

# Stocklitaire

Search the market, exchange your stocks, get your money and be the most profitable stockbroker in the market!

## INTRODUCTION

**Stocklitaire** is a two-player variation of the classic Klondike Solitaire game.

You and your opponent are stockbrokers: your cards are your own valuable *market stocks*. You can get money by accumulating and selling them at the right time but be prepared for the *Stock Market Bell!* As soon as the bell rings the *trading hours* start and you can exchange your assets on the Market. Choose wisely which assets to exchange or move because you can end up getting no money from them!

Wait until the end of movements and be the richest in the Market.

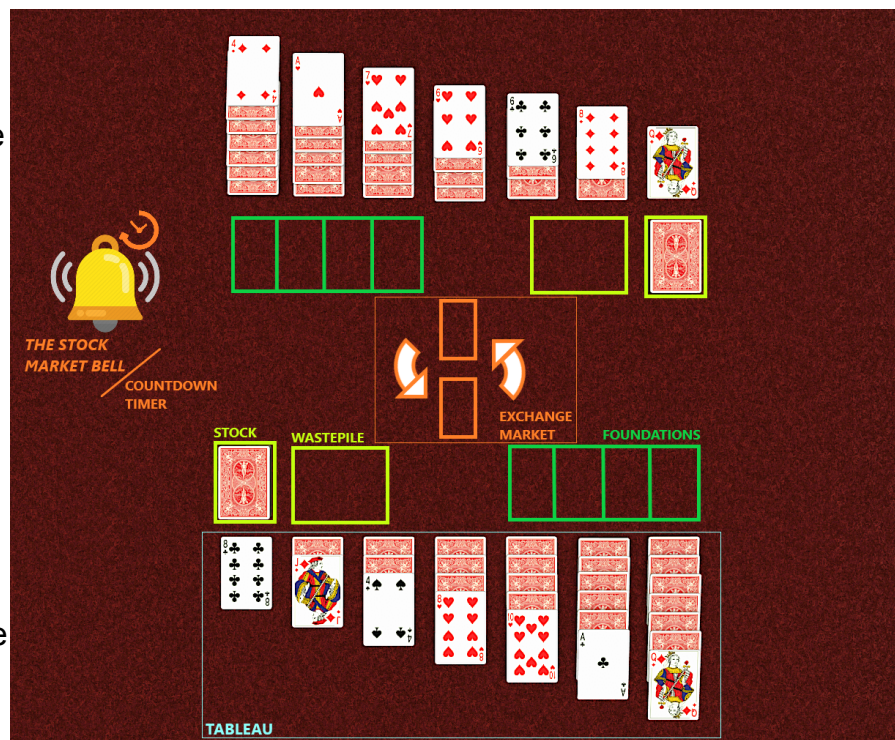
The audience is all the players who enjoy the most common board or card games, in particular Solitaire. This targets all genders from people 25 to 65 years old age span.

## GAME SETTING

Both players have standard 52 French-suited card decks without Jokers.

The table's layout is the same as the classic Klondike Solitaire game for both players, in particular:

- Stock and wastepile represent your exchangeable cards (i.e. *market stocks*)
- Tableau contains the fixed cards (i.e. *market stocks* but not exchangeable).
- **Foundations** are the players' sold *market stocks*
- A countdown timer is the *Stock Market Bell* in the game fiction: it dictates the beginning and the end of the *trading hours* during the game.



## GAMEPLAY

The game starts as a classic **Solitaire** Klondike game for both players. When the countdown timer rings the **Trading Hours** start and players can swap their exchangeable cards. When the timer rings again both players do a **Solitaire** game again and so on. Practically, these two game states (**Solitaire** and **Trading Hours** states) alternate.

Solitaire  
X minutes

Trading Hours  
Y minutes

Solitaire  
X minutes

Trading Hours  
Y minutes

Solitaire  
X minutes

Trading Hours  
Y minutes

Final Solitaire  
no more moves

There are two important core gameplay variations:

1. During *trading hours* the players stop their “personal” Solitaire game. In this state, the players can exchange cards **only** from the stock and waste pile (highlighted in yellow) one by one. The exchange happens in the relative **exchange market** zone where players can put their chosen card, face-down: the swap happens when both cards are present in the respective card zones (the two highlighted rectangles in orange).
2. Clubs ♣ can be treated as spades ♠ (and vice-versa) and diamonds ♦ can be treated as hearts ♥ (and vice-versa)

When 3 *Trading Hours* pass, players do the *Final Solitaire* (plays until there are no more moves available for both) and the game ends.

**Whoever has more cards in the Foundations (highlighted in green) wins the game.**