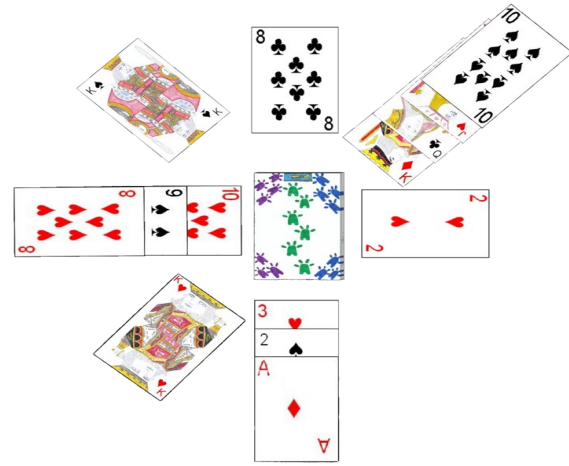


# KING'S CORNER



## Number of Players

2, 3, 4

## Layout

Deal seven cards to each player. Place the remaining cards in the middle of the table as a stockpile. Then turn the four top cards over, placing one on each of the four sides of the deck — to the north, south, east, and west. These will be the foundation piles. The cards on the table should make the shape of a cross.

## Objective

Players try to get rid of their cards by playing them in a solitaire-like layout of eight piles, built of alternate red and black cards in descending order.

## How to Play

The player to the left of the dealer begins by drawing one card from the center stockpile. The player may make as many valid plays as are possible during their turn to get rid of as many cards as possible from their hand. Once there are no more valid moves, it's the next player's turn.

Each player begins their turn by drawing a card from the center stockpile and making as many valid moves as they can.

## Valid Moves

Play a card (or sequence of cards) on a foundation pile in the cross. To play cards on a foundation pile, the card played must be immediately below the foundation card in rank and of the opposite color (red or black). For example, if a 9 of hearts is on the foundation pile, then the next card face played must be 8 of spades or 8 of clubs. A sequence of cards may also be played, but all the cards in the sequence must obey the lower rank and opposite color rules. Aces are always the lowest cards.

Play a "King in the corner". Kings are the only cards that can be played in the corner spaces created by the cross. Once a King is played, players may then lay off cards on that pile like any other foundation pile. Move an entire foundation pile onto another pile, if the bottom card of that recipient pile and the top card of the moving pile creates a valid sequence. This is often possible when the cards are first dealt.

Play any card or sequence of cards on a vacated foundation pile.

SINGLE PLAYER & MULTIPLE PLAYERS

# Card Game Instructions

7 DIFFERENT GAMES INCLUDED!



# PYRAMID SOLITAIRE



## Number of players

1

## Layout

The setup of the game is one of the key things that is different about this version from the original version. As usual, shuffle the deck. Deal cards to form a pyramid, starting with a row of 1 card, followed by a row of two cards, and so on, down to a row of 7 cards. Each row should overlap the previous one. The pyramid will include a total of 28 cards when complete. The remaining cards are set on the table face down to form the draw pile (see image below).

## Objective

Remove all cards from the pyramid.

## How To Play

Reveal cards from the draw pile, one at a time. If a card from the draw pile is not used, it should be covered up by the next card from the draw pile. It can be used later in the game, but only if it gets uncovered because any draw pile cards on top of it are able to be discarded.

When two exposed cards total 13, they can be discarded. Discarding is always optional, and there may be times when it is a better tactical choice not to discard.

Cards in the pyramid are exposed if no cards are overlapping them. Only one card from the draw pile is exposed at any given time in the game (the most recent draw pile card to be turned up is the only card from the draw pile that's exposed).

For example, if a 9 and a 4 are both exposed in the pyramid, they can be discarded. If a 5 is exposed in the pyramid and an 8 is exposed after being turned up from the draw pile, they can be discarded.

Aces = 1, Jack = 11, Q = 12, K = 13

## How to win

Pairs of exposed cards that total 13 are removed and placed in a single discard pile at the top left of the play area. The object of the game is to discard all 52 cards, which demolishes the pyramid in the process.



# SLAP JACK

## Number of Players

4-10

## Layout

Have everyone sit in a circle around a table or on the floor. Deal clockwise until you run out of cards.

Everyone holds their cards facedown without looking at them.

## Objective

Collect all the cards.

## How to Play

Going around the circle, each player draws a card from the top of their deck (face-out, so that the player cannot see the card before it is played) and places that card in the center of the circle. Each player continues to place their cards in the center this way.

When a Jack card is turned face up, the goal is to be the first person to “slap” it, or cover it with your hand. If several people slap at once, the person whose hand is most in contact with the Jack adds all the cards to his or her pile.

If a player incorrectly slaps a card, he or she must give the top card in his or her pile to the player who placed the slapped card. That player adds the extra card to the bottom of his or her deck.

