



www.JankenDeck.com/Kings

Mismatch

1 Player Solitaire

**A Whack-a-Mole style
solitaire of cancelations**

Story:

Matching cards isn't always easy, but Mismatching them can be harder!

The Object:

Replace any pairs of matching cards until you are left with 8 cards with no matches.

The Deck:

Remove the Jokers and Kingdom cards and shuffle well.

The Deal:

Deal 8 cards face up in two rows of four cards across. Hold the rest of the deck in your hand.

The Play:

Look over the 8 face up cards for any matching pairs of cards. Two cards match if they have any two parts in common (Number and Color, Number and Item, or Color and Item).

When you find two cards that match, deal the top two cards from the deck face up on top of the two matching cards to cover them up.

After dealing, if there are still any pairs of matching cards or if you created a new matching pair, keep dealing from the deck two cards at a time on top of any matching pair.

Continue dealing until there are no more matching pairs visible.

The End:

When there are no matches between any pairs on top of all eight piles, you win!

Count the cards left in your hand. The more you have left, the better you did.

Sounds easy? Give it a try!



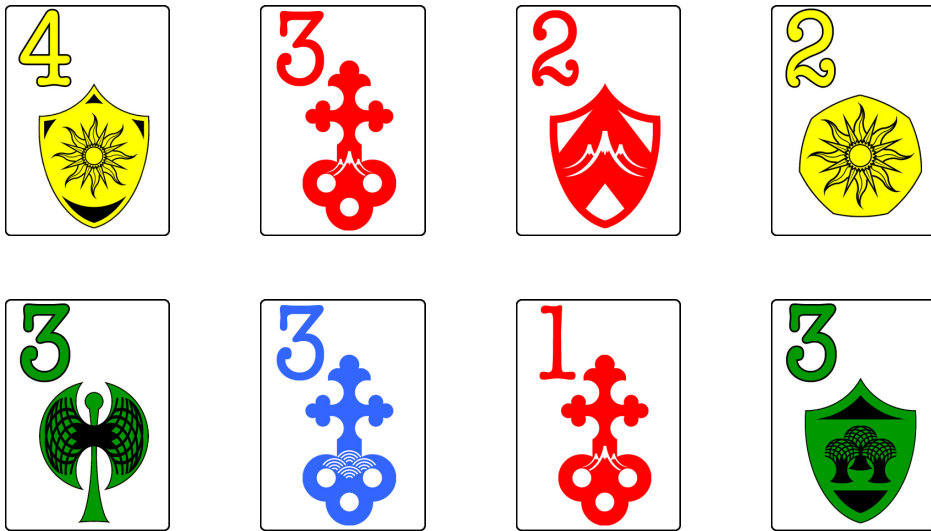
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Set up to begin Mismatch



Sample game:

After dealing, this player has different choices to start.

One match is the 3 Green Axes and 3 Green Shields (They are both 3 and Green).

The 3 Red Keys can match with the 3 Blue Keys (3 Keys) or the 1 Red Key (Red Keys). You don't need to deal new cards onto all three cards, just choose either pair.

If 8 cards seems too easy, you can try it with 9 cards too.

Did you know: You can have as many as 16 cards face up and still not have a match?
For a fun puzzle, find any 16 cards in the deck where no two cards match!