

# Chinese Patience

48K SPECTRUM



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AT 318

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KEYBOARD

Another exciting card game from David Simon, author of *Fights* - winner of the 1984 "Crash Micro" Readers' Award. "The best board/card/puzzle game of 1984."

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presents

## CHINESE PATIENCE

Written by DAVID SIMON

ANOTHER CARD GAME FROM THE AUTHOR OF  
EIGHTS - THE CARD GAME OF STRATEGY  
WINNER OF THE 1984 CRASH MICRO READERS' AWARD  
"THE BEST BOARD/CARD/PUZZLE GAME OF 1984"

THIS IS WHAT THE CRITICS SAID ABOUT "EIGHTS"---  
-THE MOST INTERESTING CARD GAME IMPLEMENTATION  
I HAVE YET SEEN FOR THE COMPUTER (CRASH Oct 84)  
-A BRILLIANT CARD GAME..THE PERFECT GAME...  
C SOFTWARE TODAY Dec/Jan 85  
-COMPUTER PLAYS A MEAN GAME EVEN ON LEVEL 1...  
SCREEN LAYOUT IS EXCELLENT...VERY PLAYABLE...  
GREAT VALUE FOR MONEY (CRASH Oct 84)  
-WONDERFUL VALUE FOR MONEY..A MUST CPOP COMP  
MEFVLV 03/08/84



CHINESE PATIENCE  
written by David SIMON  
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In this game, we EACH commence with a deck of 22 cards; and the winner is the first player to dispose of all his cards.

At your turn, you may TWIST a card from your deck onto your pile (Pile 0). If you can then MOVE this card onto any one of piles 1-4 or 5-8, you may then TWIST again.....Until you can no longer do anything. Then it is MY TURN - and so on.....

Sometimes you may even be able to place a card on MY pile(9)!

You can also move cards from piles 5-8 TO piles 1-4, according to certain sequence rules.

\*\*\*READ INLAY FOR FULL RULES\*\*\*

PRESS ANY KEY

GAME 1 CHINESE PATIENCE

YOUR TURN.....

1 A♠ 5 6♥

2 A♦ 6 J♥

3 A♥ 7 Q♥

4 A♠ 8 4♠

YOUR HAND



0

1



21

MY HAND

9



22

PRESS  
M-MOVE T-TWIST Z-FINISH

## Spectrum Software Scene

### Chinese Patience

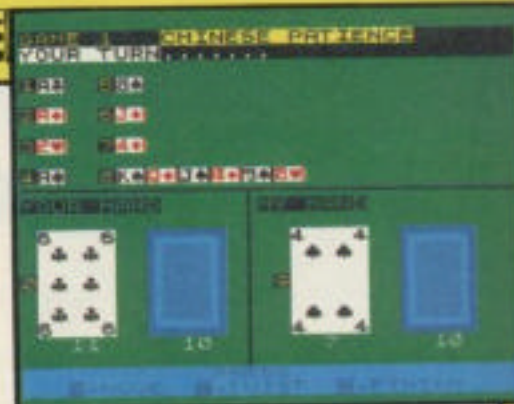
PATIENCE, the solo card game, is usually classed as a non-competitive game. Against an opponent it becomes more a battle of wits. But playing against a computer has to be the ultimate challenge.

The rules involve taking a card from a face-down deck and placing it upon one of eight piles – four piles being filled in ascending order with cards of the same suit, four with descending cards in alternating colours. You can twist – take the next card from the face-down pack – once in a turn or each time you place the previous card. The game concludes when you have run out of cards, or moves.

Chinese Patience sets you against the computer. Players start with an equal number of cards; the winner is the first to get rid of all their cards. The rules are now extended to allow legal dumping of cards on each other's pile.

Taking turns, you progress through the game; both able to see each other's current card and the state of play on the piles. Your interest is maintained throughout the computer's turn as you watch it block your path and you plot revenge.

The graphics, though basic, are clear and well presented. There are a lot of instructions, but those can be quickly grasped while playing. The computer will catch you out on every point at first, but with practice your wits will sharpen and satisfaction is yours when you beat it.



You can choose to play in single games, but it is more fun if you play in matches; the computer keeps the scores, announcing the winner with great zeal.

It is an excellent low priced game which will fill a small gap in the market.

*Colette McDermott*

Publisher Atlantis Software  
Price £1.99 Memory 48K  
★★★★



from Popular Computing Weekly  
4th-10th JULY 1985

Chinese Patience is one of the few forms of the game which can be played competitively - you challenge the computer to get rid of its cards first. The rules are essentially simple: there are nine piles, eight 'general' ones and the opponent's playing hand onto which cards may be discarded. The piles are grouped into different rules: one section must have cards ascending of the same suit, another group must be descending cards of alternate colours. You may discard a card on to your opponent's pile if it is the same suit and one number above or below it.

You may keep taking and discarding cards as long as

to display so many different and often lengthy piles. At £1.99 this is a fine successor to Eights.

Program *Chinese Patience*  
Price £1.99  
Micro *Spectrum*  
Supplier *Atlantis*  
19 Prebend Street  
London  
N1 8PF



#### \* SOPHISTICATED \*

Atlantis Software was responsible for perhaps my favourite card game simulation, Eights, which also happened to be a budget price item. Now the same programmer and company have issued Chinese Patience, like Eights a card game seldom covered on micros.

possible - when you can't go, it is the other player's turn. It's actually a very sophisticated game, much thought is needed in deciding where to place the cards and, consequently, that the computer plays very well is a tribute to some very ingenious machine intelligence.

The screen layout is as neat as it could be, given the need

## Solo

**Program** *Chinese Patience*  
**Micro** Spectrum 48K **Price**  
£1.99 **Supplier** Atlantis, 19  
Prebend Street, London N1  
8PF

**Y**ou don't have to be oriental to play *Chinese Patience*, a successor to the highly praised *Nines* card game from the Atlantis budget range.

For those 'unacquainted with this patience variation it's played competitively, the winner being the first player to dispose of all the cards.

You do this by placing cards in ascending sequence by suit on one set of piles, or in descending value in alternate colours on another four piles. Strategy comes in the ability to manipulate the sec-

ond set of piles to open up new runs or, more sadistically, to transfer cards to your opponent's stack under certain circumstances. A turn continues until you can no longer discard cards.

If this all sounds complex on paper it soon becomes obvious in play and the subtleties of shifting cards to your best advantage, and your opponent's disadvantage, soon become clear. You can play sequences of games and I was soon hooked on attempting to beat my Spectrum.

Here lies the game's main problem though. The micro plays rather too well and some will find it dispiriting to be thrashed time after time. But it's a very neat implementation at a ludicrously low price.

John Minson

