



# Flip Solitaire

1 Player

## Summary:

Match suits and ranks to turn light cards dark, then to remove the dark cards from the deck. Can you remove them all?

## The Object:

Remove as many cards from the deck as you can.

## The Deck:

Remove the Jokers. Arrange the cards so that the light sides all face the same direction. You will hold the deck in one hand with the light sides closest to you and all cards are face down.

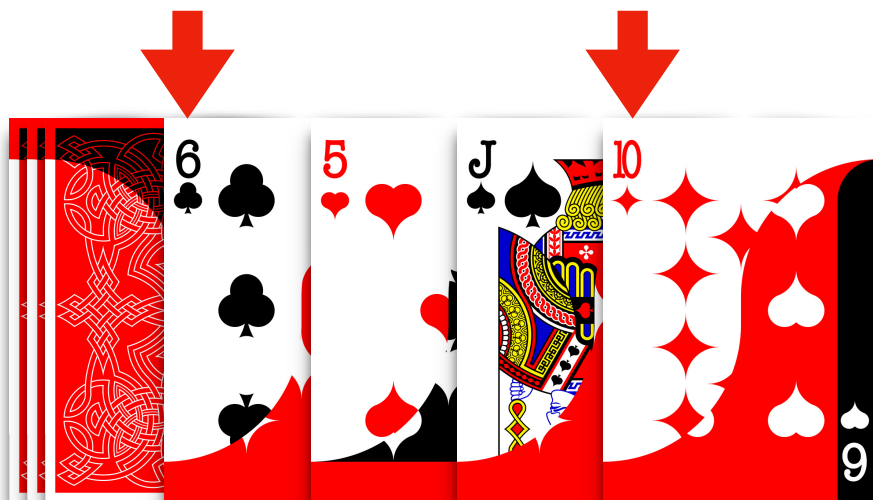
## The Deal:

Hold the deck in your left hand (light sides facing downwards). Deal cards one at a time from the bottom of the deck, and put them face up on the top of the deck. As you turn the cards over, the light side should now be upright. You will flip or remove cards when you can, or if you do not have a play you will deal a new card.

## The Play:

As you deal cards you will compare the suits and ranks of the end cards in any four card set. For example: in the set of four cards below, you would compare the 6 of Clubs and the 10 of Diamonds.

Flip the bottom card from the deck face up to the top of the deck. Then compare the rank and suit of the top card to the fourth card down.



