

How do you win at solitaire?

You can follow a series of diagrams (you need 23 of them to show every step) or you can read the Text Wizard Copywriting instructions below. Solitaire is no big deal; this is an exercise in proving that well-written instructions can make complicated processes easy to complete without resorting to pictures. In practice, a combination of words and pictures usually produces the best result.

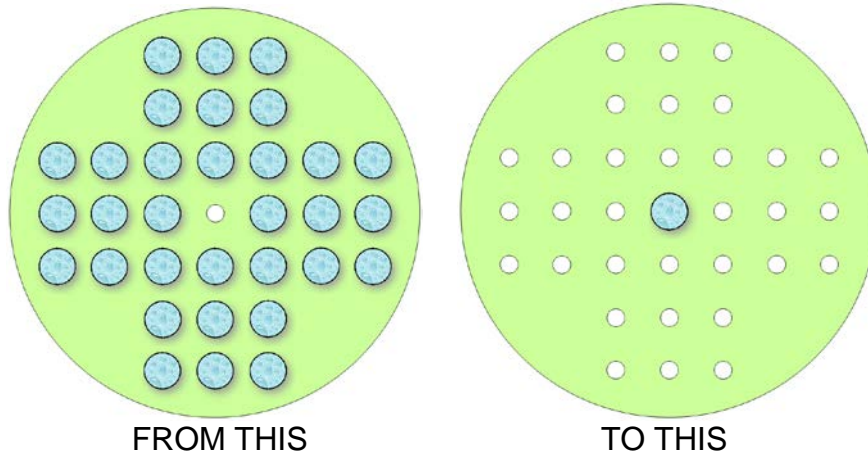
If you've never come across solitaire, here's a quick run-down of the rules.

The rules of solitaire

(105 words and 1 diagram)

Solitaire is a game for one. You need a board and 32 counters. The 33 points on the board form a cross-shaped grid of 7 rows and 7 columns. At the start, the counters occupy every point apart from the central one.

Play involves jumping a counter over an adjacent one to an empty point beyond. Jumps must be left-right or up-down; diagonal jumps are not allowed. Remove the counter that you jumped over. The game ends when you can't make any more jumps. If you end up with just one counter on the central point, you're a genius.



Winning at solitaire

(in just 206 words)

- 1 Place the board so that one arm of the cross points towards you. This is the southern arm. The arm farthest away is the northern arm; the one to your right, the eastern arm; the one to your left, the western arm. Interpret all moves in terms of these north-south-east-west compass points.
- 2 Northern arm: make a southward jump.
- 3 Eastern arm, top row, middle counter: make a westward jump.
- 4 Northern arm, top row, eastern counter: make a southward jump.
- 5 Choose the counter directly to the east of the central point. Make a northward jump.
- 6 Northern arm, top row, western counter: make an eastward jump followed by a southward jump.
- 7 Turn the board anticlockwise a quarter turn. What was the eastern arm is now the northern arm.
- 8 Repeat moves 3 to 7.
- 9 Repeat moves 3 to 7.
- 10 Repeat moves 3 to 6.
- 11 Choose the counter directly east of the most westerly counter. Make one northward jump, one eastward jump, two southward jumps, and one westward jump.
- 12 Choose the counter directly north of the most southerly counter. Make an eastward jump.
- 13 Most northerly counter: make a southward jump.
- 14 Eastern counter: make a westward jump.
- 15 Southern counter: make a northward jump.
- 16 Western counter: make an eastward jump.