**Kings in the Corner**

**What you will need:**

A deck of playing cards (no jokers)

2 to 4 players

**How do you win?**

The first player to play all of his or her cards wins.

**How do you 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, places one on each of the four sides of the deck – to the north, south, east and west. These will be the fountain 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 or she may make as many valid plays as are possible during his turn to get rid of as many cards as possible from his hand. Once there are no more valid moves, it is the next player’s turn. (in Aftercare we indicate we are finished with our turn with a quick knock on the table)

Each player begins his or her turn by drawing a card from the center stockpile and making as many valid moves as he 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♥ is on the foundation pile, then the next card face played must be 8♣ or 8♠. 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 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.

