

# Kings in the Corner

The rules on one page

## Players

2 to 4. Said to be best with 4.

## You need

A standard 52-card deck, without the jokers

## Goal

Be the first to play every card from your hand

## Game ends

One hand can be the whole game. For a longer game, play hands until someone reaches an agreed target, such as 25 or 50 penalty points. The lowest total wins.

## Setup

1. Use a standard 52-card deck with the jokers taken out. Kings are high and aces are low.
2. Choose a dealer at random. After each hand, the deal passes to the left.
3. Deal 7 cards face down to each player.
4. Put the rest of the deck face down in the middle of the table. This pile is the stock.
5. Turn 4 cards from the stock face up and put one on each side of it: north, east, south and west. These start the 4 side piles. The 4 corners between them stay empty for kings.

## How to play

1. **Play cards onto the piles.** On your turn, you can play a card from your hand onto any pile when it is one rank lower and the other color than the top card. A red 9 goes on a black 10, and a black 8 goes on that. Keep playing as long as you have cards that fit and want to play them.
2. **Put kings in the corners.** A king can start a pile in any empty corner, at any point in your turn. Play it there from your hand. Build on it the same way as the side piles: a queen of the other color, then a jack, and so on down to the ace.
3. **Move a whole pile.** You can move a whole pile onto another pile. The bottom card of the pile you move must be one rank lower and the other color than the top card of the pile it joins. Moving a side pile leaves an empty space.
4. **Fill an empty side space.** When one of the 4 side spaces is empty, you can play any card from your hand into it. That card starts a new pile, and you build down on it as usual.
5. **Draw 1 card to end your turn.** When you have made all the plays you want, draw 1 card from the stock. That ends your turn, and the player on your left goes next. If you cannot play or do not want to, draw 1 card and your turn ends.
6. **When the stock runs out.** If the stock is used up, keep playing without drawing. Your turn ends when you have made the plays you want.

7. **End of the hand.** The hand ends as soon as a player plays the last card from their hand. That player wins the hand. It also ends if the stock is gone and nobody can or will play another card. Then everyone scores the cards left in their hand.

## What can go where

| Place on the table        | What you can play there                                                                                      |
|---------------------------|--------------------------------------------------------------------------------------------------------------|
| A pile with cards on it   | A card one rank lower and the other color than its top card, or a whole pile whose bottom card fits that way |
| A pile with an ace on top | Nothing                                                                                                      |
| An empty corner           | A king, and only a king                                                                                      |
| An empty side space       | Any card from your hand                                                                                      |

## Scoring

### Penalty points for cards left in your hand

| Card                         | Penalty points |
|------------------------------|----------------|
| Each king                    | 10             |
| Each other card              | 1              |
| No cards left (you went out) | 0              |

### Other point values some groups use

| Card          | Main rule | Jacks and queens at 2 | Face values            |
|---------------|-----------|-----------------------|------------------------|
| King          | 10        | 10                    | 10                     |
| Queen or jack | 1         | 2                     | 10                     |
| 2 through 10  | 1         | 1                     | The number on the card |
| Ace           | 1         | 1                     | 25                     |
| Usual target  | 25 or 50  | 25 or 50              | 100 or 250             |

**In a one-hand game, the first player to empty their hand wins. In a longer game, add up each player's penalty points after every hand. When someone reaches the agreed target, such as 25 or 50, the player with the lowest total wins.**

