Glossary of terms

Stack: A group of cards placed on top of each other in descending order that can be moved as a unit

Free Cell: An empty space that any single card can be moved into

Columns: The groups of faceup cards on the sides. If a column is emptied, there is an empty space underneath where cards or stacks can be placed

Tower: The group of facedown cards in the middle of the playing field. Unlike the columns, the Tower has no empty spaces where cards or stacks can be moved.

Setup

- Remove all jokers from the deck. Additionally, remove all aces, 2s, 3s, 4s, and 5s.
- Create 4 "columns", dealing 3 faceup cards to each column.
- Create the "tower" by dealing a row of 4 facedown cards, then dealing 4 more facedown cards in the gap between the cards, with one hanging off the side. Repeat until all cards have been dealt. Flip the lowest row of cards face up.
- Finally, place the joker above the playing field

Example setup

Rules

- The goal of Tower Solitaire is to create 4 stacks of cards in descending order from king to 6.
- When a stack is completed and is in a column of its own, it is locked into place and no more cards can be moved to that column.
- If you can successfully create all 4 required stacks, you win the game.
- Ordered cards can be moved as a stack.
- Any color of card can be moved onto any other color, however when a stack is completed the number of red and black cards in the stack must be equal (essentially each stack must have 4 black and 4 red cards when completed).
- When a card from the tower is no longer covered by any cards, flip it over.
- While cards from the columns can be moved onto other cards in the tower, cards from the columns cannot be moved to an empty space in the tower (essentially when a card from the final row of the tower is moved, it does not create a free space to move other cards into, unlike the columns).

The Joker

- The Joker is a special card. It can be placed onto any other card in the playing field.
- All cards beneath the Joker cannot be moved and cards cannot be placed on top of the Joker. While the Joker is on the board, a free space is available.
- Any other card can be moved into the Jokers previous position off the board. The Joker can only return to its space when its original space empty.

In addition to the rules, I just wanted to leave some notes about the game. Firstly, while I have done a fair amount of playtesting, it is possible that a potentially unwinnable hand can be dealt. I would need to write an algorithm to confirm if unwinnable hands are possible.

Additionally, I wanted to thank Zach Barth for giving me the inspiration to make this game. His solitaire variants are extremely cool and they push the bounds of what solitaire normally is. Check them out if you haven't. They can be found in Eliza, Exapunks, Molek-Syntez, Opus Magnum (this one doesn't use cards but its cool), SHENZHEN-IO, and probably all of his future games.

Also, feel free to experiment with the rules. Change the way the Tower is dealt out. Maybe there are 3 cards in each row. Potentially the rows could alternate cards, such as having 4 then 3 then 4 and so on. Try adding more columns. Deal more cards to the columns. Add more cards to the deck. There are a lot of potential variants so don't feel like you need to stick to my rules 100%. This is after all the result of a few days of work, but this might not be the most optimal setup for the game.

Finally, have fun! If you want to contact me to ask questions or to give your thoughts about the game, my email address is alreed2000@gmail.com.