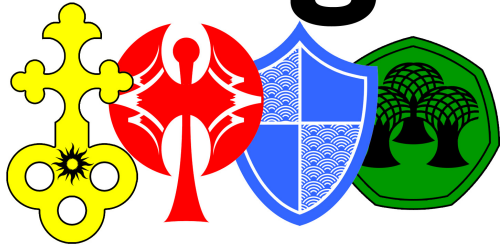


King's



Keys

www.JankenDeck.com/Kings

Devil's Square

1 Player Solitaire

**A wicked game for a chance
to escape your fate!**

Story:

You have been imprisoned in a dungeon for eternity but you have been given one chance to escape. Simply beat this solitaire game and you will be set free. With Luck and Wit you can win back your freedom. BUT BEWARE: the guard is watching closely so if you cheat you will be thrown into the deepest pits of the dungeon and your fate will be sealed!

The Object:

Clear the play field of cards by making books to remove them.

The Deck:

Remove the Jokers and Kingdom cards and shuffle well (as if your life depends on it).

The Deal:

Deal 16 cards face up in a 4 by 4 square play field. Stack the remaining cards as your Draw Pile.

The Play:

A book of cards is numbered in order with One on the bottom and Four on the top, the Colors are all the same, and the Items are all different.

You may move a card from the play field on top of another card if the Color is the same, the Item is different, and the Number on the top card is one higher than the one below. (2s go on 1s, 4s on 3s...)

You may move a card onto a stack of other cards if the Colors are the same, the Number is one higher than the top card, and the Item is different than all of the other Items in the stack.

You may move a stack of multiple cards onto another card or stack if the Colors are all the same, the bottom number of your stack is one higher than the card (top card) you are putting it on to, and none of the Items are the same.

You may break a stack to move the top one or two cards to another card or stack if the same conditions apply. You may not remove a card from the middle or bottom of a stack.

After you move a card or a stack, a space will open on the play field. Deal a card from the Draw Pile into the new open space. You can not move cards from a stack to an open space.

When you complete a book, remove it from the play field and set it aside. Then deal new cards from the draw pile into the open spaces.



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The End:

Play until you run out of moves.

You earn 10 points for each book that you remove from the play field.

Can you clear the entire field to earn 160 points and your freedom?

**Deal New
Cards Here:**

Overlap cards to see what's underneath

**Put a card on the next lowest
Number Same Color if they
have Different Items**

**You may move the 3 Green
Axes from the 2 Green Coins
onto the 2 Green Shields.
Then complete a book of
Green cards.**

**A Completed
Book**

