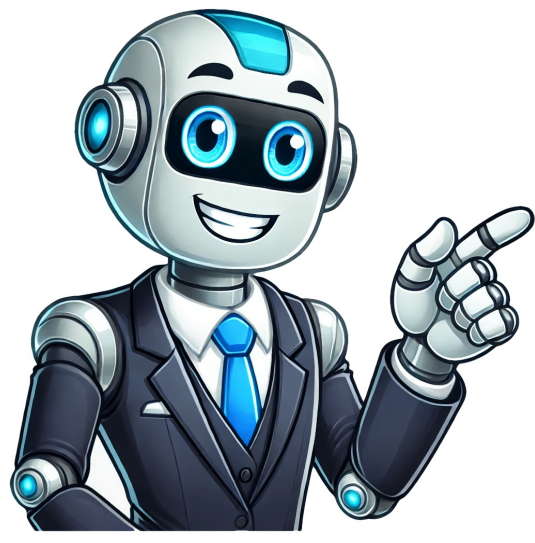


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Kings corner card game instructions

Kings in the Corner is a snappy card game that feels like everybody's playing a single solitaire game -- but there's only one winner! Here's how to play: Number of players: Two to six; four is best Object: To go out by playing off all your cards. The cards: You'll need one 52-card deck, plus a supply of pennies or chips. To play: Deal each player seven cards, then turn four cards face up to start layoff piles. (One king will go in each corner space as shown in the diagram below.) Place the remaining cards face down in the center as a draw pile. ©2006 Publications International, Ltd. The corner spaces are reserved for the four kings. Player at dealer's left goes first, and subsequent play moves clockwise. If you make no play, pay a chip into the pool. Otherwise, play any number of cards, as long as the plays are valid. At the end of your turn, whether you made any plays or not, draw a new card -- except if you go out! Card Term Glossary Here's a quick reference for some of the card language you will find in this article. Deal: The act of portioning out the cards to the players; also, the period of play in the game between one deal and the next. Draw: To take a new card or cards. Lay off: To play one or more cards according to allowable plays. For a complete listing of card terminology, click here. These moves are valid: 1. Playing a king in a corner. 2. Playing a card one rank lower and of opposite color on the top card of any pile. (In other words, these piles have alternating colors.) Ace is the lowest card. 3. Moving an entire layoff pile onto another, if the bottom card of the pile moved is one lower and of the opposite color than the card you are moving it to. This may occur during your turn or as a result of the deal. For example, in the layout shown, the first player can move the 7 onto the 8. A king dealt to the layout can be moved into the corner by the first player. 4. Playing any card onto a layoff space that has become empty during play. If you play your last card during your turn, you win. Scoring: At the end of the game, losers pay 10 chips for each king they hold, while every other card costs one chip. Winner collects all the chips. If you prefer to score on paper, omit the penalty chips paid for passes. Tips: Although you may have several plays to make on one turn, it may be wise to save some plays for a later round. First, if you save a play for a future round, it may spare you from paying a chip to the pool. Second, by holding back a card, you may prevent the next players from making plays they might otherwise make. Ae Publications International, Inc. Kings in the Corner, also known as Kings Corners, is a patience- or solitaire-style multi-player card game that combines strategy and chance, making it perfect for 2 to 4 players aged 5 and older. The goal of the game is to be the first to get rid of all your cards using a standard deck of 52 playing cards. To play the King's Corner game, you only need a French-suited deck of 52 cards, and two to four players willing to pay for the game. The playing card deck includes Kings, Queens, Jacks, numbered cards, and Aces, each type of card with a specific placement rule. The Kings can only be put in the corners of the board, while Queens and Jacks can be put in the top, bottom, left, or right parts of the board. Numbered cards can be put in any slot on the board, regardless of their markings. The placement rules allow players to draw cards from the stock and place them on the board. The game involves removing cards by selecting pairs whose ranks sum up to 10, such as an 8 and a 2, an Ace and a 9, or a 10 alone. Kings in the Corners is played with a standard 52 French-suited cards deck without using jokers. The purpose of the game is to strategically get rid of all the cards by placing them in solitaire-like layouts of eight piles, built of alternate red and black cards in descending order. Kings can only be placed in the corner positions on the board. Players take turns drawing from the stockpile and can play cards from their hands or move cards between stacks. Players aim to create valid stacks based on color and rank while continuously drawing from the stockpile. The game ends when a player discards all their cards, and that player wins the round. You'll need a standard 52-card deck To play Kings in the Corners. Kings in the Corners is a multi-player patience card game for 2-5 players. The objective is to be the first player to shed all their hand cards. The game uses a French-suited deck suitable for players aged 5 and above. To start the Kings Corner game round, give seven cards to each player, and place the remaining cards in the middle of the table as a stockpile. Then flip the top four cards over and place one on each side of the deck. The player to the left of the dealer starts by drawing a card from the stockpile. The players can take turns playing cards from their hands or moving cards from one pile to another. Valid moves include placing the next highest card of the opposite color on top of a face-up card, playing a card on a foundation pile in the cross, playing a "King in the corner," moving an entire foundation pile onto another pile, and filling a blank spot with the player's highest card. However, players can play cards in the player's hand or the top cards from one pile to another pile on the table. They may make as many valid plays as possible during their turn to get rid cards from their hand. Once no more valid moves exist, the turn passes to the next player, who repeats the same process. Players should aim to make as many valid moves as they can during their turn. If a player