

SOLITAIRE!!

2026 Edition

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In case somebody wants to play SOLITAIRE!!

FIRST EDITION
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TABLE OF CONTENTS

INTRODUCTION	5
Future Possibilities?.....	5
THE GAME	6
The Welcome Screen.....	6
1987 Interface and Rules.....	7
2026 Differences.....	8

INTRODUCTION

A couple of years ago I wrote the story of **SOLITAIRE!!** for the Factor Of Matt website – and what a story it is!.

Fast forward to April 2026 and I found myself updating it somewhat:

- The original uses a rather strict interpretation of the rules of the game and doesn't allow certain moves now expected by players of the popular Windows™ Solitaire program.
- The tune played way too slowly and slightly out-of-tune on PAL machines. Amateur.
- The program is now available as a cartridge image or .
- As fantastic as the music is it can get a little repetitive. The volume can now be adjusted.
- The duration of the current game is displayed in the corner.

If I wrote this program today I would absolutely stick to my guns and call it **PATIENCE!**, not **SOLITAIRE!**. Klondike is right out.

Future Possibilities?

As anticipated the game is definitely more playable (read: easier to win) with the relaxed card movement rules. There are a couple of other enhancements I intend to make (hopefully sooner than 39 years) to improve the experience more:

- There is currently no feedback when the stack of cards is used up and starts over again. Adding such feedback will allow the game to more closely resemble the 'with-cards' experience.
- The addition of mouse control for manipulation of the cards will help immersion a great deal. Joystick too. I suspect it'll speed the game up a great deal.
- It might be nice to allow bypassing of the play-a-card sounds to make moves almost instant.
- Maybe rip-off "Draw-1" from Microsoft.
- Peek mode? Temporarily display face-down cards.
- Learning mode? Display the contents of the deck and waste-pile.

THE GAME

The Welcome Screen

The original welcome screen was simply the title of the game and the credits for James and Matt. The tune played on loop until the game was started by pressing a key. Simple. Smart. Elegant. Annoying.



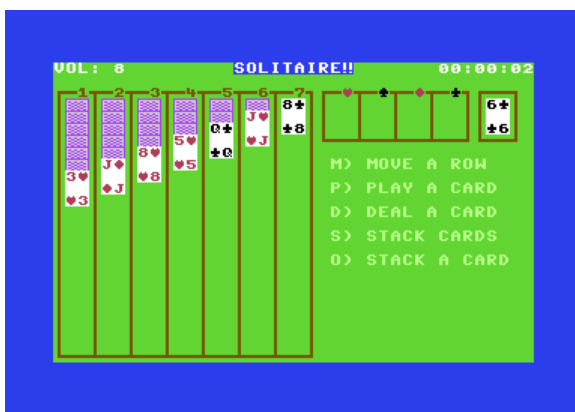
These aspects have not changed, though the screen is now adorned with:

- Volume controls. **F1** (up) and **F3** (down). The volume ranges from 0 (off) to 15 (loud). The current volume is displayed in the top-left of the screen. These two keys work during gameplay too.
- Rules controls. **F5** (1987) and **F7** (2026). The 1987 rules offer a stricter interpretation of the rules. See the next section for a discussion of such rules. The currently selected rule-year is displayed in the top-right of the screen. **Note:** These keys do **not** work during gameplay.
- Build information. Mainly just to tell different versions apart. This is displayed in the bottom right of the screen.

At any-point while the welcome-screen is displayed or during gameplay the RESTORE will cause the program to restart. The restore key was chosen since it requires a short-sharp-shock of a press** and is ideal for rage-quitting. You will notice that this information is absent from the welcome screen. My Bad.

** On stock Breadbins that is. C64C users and people that "fix" their breadbins will miss this joy.

1987 Interface and Rules



You already know the rules to Patience/Solitaire so we'll just go through what keys do what:

- **D** Deal a card. This effectively removes the top 3 cards from the deck and places them in the waste-pile.
- **P** Play a card from the waste-pile to the playing area. You will be prompted for which row (1-7) to place the card.
- **M** Move one row of cards to another. You will be prompted for the 'from' and 'to' rows. **All** cards in a row will be moved.
- **S** Stack cards. Play any and all legal cards from the play-area to the suit-piles.
- **O** Stack **one** card. Play a single suited-card from the play-area to the suit-piles. You will be prompted

You may press **RETURN** at any prompt to abort the command. Any time an illegal move is attempted a low, discouraging tone is played.

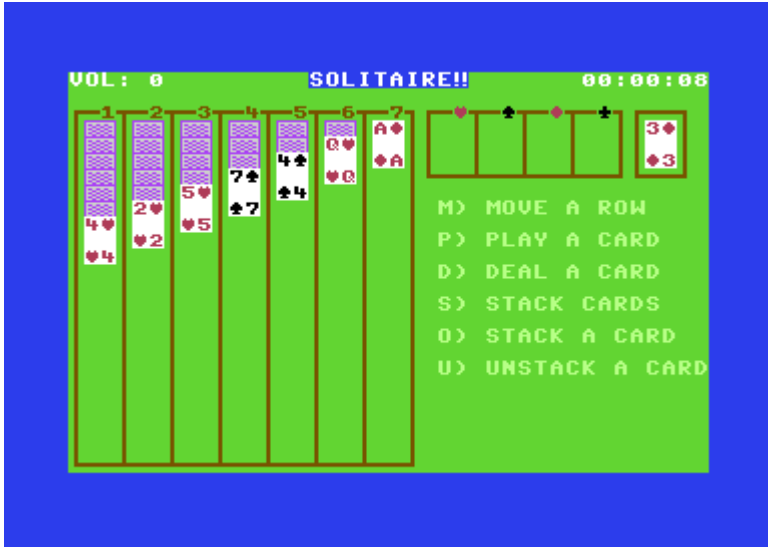
There are two major differences in the 1987 rules that might trip the unwary:

- Only a complete row of cards is considered when moving one row to another. Thus the top card in the 'from' row must be compatible with the last card in the 'to' row. There is no opportunity to only play part of a row.
- There is no way to move a card back into the play-area once it has been placed in the suit-piles. Great care must be taken when stacking cards with **S** and **O** since they can't be put back.

Both of these rule differences combine to make this version of Solitaire quite a bit harder to win than the Windows or other popular computer versions.

NOTE: Are we happy calling the play-area 'rows'? Would 'columns' have been better?

2026 Differences



With the exception of the notes below, the commands for the 2026 rules are the same as for the 1985 rules. Changes have been made to allow for a slightly more relaxed interpretation of the rules.

- The **M** command will now move a partial row if a card compatible with the last card in the 'to' row is found anywhere in the 'from' row.
- The new **U** command (Unstack a card) can be used to move a card from the suit-piles back into the play area. You will be prompted for the card's suit and the row in which to place it.

These more relaxed interpretations of the rules make the gameplay somewhat easier and more in line with the Windows and other versions.