

Solitaire's Journey

Thirty-eight patiences and one road through them

38 games in 10 families, a 24-stage journey that stamps a passport, 3 tournaments played on fixed deals, and a house player you can watch or race. Everything runs in the browser and nothing is fetched from the network.

Tronsoft Games · version 1.0.0

1. Sitting down

The cover offers four doors. **The journey** starts at stage one of 24 and remembers where you stopped. **The collection** lists every game with its difficulty and your record against it. **Tournaments** deal five fixed tables and score you against the house. **The ledger** is the book of what you have played. A table left unfinished is offered back as **Resume**.

2. Playing a card

Drag a card, or a run of cards, onto the pile you want it on. **Tap** a card to send it where it obviously belongs: home if it can go home, otherwise onto the best pile that will take it. Tap the **stock** to turn it. In the pair games — Pyramid, Monte Carlo, Gaps — tap one card and then its partner.

Key	Does
U	Undo, as far back as you like
H	Hint: the two piles light up
A	Send every safe card home
W	Watch the house play this table
R	Restart the same deal
Space	Turn the stock
Esc	Back to the menu

3. Scoring

One score across all 38 games: **1000 points for how far home you got, and 500 more for clearing the table**. 1500 is perfect. That is why a journey stage can ask for “reach 55% home” in one game and “clear the table” in another and mean the same kind of thing.

4. Winning, losing, and saving

Each game clears in its own way: four suits built ace to king; eight king-to-ace runs taken off the table; a pyramid removed in pairs adding to thirteen; four aces left standing; a clock face turned right round. A patience is lost when no legal move remains and the stock is spent — the game notices and says so, so you are never left tapping a dead table.

Everything is saved as you play, in your own browser: the table in progress, the journey and its stamps, the tournaments, and the whole ledger. **Restart** deals the same numbered deal again; **New deal** moves on to the next. If the browser refuses local storage the game still plays and says so once.

5. The collection

Klondike — 6 games

Game	Difficulty	Packs	What it is
Klondike (Draw One)	◆◆ (2/5)	1	The one everybody knows, dealt a card at a time. Build the four suits from the ace up; on the table, pack down in alternating colours.
Klondike (Draw Three)	◆◆◆ (3/5)	1	Klondike as the card rooms play it: three cards turned at a time, so only every third card of the stock is ever offered.
Vegas Klondike	◆◆◆◆◆ (5/5)	1	Three cards turned, one pass through the stock, no second chances. The shortest and cruellest deal in the Klondike family.
Whitehead	◆◆◆ (3/5)	1	Klondike with nothing hidden: every card faces up, packing runs down in one colour, and any card may take an empty column.
Thumb and Pouch	◆◆ (2/5)	1	Klondike loosened: a card may be packed on any card of the next rank up, so long as the suits differ. One card turned, and a second journey through the stock.
Double Klondike	◆◆◆ (3/5)	2	Two packs, nine columns and eight foundations. More room to work, twice as far to travel.

FreeCell — 5 games

Game	Difficulty	Packs	What it is
FreeCell	◆◆ (2/5)	1	Nothing hidden, nothing shuffled back: four cells hold one card each, and almost every deal can be solved by a patient player.
Baker's Game	◆◆◆◆ (4/5)	1	FreeCell before it was softened: the tableau packs down in suit, which makes every cell precious.
Eight Off	◆◆ (2/5)	1	Eight cells, four of them already occupied. Pack down in suit; only a king may claim an empty column.
Seahaven Towers	◆◆◆◆ (4/5)	1	Ten narrow columns, four cells with two already spoken for, and kings alone may take a vacancy.
Penguin	◆◆◆ (3/5)	1	The first card dealt is the beak: its three mates go straight home and the foundations climb from that rank, turning the corner from king to ace.

