

2
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1P

Clock

Deal:

Deal the cards into 13 face down piles arranged at the 12 hours of a clock and the centre

Play:

- 1) Turn over the top card in the centre pile
- 2) Place next to the pile at the hour of the card value (ie 5 is 5 o'clock, J is 11 o'clock, K is centre)
- 3) Turn over the top card of that pile
- 4) Continue

End:

When all cards are face up before the fourth K is revealed

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2

3
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1P

Baroness

Deal:

Deal a row of 5 cards

Play:

- 1) Remove any 2 exposed cards that total 13 (ie K, 2 and J, 5 and 8)
- 2) Deal next row of 5 on top of the previous one
- 3) Repeat removal, only top cards are available for pairing and removing
- 4) Continue until pack exhausted, last 2 cards are made into a new 6th pile

End:

When all cards have been paired and removed

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1P

Betrothal

Deal:

Lay Q♥ at left. Put K♥ at bottom of deck.

Play:

- 1) Deal cards overlapping next to Q♥ until whole pack laid
- 2) While laying, remove any 1 or 2 cards that are between 2 cards of the same rank or suit

End:

When Q♥ is next to K♥

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1P

Fourteens

Deal:

Deal cards into 12 columns of 4 overlapping cards each, place the 4 cards left on the first four of the 12 piles

Play:

- 1) Remove pairs of exposed cards that total 14 (ie A and K, 3 and J, 6 and 8)
- 2) Continue

End:

When all cards have been removed

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6
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1P

Beleagured Castle

Deal:

Lay the 4 Aces in a column in the middle (foundation). Deal 4 cards face up down left side then 4 down right, continue dealing overlapping cards left and right until all cards are laid

Play:

- 1) Move any exposed card to foundation (if next rank and same suit, ie 6♠ on 5♠)
- 2) Move exposed card onto other exposed card if next lower in rank, regardless of suit (ie 7♣ on 8♦)
- 3) If any row becomes empty, fill with any exposed card

End:

When all 4 foundations piles are complete (A to K in suit)

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1P

Patience

Deal:

Deal 7 cards face down in a non-overlapping row, turn the left most card face up and deal 6 more cards on the face down piles

Continue until there are 7 piles with the top card face up on each pile

Cards left are the stock

(continued on 8♦)

♦
7

8
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1P

Patience

(continued from 7♦)

Play:

- 1) Build on face up cards, placing cards of descending order and alternate colour
- 2) When an A is revealed it is removed to make one of 4 foundation piles
- 3) Foundation piles are built on whenever possible with incrementing cards of the same suit
- 4) When no more play is possible, turn cards over from the stock in groups of 3 and place on waste pile, only top card of waste pile can be used
- 5) When stock is empty, move waste to hand and start again

End:

When all 4 foundation piles are complete

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9
♦

1P

Aces Up

Deal:

Deal 4 cards face up in a row

Play:

- 1) If any 2 cards are of the same suit, the lower rank is removed
- 2) Continue removing cards until no further can be removed
- 3) Deal 4 more onto the remaining piles, filling any spaces

End:

When only 4 aces remain

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9

10
♦

1P

Monte Carlo

Deal:

Deal 20 cards face up in 4 rows of 5 cards

Play:

- 1) If any 2 cards are of the same rank and touching horizontally, vertically, or diagonally, the pair are removed
- 2) Continue removing cards until no further can be removed
- 3) Deal cards into the spaces to complete the grid
- 4) Continue

End:

All cards are dealt and all pairs are removed, leaving no cards

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