



House Party

1 Player Solitaire

**Get Everyone
in for the Party!**

www.JankenDeck.com/Kings

Story:

There's a big House Party and everyone wants to get in! But it's "Invitations Only" and you can only get in if a friend on the inside invites you. Can you get everyone into the House for the party?

The Object:

Match cards in the Yard with their friends in the House to get all of the cards into the House. Cards are friends if they have any two parts in common: Number and Color, Number and Item, or Color and Item.

The Deck:

Remove the Jokers and Kingdom cards and shuffle the deck well.

The Deal:

Deal 4 cards in a row, face up. These cards represent the House and each card is in a doorway looking for friends to invite in.

Then deal the rest of the cards face down in a row below the house in 4 equal stacks. Turn the top 4 cards on the stacks face up. These are the cards hanging out in the Yard looking for a friend in the House who can get them into the party.

The Play:

If one of the four top cards in the Yard is friends with any of the four top cards in the House, move the card from the Yard on top of that card in the House. Then turn over the face down card that was beneath it. Now you have a new card in the Yard and someone new in the House to invite friends in.

If any top cards in the yard are friends, you can move one on top of the other to hang out together.

If any top cards in the house are friends, you can move one on top of the other to hang out together.

Sometimes you can move a whole stack of friends in the house one at a time to another doorway.

If you move all the cards from a stack to make an empty space in the Yard or in the House, you can move the top card from any stack into that empty space.

In general, you have 8 stacks with a face up card on each. When the top cards of any two stacks match, you can move one of those cards onto the other. Just do not move any cards from the House back into the Yard.



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The End:

Keep playing until you run out of moves.

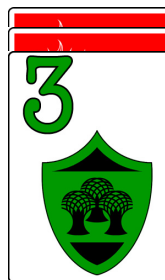
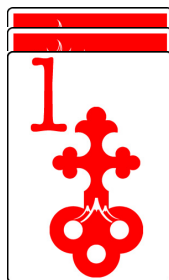
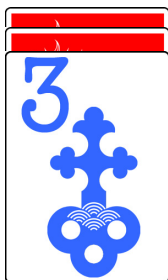
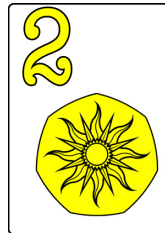
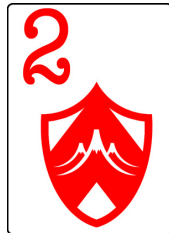
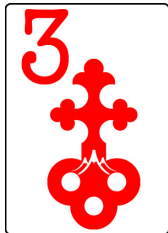
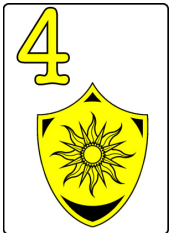
When you run out of moves, clear all of the cards out of the House and set them aside. Then move the top card of each stack from the Yard up to the House to try again. You get two extra chances after the first deal to get all the cards from the Yard into the House.

If you can not get all of the cards into the House by your third attempt, the game is over.

Count the cards remaining in the Yard at the end of the game for your score. The lower your score, the better you did!

Set up to begin House Party

House



Yard

Deal 4 cards face up for the House, then deal the rest face down into 4 stacks into the Yard. Turn the top cards in the Yard face up to begin.

In the illustration the 3 Red Keys can invite either the 3 Blue Keys or the 1 Red Key into the House. Move one of them on top of the 3 Red Keys then turn over the card that was underneath. When the 3 Red Keys is covered with a new card it can't look for friends any more, only the card on top can find new matches.

The 3 Green Axes and 3 Green Shields are also friends so you can play one on top of the other to let them hang out together and to turn over a new card.