

Unify

1 Player Solitaire

Combine all cards into one stack

Summary:

A puzzle game of strategy moving cards with Stronger suits onto cards with Weaker suits.

The Object:

Unify all 25 cards into one stack is as few moves possible.

The Deck:

Jokers are optional. If you use Jokers the Joker rules apply. (See Rule Card)

The Deal:

Deal 25 cards face up in a 5 by 5 square.

The Play:

Play by moving any card one space up, down, left or right to stack onto another card, and the card you move onto must be a weaker suit than the card you are moving. When you have a stack of 2 or more cards you can move the complete stack one space onto another card or stack as long as the top card of what is moving is a stronger suit than the top card of what you are moving onto.

You may not move a card or stack of cards more than one space.

You may not move a card or stack of cards into an empty space.

You may not combine stacks of cards if the top cards are the same suit.

If you can combine all stacks into one stack by following the rules, you win!

If you run out of moves and still have more than one stack, deal 5 more cards face down into 5 empty spaces of your choice (If you do not have 5 empty spaces, just fill the empty spaces available with new cards.) Turn those cards up and continue playing as before.

The End:

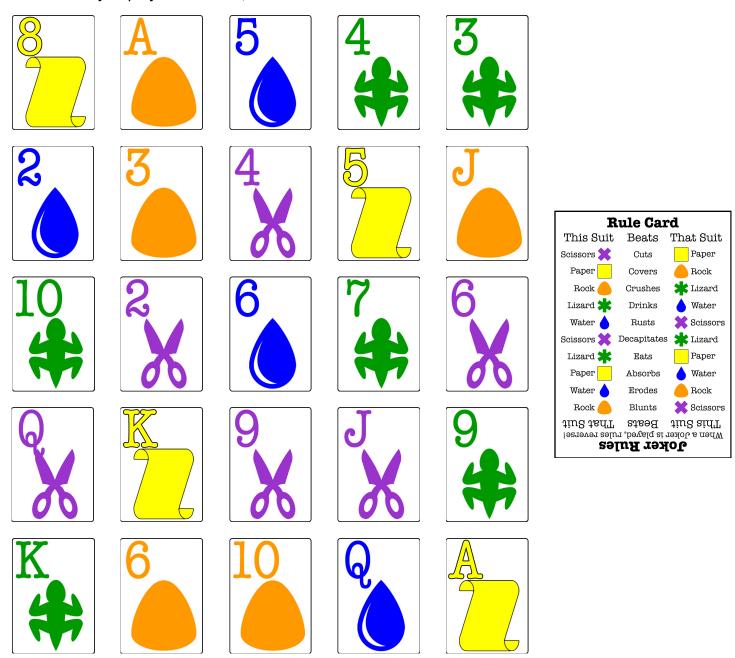
Keep dealing cards as needed until you can unify everything into one stack in as few moves as possible. You only lose if you run out of cards without combining the cards into one stack.



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A Sample Deal. Move any card with a stronger suit onto an adjacent card with a weaker suit to make a higher stack. For example the 3 of Rock could move onto the 2 or 4 of Scissors, or the 2 of Water could of onto the 3 of Rock. The Ace of Rock is Weaker than Paper and Water so it can not move. If you play with Jokers, use the Rule Card for reference if needed. Have fun!



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