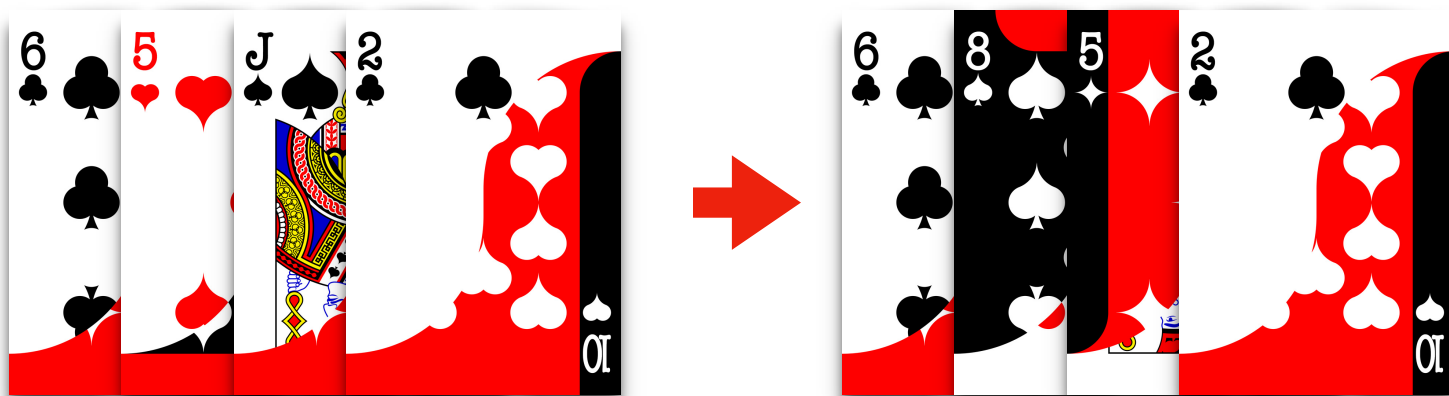


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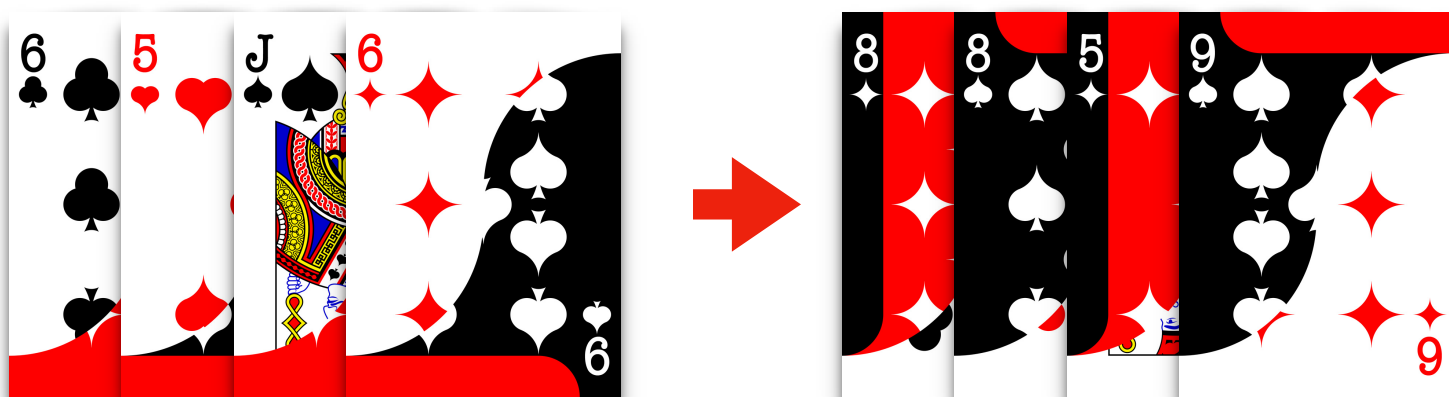
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## The Play (continued):

If the end cards (in a set of four) have the same suit, you can flip the two cards in between from light to dark. If the end cards are the same rank, you can flip all four cards of the set from light to dark. After the cards are flipped to dark, remember to check to see if the new suits and ranks match other nearby cards!



The 6 and 2 are both clubs, so the middle two cards are flipped to dark.



The end cards are both sixes, so all four cards are flipped to dark.

