

Florentine

Florentine is a quick and easy game, where all the cards are moved to the foundation, just like in most solitaire games. It can be won about half of the time.

How to play

Deal five cards face up to the table in the form of a cross, then deal the sixth card above it as the first of the four foundations (see illustration). As the other three cards of the same rank as the foundation card are dealt, they are added to the foundation row.

The object of the game is to build ascending, round-the-corner suit sequences on the foundation cards.

The card in the centre of the cross may not be packed on, but the remaining cards in the cross are available for

building on the foundations or for packing on each other in descending sequence regardless of suit and colour. When one of these cards is built on a foundation, or packed on another card of the cross, the vacancy is filled either with the top card of the waste heap or with the centre card of the cross and the vacancy in the centre of the cross filled with the top card of the waste heap. Cards are dealt from the stock one at a time and those that cannot be built or packed are played to a waste heap. One redeal is allowed by turning the waste heap, but it may not be shuffled.

In the game in progress shown in the illustration (left), the foundation cards are to be built up to their respective 7s. The $\spadesuit 6$ is packed on the $\heartsuit 7$ and the vacancy filled with the $\heartsuit 10$, or with the $\clubsuit 2$ and the $\heartsuit 10$ played to the centre of the cross. And so on.



Foundations



Waste heap