Spider — 6 games

Game	Difficulty	Packs	What it is
Spider (One Suit)	◆ (1/5)	2	Eight packs of spades. Learn the shape of the game before the suits start arguing.
Spider (Two Suits)	◆◆◆ (3/5)	2	Spades and hearts, four packs each. The usual proving ground.
Spider (Four Suits)	◆◆◆◆ (5/5)	2	Two full packs and no mercy. Build eight king-to-ace runs in suit; a run completed leaves the table.
Spiderette	◆◆◆◆ (4/5)	1	Spider dealt into a Klondike tableau with a single pack. Seven columns, seven cards a deal.
Scorpion	◆◆◆◆ (4/5)	1	Lift any card in a column and everything on top of it comes along, ordered or not. Three cards wait in the stock for the moment you are stuck.
Simple Simon	◆◆◆ (3/5)	1	Spider without a stock. Everything is on the table from the first move; pack down in any suit, but only suited runs travel together.

Yukon — 3 games

Game	Difficulty	Packs	What it is
Yukon	◆◆◆ (3/5)	1	No stock at all. Any face-up card may be lifted with everything above it, however disordered, and set down on a card of the next rank up in the other colour.
Russian Solitaire	◆◆◆◆ (5/5)	1	Yukon packed in suit. The hardest honest deal in the collection.
Alaska	◆◆◆◆ (4/5)	1	Russian Solitaire with one concession: a suited card may be packed either up or down, so a column can be run in both directions.

Canfield — 2 games

Game	Difficulty	Packs	What it is
Canfield	◆◆◆◆ (4/5)	1	A thirteen-card reserve feeds four short columns. The first card up sets the rank every foundation must start from, and the piles turn the corner from king to ace.
Storehouse	◆◆◆ (3/5)	1	Canfield with the twos already home and the columns packed in suit. One card turned at a time, and two gatherings of the stock after the first.

Forty Thieves — 3 games

Game	Difficulty	Packs	What it is
Forty Thieves	◆◆◆◆ (5/5)	2	Two packs, ten columns, one card at a time from the stock and one card at a time off a column. Patience in its most literal form.
Josephine	◆◆◆◆ (4/5)	2	Forty Thieves with the brake off: a suited run may be lifted whole, which is the difference between a locked table and a working one.
Number Ten	◆◆◆ (3/5)	2	Forty Thieves relaxed twice over: pack down in alternating colours and move runs whole. The first two rows are dealt face down.

Castle — 3 games

Game	Difficulty	Packs	What it is
Beleaguered Castle	◆◆◆ (3/5)	1	The aces are already home and the whole army is face up. Move one card at a time; rank alone matters, suit does not.
Streets and Alleys	◆◆◆◆ (4/5)	1	Beleaguered Castle with the aces still buried somewhere in the ranks. Everything is visible; nothing is convenient.
Baker's Dozen	◆◆◆◆ (4/5)	1	Thirteen columns of four, kings sunk to the bottom of their own piles, and no empty column may ever be filled.

Fan — 1 game

Game	Difficulty	Packs	What it is
La Belle Lucie	◆◆◆◆ (4/5)	1	Seventeen fans of three and one card over. Pack down in suit, one card at a time — and when it locks, gather the table and deal it again. Twice.

Round — 3 games

Game	Difficulty	Packs	What it is
Golf	◆◆◆ (3/5)	1	Thirty-five cards on the links and seventeen in hand. Play a card one rank above or below the one on the waste; the ace stops the run dead.
Tri Peaks	◆◆ (2/5)	1	Three peaks of overlapping cards. Take any uncovered card one rank above or below the waste — and here the run turns the corner, king to ace to two.
Aces Up	◆◆◆◆◆ (5/5)	1	Four columns, four cards a deal. Throw out any card beaten by a higher card of its own suit — the ace is high — and finish with four aces on the table.