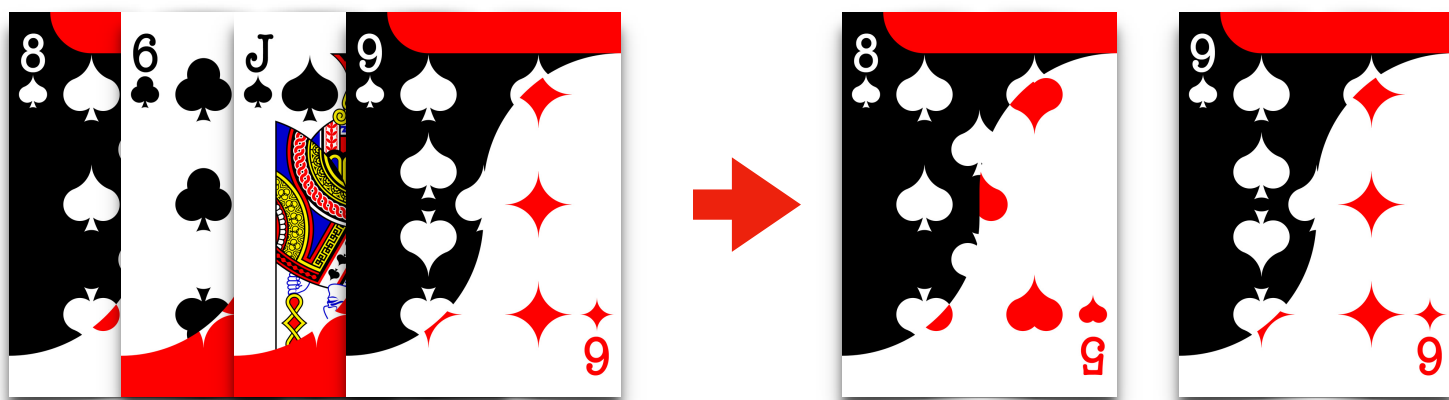


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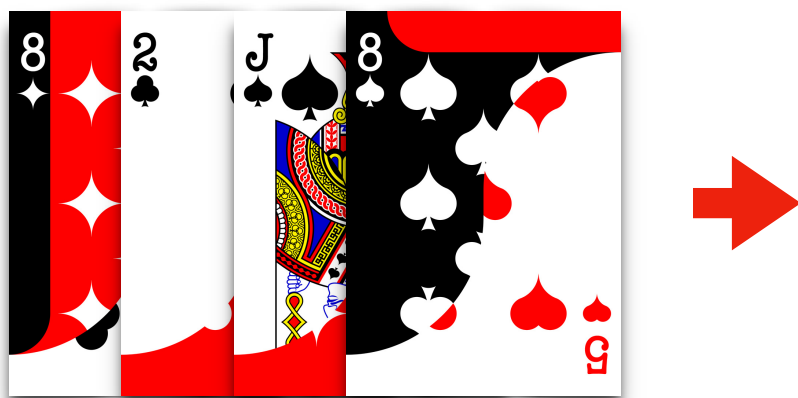
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## The Play (continued):

If the end cards have the same suit AND are both dark, you can remove the two cards from your hand.  
If the end cards are the same rank AND are both dark, you can remove all four cards. Place any removed cards on the table.



The 8 and 9 are both clubs AND dark, so the middle two cards are removed.



The end cards are both eights AND dark, so all four cards are removed.



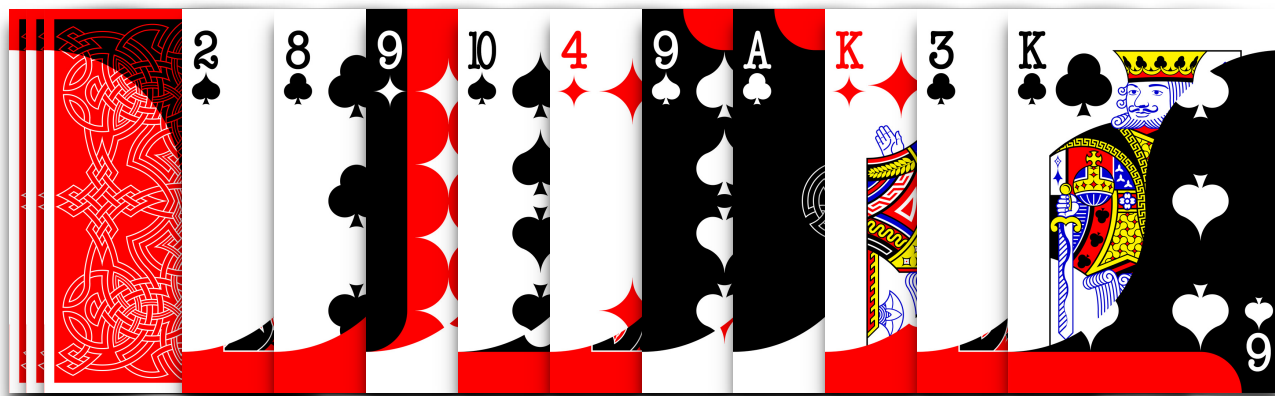
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## The End:

The game ends when there are no more cards in the deck and there are no more plays left.

You score 1 point for every card in your hand that has been flipped to dark and 2 points for every card that has been removed from the deck.



The deck is arranged with the light sides all closest to you. As you take cards from the bottom of the deck, turn them over so the light side is up and put it on top of the other cards.

During the game you compare suits and ranks of any set of four cards. You can flip and remove cards in any order when you have more than one option.

In the diagram above you may choose to:

Match the 2 and 10 of spades then flip the 8 of clubs to dark. (The 9 of diamonds is already dark and does not get flipped back)

Match the dark 9 of diamonds and spades then remove those 9s, the 10 of spades and the 4 of diamonds.

Match the Ace and King of clubs then flip the King of Diamonds and 3 of clubs to dark.

Any time a card is flipped from light to dark it will have a new suit and rank to match with other nearby cards.