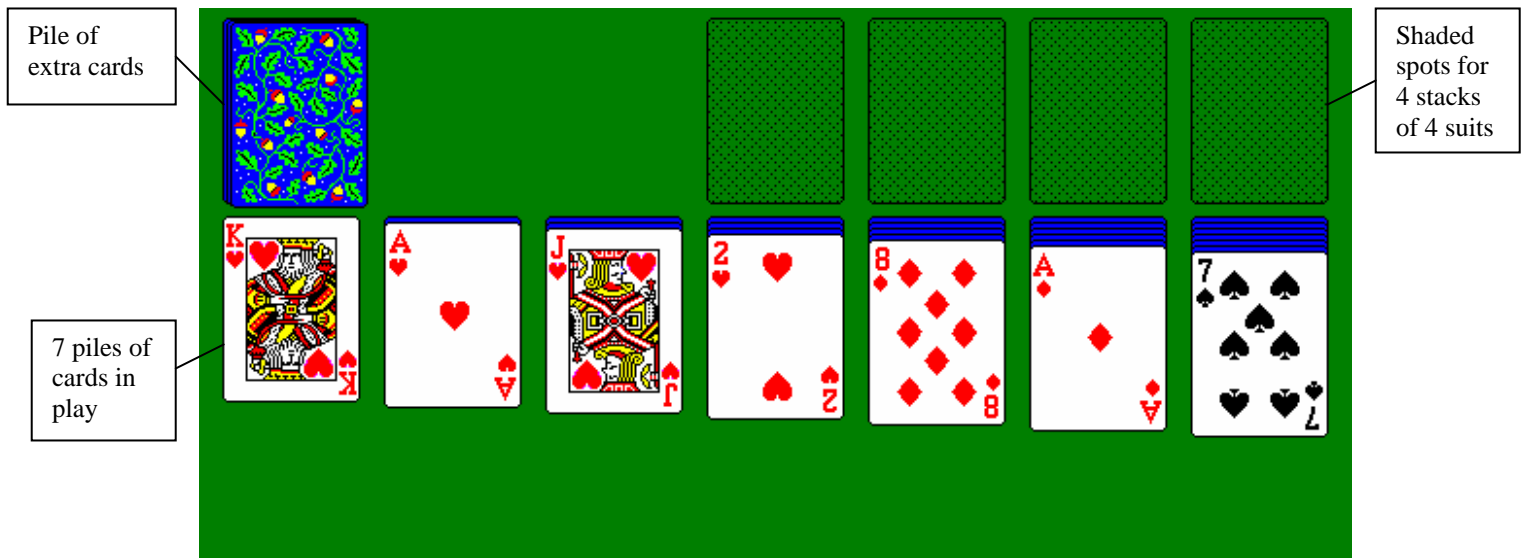
<b>Single Click</b>	Used to turn over cards that are face-down from the seven piles of play cards or the upper stack of cards.
<b>Double-click</b>	Used to move cards into the four shaded areas that will contain the stacks of cards by suits in ascending order.
<b>Click &amp; Drag/ Drag &amp; Drop</b>	Used to place cards on top of each other or pull cards down from the upper set of cards.

### Part 3: The Rules of the Game

The object of Solitaire is to build four stacks of cards. Each stack will be made up of one of the four suits: clubs, diamonds, hearts, or spades. These stacks will start with the Ace and go in ascending order so that the King is the last card. So one stack will consist of the Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, and King of diamonds. Another will consist of the Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, and King of clubs, and so on for the hearts and spades.

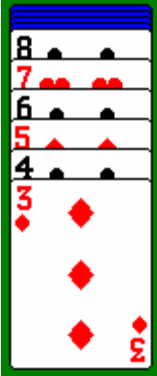
#### *The game is set up like this example:*

The four shaded spots in the upper right corner are where you begin the piles that will turn into the four stacks that are the end goal of the game.