Pairs — 6 games

Game	Difficulty	Packs	What it is
Pyramid	◆◆◆◆ (4/5)	1	Twenty-eight cards in a pyramid. Take pairs adding to thirteen — kings go alone — and work the stock through three times.
Monte Carlo	◆◆◆ (3/5)	1	Twenty-five cards in a square. Remove pairs of equal rank that touch — sides or corners — then close the gaps and deal the square full again.
Gaps	◆◆◆◆ (4/5)	1	Fifty-two cards in four rows. Pull the aces out and slide cards into the holes they leave, each one following its left-hand neighbour in suit. Two shuffles are allowed.
Clock	◆◆◆◆◆ (5/5)	1	Thirteen piles on a clock face, no decision anywhere in it. Turn each card under its own hour and hope the fourth king comes last.
Accordion	◆◆◆◆◆ (5/5)	1	The whole pack in a line. A pile may jump onto its neighbour, or three places back, if the top cards share a suit or a rank. Squeeze it down to one.
Calculation	◆◆◆◆◆ (5/5)	1	An ace, a two, a three and a four are already home, and each climbs by its own interval, turning the corner at the king. Four holding piles, one card at a time, no second deal — the thinking game of the collection.

6. The road

The journey runs through 24 stages in 6 legs. Each stage names a game, a numbered deal and a target. Clear the target and the passport is stamped; miss it and the same stage offers you the next deal, so the road is never a wall.

The Harbour Rooms

Where everyone learns. Small tables, short odds.

Stage	Game	Deal	Target
1	Spider (One Suit)	101	Clear the table
2	Tri Peaks	102	Clear the table
3	Klondike (Draw One)	103	Clear the table
4	Golf	104	Reach 80% home

The Long Coast

Rooms above the chandlery, and the first games that answer back.

Stage	Game	Deal	Target
1	Monte Carlo	201	Clear the table
2	Thumb and Pouch	202	Clear the table
3	Storehouse	203	Clear the table
4	Pyramid	204	Reach 85% home

The Cold Passes

Open tables. Everything visible, nothing forgiven.

Stage	Game	Deal	Target
1	FreeCell	301	Clear the table
2	Yukon	302	Clear the table
3	Klondike (Draw Three)	303	Clear the table
4	Aces Up	304	Reach 85% home

The Winter Line

Longer deals, thinner stocks, and the first two-pack tables.

Stage	Game	Deal	Target
1	Eight Off	401	Clear the table
2	La Belle Lucie	402	Clear the table
3	Spiderette	403	Reach 40% home
4	Gaps	404	Reach 55% home

The High Plateau

Where the collection stops being polite.

Stage	Game	Deal	Target
1	Beleaguered Castle	501	Clear the table
2	Penguin	502	Clear the table
3	Canfield	503	Reach 50% home
4	Accordion	504	Reach 90% home

The Last Table

Two packs, four suits, and no stock worth the name.

Stage	Game	Deal	Target
1	Josephine	601	Reach 50% home
2	Baker's Game	602	Reach 50% home
3	Spider (Two Suits)	603	Reach 35% home
4	Spider (Four Suits)	604	Reach 25% home

7. Tournaments

A tournament deals five fixed tables. Everyone who enters gets the same deals, and the house plays them too, so each round reads as your score against its score. A medal is awarded on the total.

The Openers

Five short games, one sitting.

Round	Game
1	Klondike (Draw One)
2	Tri Peaks
3	Golf
4	Spider (One Suit)
5	Monte Carlo

The Open Hand

Nothing face down anywhere in it.

Round	Game
1	FreeCell
2	Beleaguered Castle
3	Simple Simon
4	Baker's Dozen
5	Streets and Alleys

The Long Road

Two packs and a great deal of patience.

Round	Game
1	Forty Thieves
2	Josephine
3	Number Ten
4	Spider (Two Suits)
5	Double Klondike

8. The house

The house plays every game in the collection from the same list of legal moves the hint button reads. Choose its skill in the panel beside the table or on the tournaments page.

Skill	How it plays
Novice	Takes the first move it notices, empties its hand onto the foundations, and loses its place.
Steady (default)	Takes the strongest obvious move and remembers every position it has been in.
Sharp	Weighs each candidate by the position it leaves behind.

A table the house has touched is scored for interest only: it earns no stamp, no ledger entry and no tournament score. Take the same deal yourself if you want the credit.