

# Accordion

Accordion is one of the simplest of one-pack patience or solitaire games. The aim is to get all the cards into one pile, by building,

## How to play

There is no starting layout and the cards are shuffled and dealt from the hand one at a time. The first card is dealt to the top left of the board and succeeding cards to the right of the one before, so a row is built up from left to right. The object is to finish with all the cards in one pack.

If, after dealing a card, it matches its left-hand neighbour either in suit or rank it can be packed on it. Similarly, if it matches the card three places to its left (i.e. with two other cards intervening) it can also be packed upon that. If a card can be packed in either position, the player chooses which option to take. When a card topping a pile is moved, the whole pile moves with it. All moves should be carried out as soon as they become possible.

If a long string of cards is built up, it is easier to start a second or third row, in which case the lines are to be considered continuous. Often the length of the line expands and contracts, like an accordion, after which the game is named. Success is almost entirely a matter of chance, and is rarely achieved. To finish with no more than three piles is a good result.

In the illustration below, if the next card dealt is the ♣6, it can be packed on the ♠6, the pile topped by the ♣Q packed on it, the ♥3 packed on the ♥8 and the ♣Q pile packed on the ♣10, thus reducing the piles to two. If the next card dealt were the ♣3 or ♥Q, they would be reduced to one. Notice that the ♥3 must be packed on the ♥8 before the ♣Q is packed on the ♣10 – otherwise it will not go.

