

Clock

This is a simple five-minute game that relies entirely on chance.

How to play

First, 13 piles of four cards are dealt face down one at a time: 12 in a circle to represent the numbers on a clock face and the 13th in the centre. The top card of the centre pile is turned over and placed behind the pile representing its number on the clock face (Jacks count as 11 and Queens 12). The top card of that pile is then exposed and placed in its appropriate position, and a card from

that pile exposed. When a King is exposed it is played to the centre and another card exposed from there. The object is to end with all cards exposed.

Once the fourth King is exposed, the game ends, as there is not another card in the centre to turn over. For the game to succeed, therefore, the last card exposed must be a King, so the chance of success is one in 13.

