

### >Topic<King's Corner (strict)

You place cards until the table is full. Kings, queens and jacks must go in the designated spaces. When the table is full, you can remove any set of cards that add up to ten. When all twelve kings, queens and jacks are placed, you have won. You can't undo, so if an unplayable card turns up, you have lost.

### >Topic<General comments

This is the strict version of King's Corner. You can't undo much, and you can't see the next card in the hand when placing a card. This makes the game much harder than the easy King's Corner in Solitaire House.

### >Topic<Rules

The table consists of 16 spaces, 4 out of which are designated for kings, 4 for queens and 4 for jacks.

You play one card at a time from the hand. Kings, queens and jacks must be played on the designated spaces, while other cards can go anywhere.

When the table is full, the removal phase starts. Click on cards that add up to ten to remove them. When you are done removing, grab the next card from the hand.

### >Topic<Strategy

Try to keep at least one of each of the king's, queen's and jack's free as long as possible. Any card that matches one that is already on the table (like a 4 and a 6) is good to play on one of the designated positions, since you know that you can get rid of it soon.

### >Topic<Source

See King's Corner.

### >Topic<Related games

See King's Corner.