When a player runs out of cards, the player is out—unless he or she can slap a Jack laid by someone else. At that point, the previously “out” player is back in and can play with the cards collected from the pile.

Play continues until one person wins all of the cards. For a shorter version, stop play when the first person runs out of cards. Whoever has the most cards in his or her hand is the winner.





# CRAZY EIGHTS



## Number of Players

2, 3, 4, 5+

## Layout

Deal 5 cards one at a time, face down, beginning with the player to the left. The rest of the pack is placed face down in the center of the table and forms the stock. The dealer turns up the top card and places it in a separate pile; this card is the “starter.” If an eight is turned, it is buried in the middle of the pack and the next card is turned.

## Objective

To be the first player to get rid of all the cards in your hand.

## How to Play

You can play any card of the same suit as the one at the top of the pile. Example: There's a club at the top of the pile, you can play any club.

You can play any card of the same rank as the one at the top of the pile. Example: There's a six of clubs at the top of the pile, you can play any other six.

You can play two or more cards of the same rank at the same time, but the first one of them must be the same suit or rank as the pile. Example: There's a club on the pile. You can play the 5 of clubs, the 5 of hearts and the 5 of diamonds all at the same time.

If you have no card that you can play you will draw one card at a time. If you can play the card, play and the next person has their turn. If you can't play, draw again. You can't draw if you have any cards that you can play in your hand. If you've drawn 3 cards and still can't play you must pass and the next player plays. You can always play an eight, and then you can change the suit to whatever you want.

If the first card on the table is an eight when you start, then you are allowed to put down any card from your hand.

## Card Values & Scoring

The player who is the first to have no cards left wins the game. The winning player collects from each other player the value of the cards remaining in that player's hand as follows:

Each eight = 50 points

Each K, Q, J or 10 = 10 points

Each ace = 1 point

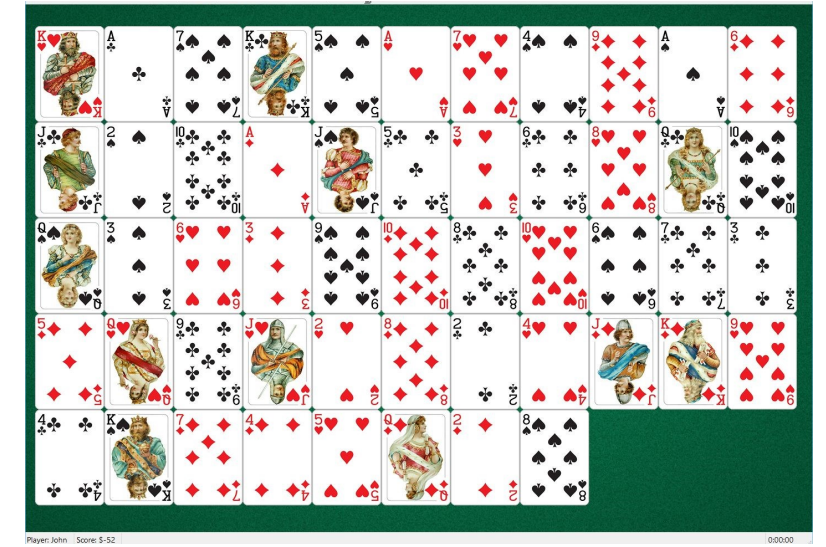
Each other card is the number value

\*Decide how many games your group is going to play, and the person with the most points at the end wins.

# ACCORDION SOLITAIRE

## Number of Players

1



## Layout

The player deals out the cards one by one face up, in a row from left to right, as many at a time as space allows. (Dealing may be interrupted at any time if the player wishes to make a move. After making a move, the deal is then resumed).

## Objective

To get all the cards in one pile

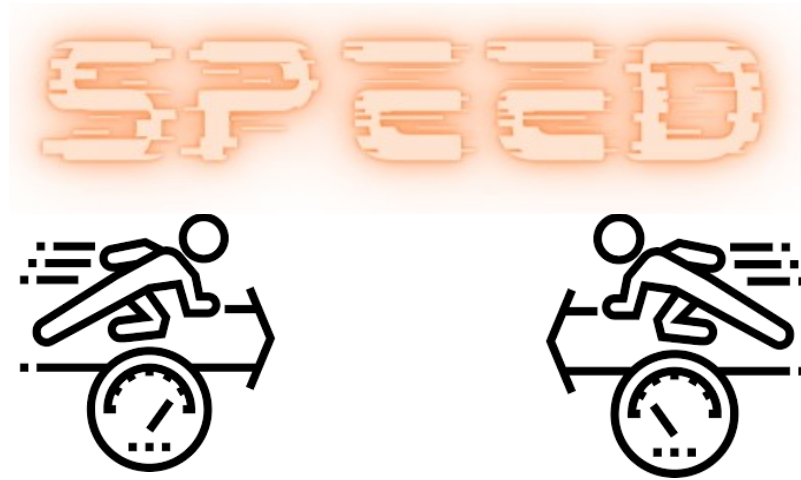
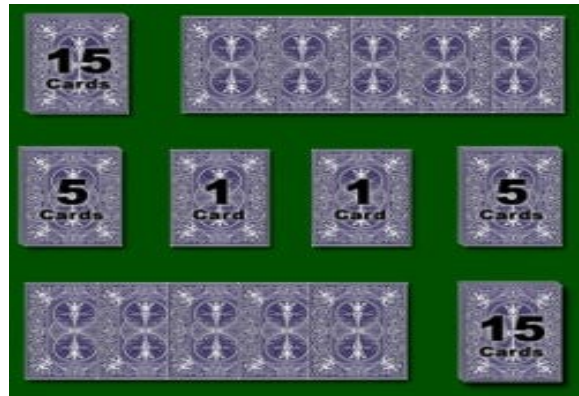
## How to Play

