

# How to play the Solitaire with the Dragon Deck

## BACKGROUND

This is the first Solitaire game designed for the Dragon Deck. There are more being developed and created in the interim. Because of the major distinctions between the Dragon Deck and the International 52-card pack, the structure and intricacy of play for this Solitaire are quite different from those Solitaires designed for the International 52-card pack.

## THE OBJECT OF PLAY

The object of this Solitaire is to successfully arrange the sequence of cards in columns starting from the five (5) Feng Shui parameters F1 to F5, then the (4) Green Dragons (GD), the respective wind direction cards (four each direction) in the order of E1, S2, W3 and N4 to be followed by the suits of Circles, Bamboos and Scripts from 1 to 9 in sequence order. A winning layout is depicted below:

5F's	4GD's	4E1's	4S2's	4W3's	4N's	Circles	Bamboos	Scripts
						1 -9	1 -9	1 - 9

## HOW TO PLAY

The player first deals open face 9 cards from the Dragon Deck. The column lead-in cards have to be ordered starting from the F's followed by the GD, E1, S2... and so on.. If there is any Feng Shui cards in the 9 initially dealt cards, they can start the column array building with the first or F column. However, if there is no Feng Shui cards in the initially dealt 9 cards, then the column array building cannot start until one of the F's card shows up subsequently. If on the other hand, there is also the GD card besides the F card in the beginning, then the second GD column can also start and so on. The only exceptions are the one's of the three suits. They can start their columns at any time independent of the sequence for F, GD, E1, S2, W3 and N4 columns being completely established already or not.

To continue playing the game and revealing more cards from the remaining deck, take cards from the top of the deck two at a time. Then flip the two cards to expose the second card as the top card, i.e. the first card would now be under the top or second card. The top card of this operation can now be used to continue the

building of the column array for this game. For example, if a F card shows up and there is no F card in the 9 initially dealt cards, then this card can be used to start the first or F column in the array. If the top card of the two has been successfully used for column array building, then the card underneath would also become available for further column array building.

Continue flipping the deck of cards, two at a time in the procedure described above, in order to expose more cards for use with the array building. Note that the card immediately under a card that has been used is also available for array building and there is no limit on how many cards that can be used from that procedure at any one time. Keep flipping until the deck eventually runs out. If at the end there is only one card instead of two, then this one card can first be used for array building if useful. Otherwise start the flipping of the deck all over again and continue building the array. If all goes well, the array will slowly but surely be completely built. However, if no array building progress is made despite the repeated flipping of the deck, then one is stuck and the Solitaire game ends and fails. Last checked the probability of successfully building the column array is approximately 1:1.