

# Racing Demons

Players: 2+

Game Type: Solitaire (Patience)

*One deck of cards per person required. Each with a different design.*

## **Objective**

Score the highest number of points.

## **The Deal**

Each player deals a pile of 13 cards face down (the demon) and turns the top card face-up. Deal four more cards face-up in a row, extending right from the demon (the work piles). The remaining cards form a stockpile in front of the player.

## **The Play**

When play begins, each player starts turning over their stock in threes (or one at a time for beginners). Each player now essentially follows the rules of Solitaire. Cards revealed from the stock can be placed on a work pile, as can the face-up card of the demon or any other card from a work pile. A card can only be placed on the work piles if it is one lower in value and of opposing colour. So if the top of a pile showed a red 8, either of the black 7's could be placed on top of it.

If an ace is revealed, it is placed in the middle of the play area and forms a new 'foundation'. Again, as in Solitaire cards can be placed on top of the foundation pile providing it is one higher in value and of the same suit. Once a King has been laid the foundation is complete and no more cards can be laid on top of it.

If a work pile is emptied, replace it with the top of the demon. If you remove the top of the demon, turn the next card face up from the demon pile.

So what's different between this game and Solitaire? The foundations are communal and any player may add to any other player's foundation piles. This results in each player racing against the others.

## **Scoring**

The first player to empty their demon pile ends the game, and scoring begins. The player who ended the game scores 10 points and any player who placed a king on a foundation scores five for each foundation. Then everyone gets points equal to the number of cards they placed in the foundation minus the number of cards left in their demon. Because of this scoring system, you need to use decks with different designs to determine who played which cards.