Any card may be placed on top of the next card at its left, or the third card at its left, if the cards are of the same suit or of the same rank.

Example: Four cards, from left to right, are: 6 hearts, J hearts, 9 clubs, 9 hearts. The 9 hearts may be placed either on the 9 clubs or on the 6 hearts. It may not be played on the jack of the same suit because the jack is not to the immediate left, or third from the left.

When the movement of one or more cards has formed a pile, the entire pile is moved with the top card.

In the example above, when the 9 hearts is put on the 9 clubs, the two may be put on the J hearts and then all of these cards on the 6 hearts. However, it is not obligatory to make a particular move if the player prefers not to do so.



### **Number of Players**

2

### **Layout**

The best way is to deal the center cards first (all 12 of them) and then deal 20 to yourself and hand the rest over to the other person. It is so much easier because you only have to count the 20 cards one time (it comes out evenly).

### **Objective**

To be the first player to get rid of their cards.

### **How to Play**

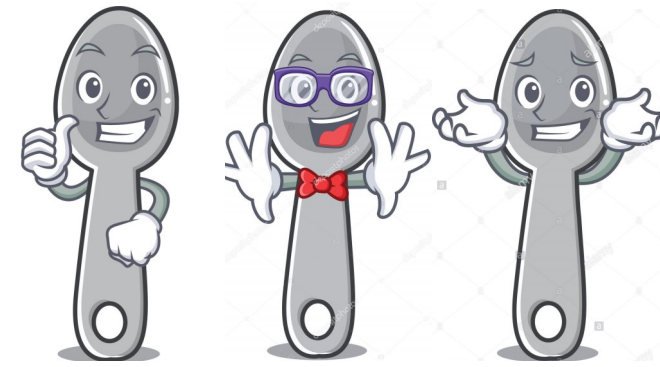
Each player flips over a card in the center. Simultaneously, opposing players place cards either ascending or descending in rank according to one of the cards in the middle. For example, if a 7 was one of the middle cards, players could play either a 6 or an 8. The cards can also make a complete cycle, going from a King to an Ace to a 2 or vice-versa. A player can take more cards from his drawing pile during any time; however, a player can have no more than five cards in his hand at any one time.

When both players cannot play any of their cards, a card from each replacement pile (the piles of 5 on the outside middle) is turned over and play resumes. If however there are no more cards in the replacement pile, you flip over the entire pile (so all the middle cards are now upside down) and play off of the top two.

### **Winning**

You win by having no more cards in your hand and no more in your pile that started with 15 cards and the game is officially over when you shout "SPEED!"

# SPOONS



### **Number of Players**

3, 4, 5+

### **Layout**

A standard deck of cards (no Jokers). Start the game by arranging all the spoons in the middle of the table. Then the dealer may deal four cards to each player. Players can look at their cards. The dealer should keep the remaining cards in a pile on the table. Spoons, one less than the number of players. If you have 5 players, you would need 4 spoons

### **Objective**

Players take turns trying to collect a four-of-a-kind. Once someone does, everyone tries to grab a spoon. Without a spoon, you get a letter. If a player spells "S-P-O-O-N", they're out! The last player standing wins!

### **How to Play**

At the beginning of each round, the dealer takes a card off the top of the deck (to have five cards in his hand), he or she then removes one card from their hand and passes it face down to the player on their left. This continues around the circle of players with each player taking a card from the person on their right, chooses whether to keep it and passes one card on to the next player. Each player discards to the person on their left.

The last player places his discarded card into a discard pile and the next round begins when the dealer picks up a new card. If at any time the draw cards run out, pause to reshuffle the trash pile and keep going.

Play continues quickly until someone gets four of a kind. At that time, the player takes a spoon from the center. Once the player with four of a kind takes a spoon, anyone can take a spoon. The player who reaches four of a kind first has a variety of ways he can take the first spoon. A sneaky pull exposes those paying too close attention to their cards. A demonstrative grab leads to a wild free-for-all.