camp discovery

1-Person Card Games

SUPPLIES

1 Deck of Cards for more games,

2 Decks of cards for others

Wish Solitaire

THE OBJECTIVE

To win the game, you must clear away all piles in pairs.

SET UP

Remove all 2s - 6s to form a deck of 32 cards

Shuffle cards and deal 4 cards face down into a pile on the table.

Deal the whole deck into piles of 4 cards, lining the piles up so that there are 8 total piles in a row from left to right.

PLAY

Turn over the top cards of each pile so that they are face up.

Take any cards that are pairs of the same kind, regardless of suit - two 10's, two Kings,etc. and clear them away.

Once you have removed a card from the top of the pile, turn over the next card on thepile so it is face up.

Accordion

THE OBJECTIVE

The goal is to get all the cards in one pile

SET UP

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).

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 clubs. However, it is not obligatory to make a particular move if the player prefers not to do so.

Streets and Alleys

THE OBJECTIVE

The goal is to get all cards built onto the foundations.

SET UP

A column of four cards is dealt to the center of the table, slightly to the left.

A column of four cards is then dealt to the right of center, leaving room between these two columns for another column.

All cards are dealt face up.

The player continues dealing the cards in columns of four alternately to the left and right, overlapping outward from the center with the cards already dealt.

The entire pack is dealt out, so that each row on the left will contain seven cards and each row on the right, six cards.

FOUNDATIONS

The four aces form the foundations. As each ace is released, it is moved into the center between the left and right rows that were dealt. The foundations are built up in suit and sequence.

BUILDING

Only the outermost card of each row is available for transfer. A card may be moved onto the outer end of a row, provided that it is in descending sequence with the card there, regardless of suit. Example: The 5 may be placed on 6 , 6 , 6 , or 6 . Any available card may be placed on a space.

Klondike

THE OBJECTIVE

The goal is to get the four suits built onto the foundations from aces up through kings.

SET UP

Deal out 28 cards in seven piles as follows: The first pile is one card; the second pile has two cards, and so on up to seven in the last pile. The top card of each pile is face up; all others are face down.

PLAY

The four aces form the foundations. As it becomes available, each ace must be played to a row above the piles. Cards in the appropriate suit are then played on the aces in sequence - the two, then the three, and so on - as they become available.

Any movable card may be placed on a card next-higher in rank if it is of opposite color.

EXAMPLE

A black five may be played on a red six. If more than one card is face up ona tableau pile, all such cards must be moved as a unit.

When there is no face-up card left on a pile, the top face-down card is turned up and becomes available.

Only a king may fill an open space in the layout. The player turns up cards from the top of the stock in groups of three, and the top card of the three may be used for building on the piles, if possible, played on a foundation. If a card is used in this manner, the card below it becomes available for play. If the up-card cannot be used, the one, two, or three cards of the group are placed face up on the waste pile, and the next group of three cards is turned up.

Solitaire

*These are the official rules to solitaire and may seem confusing. You might want to ask an adult in your home how to play as it is a classic game that most people know.

THE OBJECTIVE

The first objective is to release and play into position certain cards to build up each foundation, in sequence and in suit, from the ace through the king. The ultimate objective is to build the whole pack onto the foundations, and if that can be done, the

Solitaire game is won.

RANK OF CARDS

The rank of cards in Solitaire games is: K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A (low).

SET UP

There are four different types of piles in Solitaire:

The Tableau: Seven piles that make up the main table.

The Foundations: Four piles on which a whole suit or sequence must be built up. In most Solitaire games, the four aces are the bottom card or base of the foundations.

The foundation piles are hearts, diamonds, spades, and clubs.

The Stock (or "Hand") Pile: If the entire pack is not laid out in a tableau at the beginning of a game, the remaining cards form the stock pile from which additional cards are brought into play according to the rules.

The Talon (or "Waste") Pile: Cards from the stock pile that have no place in the tableau or on foundations are laid face up in the waste pile.

