

Racing Demons

(Harry Youd's Happy Place)



2+ Players / Multiplayer Solitaire

Score the highest number of points by the end of the game

The Deal

Each player requires their own deck of cards, each with a different design on the reverse.

Each player deals a pile of 13 face down cards (the demon) and turns the top card face up. Four more cards are dealt face-up in a row, extending out from the demon. These act as the work piles, similar to those in the game solitaire. The remaining cards form a stockpile and are placed in front of the player.

Gameplay

When the game starts, each player turns over their stock cards in threes, and begins to follow the rules of solitaire. Cards revealed from the stock can be placed on a work pile, as can the face-up cards at the top of the demon pile. Cards are placed onto work piles when they are lower in value and of alternating colours. For example:

6 ♦	K ♥	2 ♥	10 ♦
5 ♣	Q ♠	A ♣	9 ♣
4 ♥	J ♦		4 ♥
3 ♣			3 ♠

If an ace is revealed, it is placed into the centre of the play area and forms a foundation pile.

Cards can be placed on top of this pile by any player, following suit and in ascending order. If a player places a king on a foundation pile, they take that pile and put it to the side..

When a work pile is emptied it is replaced with the top card on the demon pile.

The first player to empty their demon pile calls 'Stop!' to end the game. Scoring can then begin.

Scoring

The player who stopped the game gains an additional 10 points, and any player who placed a king on a foundation pile scores 5 points.

Any cards played onto a foundation pile score one point for the player who played them, and any card remaining in the player's demon pile count for a negative point. Cards in the work pile count for no points.

Play continues until a player reaches an agreed score. After each round, players pass their decks clockwise round the table.