

Accordion

THE DEAL

Using a single deck of cards, deal them out one at a time, left to right and continuing down into rows, space permitting.

THE OBJECTIVE

The object of the game is to pile all the cards into one stack.

THE GAME

A card, or pile of cards, can be placed onto another card or pile if the top card matches by either that suit or value.

Also, cards and piles can only be matched to their immediate left, or three to the left. Remember to continue your sequence through the rows, as well.

FOR EXAMPLE, A NINE OF CLUBS THAT IS THE VERY FIRST CARD IN THE SECOND ROW CAN BE PLACED ON THE NINE OF HEARTS THAT IS THIRD FROM THE RIGHT ON THE FIRST ROW.

The rows are there to save you space on the table, the number of cards in each row does not matter.

There are two variations on how to play: one where the player deals out every card first and the other where the player starts to pile up cards as they deal.

With a little luck and skill, you should be able to sequence all the cards together and fold them into a single pile, like a folding accordion, hence the name.

Napoleon at St Helena

THE DEAL

Two full decks are required, shuffled together to start.

THE OBJECTIVE

The object of the game is putting Aces at the foundations as soon as they become movable, then discovering ways to build up all eight foundations from Ace through King, while moving a single card at a time.

THE GAME

Ten piles of four cards each, dealt by rows, all face up. The cards should overlap so that the player can see them all. Remaining cards are placed in a pile to form the Stock. 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 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 may be moved. The removal of a card releases the one below it. A card may be placed only on another of the same suit and next-higher in rank.

EXAMPLE: A 7 OF CLUBS MAY BE PLACED ONLY ON 8 OF CLUBS.

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.

Pyramid

THE DEAL

Pyramid is a matching game played with a single deck of cards.

THE OBJECTIVE

The object of the game is to clear the pyramid of cards away by collecting pairs of cards that add up to a value of 13.

THE GAME

To set up your game, you will shuffle the deck and deal out 28 cards face-up into a pyramid pattern.

For ease, start at the top with a single card, then lay two cards down on the next row, staggering them slightly and covering up the bottom half of the single card at the top.

Repeat through seven rows to attain a pyramid structure, then set the rest of the deck aside as the stock pile.

Face cards have specific values: Kings count as 13 (*these are free, they get set aside by themselves*), Queens are 12, Jacks are 11 and Aces are 1.

You may go through the stock pile one card at a time to find more matches, and go through them again as many times as you want until you are either out of moves or clear away the pyramid!