

Block Eleven

Block Eleven, or Calling Out, will occupy a couple of minutes if you are so unlucky as to have a couple of minutes with nothing better to occupy them.

How to play

Remove the first 12 numeral cards (i.e. Ace to 10) from the pack and lay them face up on the table in three rows of four, or four rows of three: it doesn't matter which. Shuffle the rest of the cards until a picture card lies at the bottom of the pack – if you do not, the game cannot be won.

Where, added together, two cards in the layout total 11, a card is dealt on each from the stock. Once a picture card has been dealt on one of the piles, no more cards can be added to it. The game is won when all 40 cards of the stock have been dealt and the 12 numeral cards covered by picture cards. It is an inane game that requires no skill, but does have a pretty ending.

In the illustration of a game in progress (see right), four piles have so far been blocked by picture cards. Play continues by placing cards from the stock on one of the 8s and the $\spadesuit 3$, and on the $\heartsuit 9$ and $\spadesuit 2$.

