

WILD TWIST - SOLITAIRE

1 Player

Object

Move all cards into 4 suit-specific piles in ascending order from lowest (Ace) to highest (King) by following a strict pattern of play.

Setup

- Use all 52 standard deck cards
- Use these **3 Wild Twist Cards: 1 Wild, Wild Red, Wild Black**
- Remove these **5 Wild Twist Cards: 1 Wild, Wild Heart, Wild Spade, Wild Diamond, Wild Club Cards** and set them aside. **DO NOT USE.**
- Shuffle **ALL** cards including the 3 Wild Twist cards.
- Deal out the Display: A series of 7 adjacent face-down piles from left to right as follows: 1 card, 2 cards, 3 cards, 4 cards, 5 cards, 6 cards, 7 cards
- Flip the top card of each pile face-up.
- Place the remaining cards in a deck near you FACE-DOWN.
- Draw a hand of 3 cards, keeping them in the same order and arrangement they were drawn, and flip them FACE-UP, fanning them so you can see all three (3) cards.

Wild Cards Used:



Let's Play

- Remember, the goal is to eventually create four (4) new Suit Piles ascending from lowest (Ace) to highest (King).
- In order to do that you will move cards from your Hand to either the Display or the Suit Piles and from the Display to the Suit Piles.
- Your Hand, the Display, and the Suit Piles all follow different rules and may only be played to, and from, in the following ways:

Suit Piles

- You can begin one of the four Suit Piles by moving an Ace face-up to an empty area above the display.
- You can continue a Suit Pile by moving a card to it if it matches the suit of the pile and is **EXACTLY** 1 value higher than the topmost card of the pile.
- You cannot move cards out of the Suit Piles.
- You can **NEVER** move a Wild Card into a Suit Pile.

Display

- You may move any of the topmost FACE-UP cards from the Display to start or continue a Suit Pile - following the rules for Suit Piles (above).
- You may move any of the FACE-UP cards, along with all lower valued cards chained to it, from the Display to another FACE-UP card in the Display, adhering to the following rules:
 - The card moved must be of the opposing color of the topmost card of the column being played to **AND** must be **EXACTLY** 1 value higher than it.
 - **EXAMPLE:** To move a card onto a column ending with a 5 of Hearts, you can only play a 6 of either Spades or Clubs to continue the column.
 - Offset each card moved in this way, building a column that cascades downward, keeping the Suits and Values of each FACE-UP card in the column visible.
 - If you move a FACE-UP card from a column causing a face-down card to be the topmost card, flip it FACE-UP.
 - If you move a FACE-UP card from a column causing the pile you moved it from to be empty you may:
 - Leave it empty **OR**
 - Move a FACE-UP King card from your Hand or the Display, along with all lower valued cards chained to it, to the empty space.

Display - Continued

- You can move a full Wild onto any of the topmost Display cards.
- You can move a Wild Black card onto any of the topmost Red Display cards.
- You can move a Wild Red card onto any of the topmost Black Display cards.
- Wild cards are considered to have a value equal to **EXACTLY** 1 more than the topmost card in the column it is moved to.
- Wild cards must remain where it was played until the following happens:
 - Another card has been chained atop it **AND** at some point revealed again so that it is the topmost card in its column. Once revealed, the Wild Card must immediately be removed from the game.

Hand

- You may move the topmost card from your Hand to either the Suit Piles or the Display – following the rules for each (above).
- If you are able to move all of the FACE-UP cards in your hand in this way, draw 3 new cards and repeat the process.
- If you are **NOT** able, or simply do not want, to move the topmost card in your hand, draw 3 new cards (remember to keep them in order) and place them FACE-UP atop the remaining FACE-UP cards in your hand - always keeping the top 3 cards fanned so that you can see their suits and values.

Winning / Losing:

If you cannot find a way to move any of the FACE-UP cards from your Hand or the Display, while adhering to all of the above rules, and the Suit Piles have not been completed then you lose the game - that's okay try again.

If you manage to move all of the cards into the four Suit Piles in ascending order from Ace to King you **WIN!**