

∞ Solitaire aka Hope's Solitaire

Sam Micheal, game invention date: 2017/JAN/06, Hope Micheal's *birth-day*

Preface: years ago I invented Three Way Chess but *nobody* plays it so I asked God to gift/inspire something more intriguing and here we have ∞ Solitaire:

1. home position/stack has 3 down and 1 up, horizontal orientation

2. draw-deck/stack, *face up*, has 48 cards

3. from the face-up card of home, play in one-of-four directions:

1: upper-right \perp - "two cards up"

play six cards up – alternating color

XOR 2: upper-left \perp - "two cards up"

play six cards up – alternating color

XOR 3: bottom-right \perp - "two cards down"

play six cards down – alternating color

XOR 4: bottom-left \perp - "two cards down"

play six cards down – alternating color

Completing *ALL FOUR* will make an ∞ symbol.

- ~ 25% of the time *BUT*

- this is *only* completing *stage one*.

Stage Two:

return *all* played cards to draw-deck

top of home-position *goes to the side* / separate

flip over home-3 and *play above again*

if cannot make an ∞ symbol, *STOP, restart*

Stage Three:

same as above for home-2.

Stage Four:

same as above for home-1.

Remark: this game would *have* to be invented by a *super-math-genius*

XOR (exclusive or)

God *exists AND inspired it*.

QED