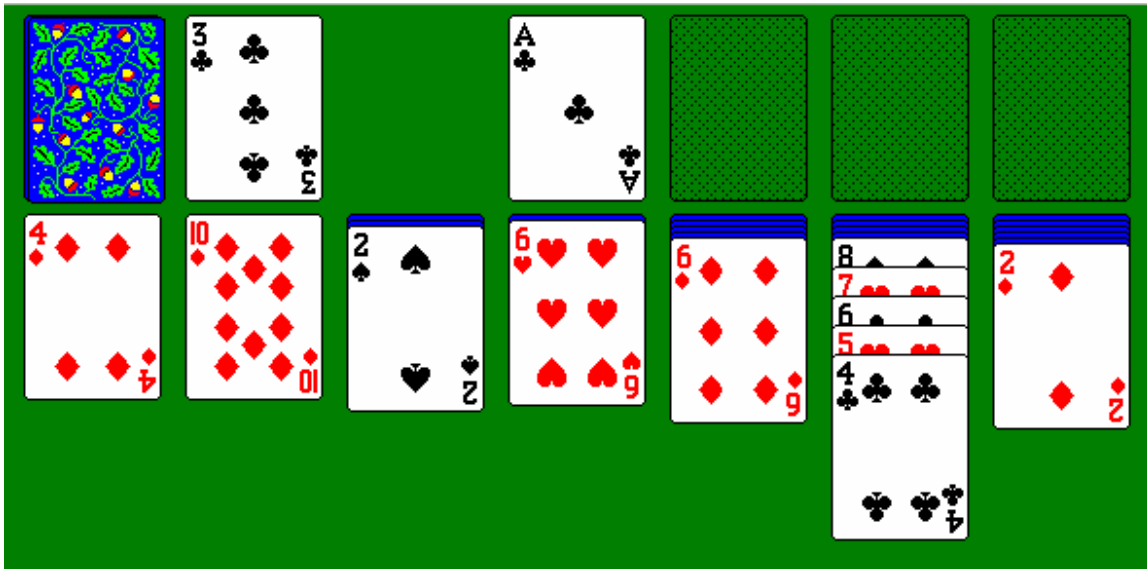
There are also seven piles of cards across the bottom. The first pile consists of one face-up card. (A card is face-up when it the suit and number are showing, it is face-down when the back of the card—usually a design—is showing.) The second pile consists of one face-up card and one face-down card. The third pile consists of one face-up card and two face-down cards. The face-down cards continue to grow by one until the last pile which consists of one face-up card and six face-down cards. The face-up cards are the ones you have to work with at the beginning.

There are two ways to move the cards. First, you can move the cards up into the four stacks by double clicking on them. So in the above example, the ace of hearts and the ace of diamonds could be moved up to the four shaded spots by double clicking. Then, the two of hearts could be moved up onto the ace of hearts also, since you are trying to make stacks of each card in the suit in ascending order. Now, you have three spaces that have face-down cards where the two aces and the two of hearts were. You can now turn over these cards by single clicking on them to put them into play.



The second way the cards in the seven stacks can be moved is to be stacked upon each other using clicking and dragging. In this case, they go in descending order—the opposite of the cards in the upper four stacks. The order would be King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, Ace. But, on the seven stacks you DO NOT have to start with a king and they do not have to be of the same suit. On the seven stacks, they are ordered by alternating colors. So, it is alternating red on black or black on red, regardless of suit. In the example to the left, the two of spades OR a two of clubs could be moved onto the three of diamonds.

You can continue to turn over cards and move them until you cannot place any more cards. Once that happens, you can turn over cards on the pile of face-down cards in the upper left hand corner by single clicking on it. This is the rest of the deck that was not dealt as part of the seven stacks. Now, these cards can be used in either the set of seven piles or the four final stacks. As in the example below, the three of clubs can be placed on the four of diamonds.



**Notes:** When you run out of cards to flip over in the top extra card pile, there will be a green circle where the face-down cards used to be. When this happens, click on the green circle and this will flip over the card pile for another go. Also, if you move an entire pile of cards and are left with an empty space in the seven stacks area, the only card that can move to that empty space is a King.

Basically, you continue this way, building up the four stacks and making alternating piles until you cannot advance any further or have all the cards on the four stacks in the upper right corner and have won the game!

**Good Luck and Happy Mousing!**

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