cannot make any moves, their turn ends, and the next player takes their turn. The game ends when one player successfully discards all their cards. That player wins the round and collects the cards left in the hands of all other players. An alternative version of the game involves players earning points for each corner they complete, with the ultimate winner being the one who has the most corners at the end. Alternatively, players can engage in multiple hands, accumulating points based on the cards remaining in their hands at the end of each round. The game may continue until a player reaches a predetermined point threshold (typically 25 or 50 points). Here's a common scoring system: Face cards are worth 2 points And Kings are worth 10 points. All the other cards are worth 1 point each. Players must agree on a target score, with 25 or 50 points being typical. If you want to play multiple rounds, the player to the right of the dealer begins the next round. Players continue to take turns playing cards, aiming to be the first to shed all their hand cards in each round. I hope these instructions make it easier for you to understand how to play Kings in the Corners! However, if you have further questions or suggestions, please comment. In Kings in the Corner, the primary rule for Kings is that they must be placed in the corners of the playing area. When a player draws a King, they can place it directly into an empty corner position. This creates the foundation for laying other cards on the board. In some variations of Kings in the Corner, chips can be used as a scoring mechanism. Players might use chips to represent points during the game. For example, at the end of each round, the chips awarded reflect the cards left in other players' hands. Points could accumulate over several rounds to determine an overall winner, with chip values indicated (e.g., one chip for each point remaining). However, the use of chips can vary, and not all versions of the game integrate them. Kings can only be placed in the corner positions on the board. Players take turns drawing from the stockpile and can play cards from their hands or move cards between stacks. Players aim to create valid stacks based on color and rank while continuously drawing from the stockpile. The game ends when a player discards all their cards, and that player wins the round. Subscribe to get the latest posts sent to your email. Card Game Last Updated: 13 Feb, 2025 Kings Corner is a fun and straightforward card game that anyone can enjoy. The game is called Kings in the Corner or King's Corner. It's played with a standard deck of cards and can be enjoyed by two or more players. The game's objective is to get rid of all your cards by playing them on a central layout on the table. The objective of the Kings Corner card game is to be the first player to get rid of all your cards. You aim to strategically place your cards onto these piles according to specific rules, aiming to empty your hands before their opponents. The game involves tactics and planning, as players must decide which cards to play and when to play them to optimize their chances of winning. Kings Corner Card is played with a standard deck of 52 cards and 2 to 6 players. The game aims to be the first player to discard all their cards. It's a game of strategy, as players must decide which cards to play to maximize their chances of winning while also blocking opponents from playing their cards. Here are some rules of the Kings Card game: You can call pass if you are unable to make any lawful plays. The round passed to the next player. You win if you are the first person to drop their final card. Others get points based on the card left in their hand. The King is worth 10 points, and the remaining cards are worth one point. After each round, the deal passes to the next player to the dealer's left. The game finishes when players achieve a predetermined limit of 25. This means the player with less than 25 becomes the winner. Kings are supposed to play immediately to start a new pile on the side of the table. The cards are played in a descending order, alternating between red and black. You can play an opposite colour card and one rank below the top of a foundation pile. You can move the entire pile onto another if the bottom card of the first pile is one rank lower and of the opposite colour than the top card. Any card can be played if any four piles are empty. To play Kings Corner, follow these simple steps: The game begins with 2 to 4 players and a standard deck of 52 cards. 7 cards are dealt to each player, and the remaining cards are placed in the centre as a draw pile. The goal is to be the first player to eliminate all your cards. To do so, players take turns in a clockwise order. On your turn, play cards from your hand onto the central layout. Cards must be played on top of the piles in descending order, alternating between red and black suits. Remember, Kings are special and can only be played in the corner piles to start new sequences. If you can't play any cards, draw from the draw pile until you can. Keep playing until one player empties their hand and wins the game. The first player to shed all their cards is declared the winner. The Kings Corner online game is played between 2 and 4 players. Because of the rules, the headcount is lower. A full deck of cards is used except for the jokers. In Kings Corner, you can make the following valid moves during their turn: Play a Card or Sequence: You can play a single card or a sequence of cards onto a foundation pile in the cross pattern. Cards must be played in descending order and alternating colours. Play a "King in the Corner": If a player has a King in their hand, they must play it to one of the accessible corners in their first