

SPOOKY SOLITAIRE

In the dark hours of the night the cards for Spooky solitaire lie before you, While the shadows dance across the wall and the werewolf howls at the moon it is up to you to put the cards in the right order. A challenge you can face only if you dare....

PLAYERS
1 person

GOAL

The goal is to sort all the cards in four starting stacks sort by symbol (bat, witch's cauldron, ghost or witch hat) from Haunted House to Vampire.

PREPARATION

- Use the Halloween card game (without werewolves).
- Place seven piles of cards on the table:
- The first pile contains 1 card, the second 2 cards, and so on, until the seventh pile contains 7 cards.
- Only the top card of each pile is visible.
- Place the remaining cards as a draw pile (also called the "reserve").



MOVING CARDS

- Move cards from stacks to other stacks, as long as they are descending and differ in color (for example, a red 6 on a black 7).
- Ghost houses are the start of the starting stacks that can be placed next to the 7 rows.

USING DRAW PILES

When you run out of moves, draw a set of 3 cards from the draw pile.

SPECIAL MOVES

- A vampire can only be placed on an empty pile.
- Once you have a haunted house, you must move it to one of the starting piles.



END OF THE GAME

The game ends when you have sorted all cards into the startup piles or when no more moves are possible.



WIN OR LOSE

- You win when you have sorted all the cards in the start-up piles.
- If you cannot make any more moves and there are still cards in the stacks, you lose the game.

