



# ANGIE'S PRODUCTS

## King's in the Corner: Rules

### Game Play

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.

The player to the left of the dealer begins by drawing one card from the center stockpile. He may make as many valid plays as are possible during his turn to get rid of as many cards as possible from his hand.

### 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 played must be 8 of clubs or an 8 of spades. 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," literally. 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 move 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. Each player begins his turn by drawing from the center stockpile and makes as many valid moves as he can.

### Objective

The first player to lay off all his cards wins. If you wish to keep score over many games, there are many variations on how to do this, including scoring by how many cards you have left, by the value of the cards you have left, or by counting each card as one point except the Kings, which are ten points.