round. Move an Entire Foundation Pile: You can move an entire foundation pile if it follows the descending order and alternating colours rule. This can create spaces that players can use for additional moves. Firstly, let's consider a scenario with four players participating in the King's Corner game. One of the players will take on the role of the dealer, responsible for distributing seven cards to each player. The remaining card is then placed in the centre of the table. Subsequently, a card is drawn from the deck and positioned on each of the four sides of the deck. The player seated to the dealer's left initiates the game by discarding one card from their hand onto the table and drawing one from the centre deck. For instance, if a player has a 6 of Spades in front of them and 5 of Hearts in hand, they can place the 5 of Hearts on the 6 of Spades to form a sequence. In the subsequent turn, if a player possesses a King in their hand, they may place it in one of the corner piles as per the game's rules. Players earn points based on the cards they discard to score in the Kings in the Corner card game. If a player discards a King onto the King's corner pile, they receive ten points. Additionally, one point is awarded for assembling the other cards. To summarize the steps, here is a quick guide to the Kings in the Corner card game: Shuffle a standard deck of cards and deal 7 cards to each player. Place the remaining cards face down to form a draw pile. Turn the top card of the draw pile face up and place it next to the draw pile, creating the discard pile. The game aims to be the first player to empty your hand by placing cards in the centre of the table in corner piles. Here are some variations of the King's Corner card game: As the name suggests, place a King card in one of the open corners if you have one. The same rule applies if you draw a King card from the pile. Each round is considered a full game; the first player to play all their cards wins. The rules remain the same, but once you finish your hand and win, the remaining cards in your opponent's hand are scored. The other rules remain the same; the difference comes when you draw cards. Instead of drawing at the start of your turn, you play. You must draw a card to end the turn if you run out of moves. This is a solo version of the Kings in the Corner. You shuffle the deck, lay out five face-up hands in a + pattern, and keep the remaining cards to make a draw pile. The goal is to move all the cards to the four piles, from king to Aces. To add challenge, you swap cards while forming a sequence. A black colour card follows a red colour and vice versa. King's Corner card games have various scoring and winning patterns. Here, we'll highlight a few of them. Some players must declare the number of hands before starting the game. In the end, the player with the lowest score loses. While not accepted by all players, some create a prize pool for the game. They distribute the prize money based on ranking. It's common for players to struggle with assembling cards of different colours. Kings in the Corner, also known as King's Corners, is typically played by 2 to 4 players using a standard 52-card deck. It accommodates a small group for enjoyable gameplay. The winner is the first player to lay off all their cards onto the tableau. Emptying one's hand declares victory. Kings Corner typically deals 7 cards to each player at the beginning of the game. The standard practice involves dealing with 7 cards, not 5. To win Kings Corner, be the first player to play all cards onto the tableau. The game ends when one player discards their last card, declaring them the winner. No. When you put the card on the foundation deck, it should be the same rank and reverse colour. You can play Kings Corner with a modified deck by adjusting the number of suits or ranks. You continue playing with your remaining hands. Kings in the Corner, or Kings Corners or King's Corner, is a card game people of all ages enjoy. It uses a standard deck of 52 cards and offers straightforward rules and engaging gameplay. Whether you're a seasoned card game enthusiast or new to card games, Kings in the Corner offers a fantastic way to have fun and bond with friends and family. Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Kings Corner: It's like solitaire had a baby with a deck of cards and then invited some friends over to play. This card game blends the satisfying strategy of solitaire with the cutthroat competition of a multiplayer showdown. You'll need a sharp mind and even sharper elbows to conquer the corner. So, you're ready to conquer Kings Corner but need a crash course on the rules? We've got you covered. This guide is for anyone from card game newbies to seasoned sharks looking for a refresher on how to play Kings Corner. We'll break down the rules, teach you winning strategies, and even throw in some exciting variations to spice things up. What sets this guide apart from the rest? We'll ditch the stuffy rulebook jargon and guide you with clear explanations and relatable examples, making you a Kings Corner pro in no time. Kings Corner uses a standard 52-card deck -- no jokers needed. This card game requires two to four players. To start, deal four cards face-up in a cross shape. These are the foundation piles. Each player then receives seven cards to form their starting hand. For a faster game, deal five cards instead. The goal: be the first player to empty their hand. Each turn, a player draws a card (either at the start or end of their turn, depending on the agreed-upon rules). Players build upon the foundation piles with cards in descending order (King, Queen, Jack, 10 down to Ace), alternating colors (red on black, black on red). Kings are placed in the empty