

Devil's Grip

1 players

104 cards

Difficulty: Hard

Duration: Medium

Fill all grid positions with suited sequences built by threes.

SETUP

- 1 player with two 52-card decks (104 cards). Remove all 8 Kings.
- Deal 24 cards face-up in a 3x8 grid.
- Remaining 72 cards form the stock.

SCORING

- Win by completing all 24 suited sequences.
- No redeals of the stock.

Tip: Free up grid spaces aggressively to cycle through the stock faster.

ON YOUR TURN

- Move grid cards to matching piles (same suit, next rank by threes).
- Fill empty spaces from the stock.
- Top row builds A-4-7-10; middle 2-5-8-J; bottom 3-6-9-Q.

Devil's Grip is a two-deck solitaire card game played on a 3-by-8 grid of 24 face-up cards. Players build specific sequences on the grid positions: the top row builds sequences starting from Aces, the middle row from 2s, and the bottom row from 3s, each ascending by threes within the same suit. The game demands careful planning and offers a satisfying challenge with its unusual build pattern.

Objective

Fill all 24 grid positions with complete suited sequences: top row A-4-7-10, middle row 2-5-8-J, bottom row 3-6-9-Q, with each pile built in suit.

Setup

1. **Players:** 1 player (solitaire).
2. **Deck:** Two standard 52-card decks shuffled together (104 cards). Remove all 8 Kings before play.
3. **Grid:** Deal 24 cards face-up into a 3-row by 8-column grid.
4. **Stock:** The remaining 72 cards form the stock pile.

Gameplay

1. **Grid building:** Each position in the grid builds a sequence by suit going up in threes. Top row: A, 4, 7, 10. Middle row: 2, 5, 8, J. Bottom row: 3, 6, 9, Q.
2. **Moving cards:** If a card on the grid can be placed on another grid pile (matching the next needed rank and suit), move it there. This frees a space.
3. **Filling spaces:** Empty grid spaces are filled from the stock pile.
4. **Stock dealing:** When no grid moves are available, deal cards from the stock to fill all empty spaces. If there are no empty spaces, deal one card to each grid position.
5. **No redeals:** The stock is dealt through only once.

Scoring

1. **Win condition:** All 24 grid positions contain their complete four-card sequence (A-4-7-10, 2-5-8-J, or 3-6-9-Q) by suit.
2. **Partial scoring:** Count the number of completed piles or correctly sequenced cards.
3. **Win rate:** Devil's Grip is moderately difficult, with roughly 1 in 10 games being winnable.

Variations

- **Relaxed Devil's Grip:** Allow one redeal of the stock for a higher win rate.
- **Single-deck variant:** Use one deck (minus Kings) with a 3x4 grid for a quicker game.

Tips and Strategies

- Focus on freeing grid spaces so you can bring new cards from the stock into play.
- Prioritise building sequences in the row that has the most matching cards already available.
- Track which suits have cards in which rows; mixing suits across rows leads to dead ends.

Tips & Strategy

Create empty spaces aggressively to cycle through the stock. Pay attention to which row each rank belongs in (A-4-7-10 top, 2-5-8-J middle, 3-6-9-Q bottom). Track suit distribution across rows.

The key insight is that each rank belongs to exactly one row. Quickly moving misplaced cards to their correct row (or using them to build sequences) is the primary strategic challenge.