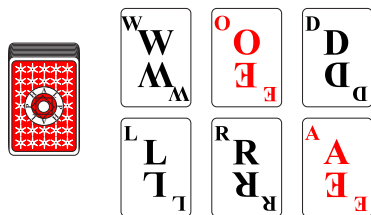


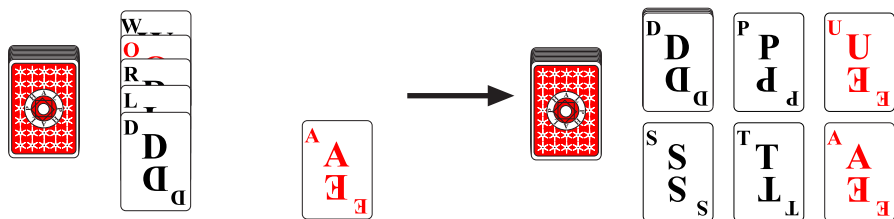
Stack 'em A Word Solitaire Game

Stack 'em is the first word solitaire game that I created for Alpha Playing Cards. While on a 5-hour flight, with just the airplane tray table to play on, I decided to make a solitaire game to pass the time. The object of the game is to get all 74 cards from the draw stack into one discard stack by creating words from 2 to 6 letters long.

Set Up: Shuffle the deck, then deal out six cards face up in the center play area. Place the rest of the deck face down off to the side as the draw stack.



Playing the Game: Using the letters available on the six face-up cards, look for a word (You usually can find several words; choose one to play.) Take the cards needed to spell the word (In the diagram below, I played the word WORLD) and place them so the word is spread out (I like to look at the words I play), then slide them together so the cards form a single stack and the last letter in the word is on top of the stack. Deal out from the draw stack the number of cards needed so that there are six face-up cards again. Start looking for another word.



A letter/card with a stack of cards under it moves as if it were one card when used in a future word. Moving the stacks of cards can be cumbersome, so at any time during the game, and as often as you want, you can take the cards under the current face-up cards and place them face up on the bottom of the draw stack. Moving the stacks to a stack. In the example above all the cards under the D card can be moved to bottom of the draw stack.

The game ends if you get stuck and can't make a word with the current face-up letter/cards, in which case the deck wins, and you lose. However, if the draw stack only has face-up cards in it (because you moved all the stacks there and played all the face down cards on top), and you can get all the current face-up cards in the play area into one stack by making words, place that stack on top of the face-up discard stack, and you win.