corner spaces, creating new foundation piles. You can merge entire foundation piles if the top card of one pile can be legally played on another. Always move the entire pile, not just the top card. Once you've played all possible cards, your turn ends. The first player to play all their cards wins the round. For multiple rounds, choose a scoring system: Single Round: The winner of each round scores a point. The first to reach a set number of points wins the game. Point Tally: At the end of each round, players count the points for cards remaining in their hand. Kings usually carry the highest value. The player with the lowest total points after a set number of rounds wins. Ready to level up your game? These tips will take you from beginner to cunning card shark: Track the Kings: Keep a mental note of which Kings have been played. Knowing which ones are still out there can help you decide when to hold onto your own Kings or strategically block your opponents. Watch for Dead Cards: Pay attention to discarded cards. A pile of high-value cards in one suit reduces the chance of drawing a lower card in that suit. Calculate Your Odds: Before making a move, quickly assess the potential outcomes. For example, if you have a choice between playing a Queen or holding onto it to potentially create a longer sequence later, consider how many cards are left in the deck and the likelihood of drawing what you need. Don't Rush Your Kings: While it's tempting to play Kings early to create more building piles, holding onto them strategically can be a game-changer. Use them to block opponents or as leverage to clear out your hand later in the game. Build Flexible Sequences: Try to create sequences that can accommodate cards of either color. This gives you more options when drawing new cards. Prioritize Low Cards: Getting rid of low cards early (especially Aces) is crucial, as they can become difficult to play towards the end. The Hold and Block: If an opponent is close to winning, consider holding onto cards they might need, even if it means missing a turn or two. Sometimes, slowing down the game is the best way to catch up. Let's say your opponent only has a few cards left, and you notice they've been playing a lot of hearts. If you're holding onto a lower heart card they might need, consider keeping it for a turn or two. This might force them to draw more cards, giving you time to catch up. The Calculated Risk: If you have a chance to create a long sequence or merge multiple piles, weigh the risks and rewards. It might be worth using up several cards at once if it gives you a significant advantage. The Endgame Push: As the game nears its end, your strategy should shift to maximizing your plays and minimizing the cards left in your hand. Take calculated risks and prioritize getting rid of as many cards as possible, even if it means helping your opponents slightly. Think you've conquered the base game? Hold onto your crowns because Kings Corner is ripe for royal remixes. Time to ditch the same-old, same-old and inject some serious fun into your next card game night! Drawing Rules on Steroids: Instead of the standard single-card draw, try drawing two cards at the start of your turn. Talk about a game-changer! Suddenly, you're swimming in possibilities (and maybe a few extra Kings). Or, for a truly strategic showdown, go completely draw-less! Each player relies solely on their initial hand, making every decision crucial. Scoring Shenanigans: Who said points have to be boring? Instead of just counting leftover cards, spice things up with bonus points and penalties: "Going Out First" Bonus: Award a hefty 20 bonus points to the first player who triumphantly slams down their last card. Nothing like a little extra incentive to play your cards right. King of the Kings: Did you manage to play off all four Kings? Well, hail your royal highness! You've earned a 50-point bonus for that impressive feat. "Help Points" Penalty: Be careful about accidentally crowning your opponent. If you play a card that lets another player go out, you get slapped with a 10-point penalty. Ouch! Kings in the Corner: Team Edition: Two heads are better than one, right? Team up and combine your strategic genius in this cooperative twist. You can decide whether teams share a discard pile (adding a whole other layer of communication) or if each player maintains their own. Wild Kings & Jokers: Remember those mischievous Jokers we banished at the beginning? Invite them back into the game as wild cards! Jokers can spice things up, acting as any card you need. Speed Kings: Buckle up for a wild ride! In this high-octane variation, players can play their cards simultaneously. It's a race to the finish as you try to empty your hand before your opponents, creating a glorious, chaotic free-for-all. Absolutely! As long as they form a valid descending sequence and alternate colors, feel free to lay down a royal flush of cards. Sometimes the card gods just aren't in your favor. If you can't play a card, simply pass your turn. Don't worry, a new hand is just around the corner. Seven! It's like the magic number for starting a royal rumble. Each player gets seven cards to begin their card-slinging conquest. Fear not, the game marches on! Once that draw pile runs dry, you continue playing with the cards you have left. No more reinforcements, just pure, strategic warfare. Chips add a whole new layer to the game! They're used for betting and scoring, transforming a friendly match into a high-stakes battle for poker chip supremacy. If you manage to play an entire sequence from King to Ace on a foundation pile, congratulations! You've created a glorious monument to your card-playing prowess. Sadly, there's no bonus for that -- just the satisfaction of a job well done.