

Eagle Wings

Eagle Wings, or 13 Down, is one of those games that depend for success entirely on the order in which the cards are dealt.

How to play

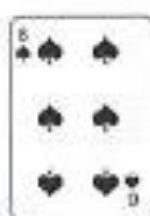
Deal 13 cards to the table face down in a pile (the heel). On each side of the heel four cards are dealt face up in a row (the wings). Above the heel a card is dealt face up as the first foundation (see illustration). As they become available, the other three cards of the same rank will be placed in the row with it.

The object of the game is to build same-suit, ascending, round-the-corner sequences on the foundation cards. The eight cards in the wings are available to be played to the foundations, and the

vacancies are filled with cards from the heel turned face up. The stock is dealt one card at a time, and any card that cannot be played to a foundation is played to a waste heap. When only one card remains in the heel, it is turned face up and may be played direct to a foundation, without first filling a vacancy in the wings. When the heel is exhausted any vacancy in the wings may be filled with a card from either the stock or the waste heap.

The stock may be dealt three times in total, but must not be shuffled between deals.

Foundation



Wing

Heel

Wing