

>Topic<The Harp

This game is best described as Klondike with two decks. You have ten piles on the table, and of course eight foundations.

>Topic<General comments

The Harp is quite a bit easier than Klondike.

>Topic<Rules

See Klondike.

>Topic<Strategy

You have some advantage of having two of each card. Many endgame deadlocks can be solved by building on only some foundations and re-arranging the table by moving parts of piles to each other.

>Topic<Source

This game was listed in the "harps" section of one of my game books, together with Klondike.

>Topic<Related games

Klondike, Klondike (strict)