To form the tableau, seven piles need to be created. Starting from left to right, place the first card face up to make the first pile, deal one card face down for the next six piles. Starting again from left to right, place one card face up on the second pile and deal one card face down on piles three through seven. Starting again from left to right, place one card face up on the third pile and deal one card face down on piles four through seven. Continue this pattern until pile seven has one card facing up on top of a pile of six cards facing down.

The remaining cards form the stock (or "hand") pile and are placed above the tableau.

When starting out, the foundations and waste pile do not have any cards.

PLAY

The initial array may be changed by "building" - transferring cards among the face-up cards in the tableau. Certain cards of the tableau can be played at once, while others may not be played until certain blocking cards are removed. For example, of the seven cards facing up in the tableau, if one is a nine and another is a ten, you may transfer the nine to on top of the ten to begin building that pile in sequence. Since you have moved the nine from one of the seven piles, you have now unblocked a face down card; this card can be turned over and now is in play.

As you transfer cards in the tableau and begin building sequences, if you uncover an ace, the ace should be placed in one of the foundation piles. The foundations get built by suit and in sequence from ace to king.

Continue to transfer cards on top of each other in the tableau in sequence. If you can't move any more face up cards, you can utilize the stock pile by flipping over the first card. This card can be played in the foundations or tableau. If you cannot play the card in the tableau or the foundations piles, move the card to the waste pile and turn over another card in the stock pile.

If a vacancy in the tableau is created by the removal of cards elsewhere it is called a "space", and it is of major importance in manipulating the tableau. If a space is created, it can only be filled in with a king. Filling a space with a king could potentially unblock one of the face down cards in another pile in the tableau.

Continue to transfer cards in the tableau and bring cards into play from the stock pile until all the cards are built in suit sequences in the foundation piles to win!

Emperor

THE OBJECTIVE

The goal is to get all eight foundations built up from ace through king.

SET UP

You need two standard 52-card packs, shuffled together.

Deal Ten piles of four cards each, dealt by rows, the first three rows face down, and the last row face up. Remaining cards are placed in a pile to form the Stock.

PLAY

Cards are turned up one at a time from the top of the stock and may be placed on the piles or foundations. Cards from the stock that cannot be used are placed face up in a pile below the rows to form the waste pile. The top card of the waste pile is always available for building onto the piles or foundations. The player may overlap the waste pile cards so that all of them can be seen.

All aces are placed in a Foundation row above the Ten dealt piles as soon as the player can release them from the piles.

Only the top card of a pile may be moved. The removal of a card releases the one below it. A card may be placed only on a card of the opposite color and next-lower in rank.

EXAMPLE

A 7 of Clubs may be placed only on 6 of Hearts .

A king may not be built on an ace, and aces must be placed as foundations as soon as possible. Foundations are built up in suit and sequence from ace through king. When any of the ten piles is entirely cleared away, any movable card may be placed in the space.

Spider Solitaire

THE OBJECTIVE

The goal is to assemble 13 cards of a suit, in ascending sequence from ace through king, on top of a pile. Whenever a full suit of 13 cards is so assembled, it is lifted off and discarded from the game. The game is won if all eight suits are played out.

SET UP

Two standard 52-card packs are used.

Ten piles of five cards each are dealt by rows.

The first four cards of each pile are dealt face down, the top cards face up.

PLAY

The top card of a pile may be moved, together with all face-up cards below it that follow in ascending suit and sequence.

A sequence of available cards may be broken at any point by leaving some cards behind. Example: If a pile from top down shows 4, 5, 6, 7, either the first one, two, or three cards may be moved as a unit, but the 7 may not be moved until the covering three cards are removed. When all face-up cards on a pile are removed, the next card below is turned face up and becomes available.

A movable unit of cards may be placed either in a space or on a card of the next-higher rank to the bottom card of the unit, regardless of color or suit.

EXAMPLE

If the bottom card of a unit is the J, it may be moved onto any one of the four queens.

A king can be moved only onto a space. Alternatively, the spaces may be filled with any movable unit.

When all possible or desired moves come to a standstill, the player deals another row of ten cards face up. However, before such a deal may be made, all spaces must be filled. The final deal consists of only four cards, which are placed on the first four piles