

Card Game for 2 Players

SPITE AND MALICE

Concept

A type of double-solitaire, with exceptional opportunities for decision making and treachery. Also known as *Cat and Mouse*. (A commercial version — *Skip-Bo* — was marketed in 1967.)

Objective

Play off all the cards from your stock while frustrating your opponent's efforts to do the same.

Deck

Two standard 52-card decks, with different back designs.

Rank: Ace (low), 2,3, ... 10, jack, queen (high). Kings are wild and can be substituted for any other card.

The Deal

Alternate dealers each game. Select first dealer randomly.

First, give each player a "stock" by placing half of one deck (26 cards) in front of each player with the top card facing up. Then, from the second deck, deal five cards, face down, to both players (one at a time, non-dealer first). The five cards become each player's hand. Place the remainder of the second deck (called the "source") to the side within easy reach of both players. This source is used to replenish the players' hands.

An area in the center between the two players' stocks is kept open for piles of cards that will be created as the game progresses. These piles form the foundations (or "center stacks").

In addition, an area between each player and their stock is kept open for their discard piles. A player may create no more than four discard piles. These are arranged so that all cards in them are visible (similar to the tableau in solitaire games). Only the top card of any discard pile is playable.

The Play

Non-dealer plays first.

Play consists of moving cards from the stock to the foundations. A card can only be moved onto a card of the next lower rank. Thus, aces can be moved to an empty space at any time, but deuces can only be moved when an ace is exposed in the foundation, and nines can only be moved onto eights, etc. Kings are wild and can be played as any card. Suits and color are of no consequence.

[Since there are 8 aces and 8 kings, it is theoretically possible to have as many as 12 piles in the foundation.]

When the top card on the stock cannot be moved, cards from the hand and from the discard piles may be placed onto the foundation using the same rules.

Should a player use all five cards from her hand during her turn (prior to discarding) she draws five more cards from the source pile and continues play.

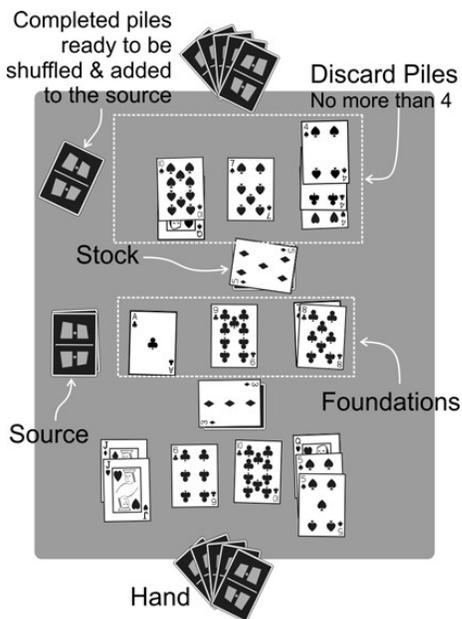
When a player can make no further moves to the foundation, she must discard from her hand to one of four discard piles immediately in front of her. A discard must consist of one or more cards of the same rank placed on one of the discard piles.

A player's discard is the signal for her opponent to begin play.

On all turns after the first, players begin by drawing from the source sufficient cards to bring the total in their hand to five. Should a player forget to do this, and make a move first, then she forfeits the right to replenish her hand until her next turn.

Whenever a foundation pile reaches the queen it is complete and should be removed from the table. As necessary, completed piles are shuffled and added to the bottom of the source pile so that players always have enough cards available to replenish their hands.

The first player to move the last card from her stock onto the foundation piles has won the game.



Scoring

Some people just count games won, others give the winner points equal to the number of cards remaining in the loser's stock, and then keep a running balance.

Strategy

- ◆ It pays to be spiteful. Do whatever you can to prevent your opponent from playing her top stock card. But always play your top card when possible.
- ◆ Always turn over the next card in your stock prior to making any other moves.
- ◆ Try not to bury cards irretrievably in your discard piles by putting high cards on top of low ones.
- ◆ Discarding more than one (such as 3 fours) as a group is generally a good idea because it gives you more cards to draw next round and thus more options.

Variations

Some play that there can be no more than three or four foundations. This reduces the element of luck by taking away the automatic playability of aces, but it requires a way to deal with the possibility of a depleted stock.

Some demand that aces (and sometimes deuces also) must be played to the center whenever possible.

Some add four jokers to the deck and make them wild instead of, or in addition to, the kings.

■

Unique Cards from Momentpoint Media



www.MomentpointMedia.com