

Nertz

2-6 players

52 cards

Difficulty: Medium

Duration: Short

Be the first to empty your 13-card Nertz pile by playing to shared foundations.

SETUP

- Each player uses their own distinctly-backed 52-card deck.
- Deal a 13-card Nertz pile (top card face-up) and 4 tableau cards.
- Remaining cards form your personal stock (flip 3 at a time).

SCORING

- Each card played to shared foundations: +1 point.
- Each card left in your Nertz pile: -2 points.
- Sort foundation cards by deck back to tally scores.

Tip: Always prioritize playing from your Nertz pile over other sources.

ON YOUR TURN

- All players play simultaneously with no turns.
- Play Aces to shared center, then build up by suit to King.
- Build on your tableau in descending order, alternating colors.
- Shout 'Nertz!' when your Nertz pile is empty to end the round.

Nertz is an exhilarating competitive solitaire game where all players play simultaneously using their own decks. Players race to build shared foundation piles while managing their personal tableau, creating a high-energy experience unlike any other card game.

Objective

Be the first player to empty your 13-card Nertz pile. Points are scored for cards played to shared foundations, minus cards remaining in your Nertz pile.

Setup

1. **Players:** 2 to 6 players, each with their own distinctly-backed 52-card deck.
2. **Nertz Pile:** Each player deals 13 cards face-down, turning the top card face-up. This is your Nertz pile.
3. **Tableau:** Deal 4 cards face-up in a row beside your Nertz pile.
4. **Stock:** The remaining cards form your personal stock pile, dealt 3 at a time (like Klondike).
5. **Shared Foundations:** An open area in the center where all players build Ace-to-King piles.

Gameplay

1. **Simultaneous Play:** All players play at the same time — there are no turns.
2. **Foundation Building:** Play Aces to the center area, then build up by suit through King. Any player can play on any foundation pile.
3. **Tableau Building:** Build on your personal tableau in descending order, alternating colors (like solitaire).
4. **Nertz Pile:** The top card of your Nertz pile can be played to foundations, your tableau, or used to fill empty tableau spots.
5. **Stock Pile:** Flip through your stock 3 cards at a time to find playable cards.
6. **Calling Nertz:** When your Nertz pile is empty, shout 'Nertz!' to end the round.

Scoring

1. **Foundation Cards:** Each card you played to the shared foundations scores +1 point.
2. **Remaining Nertz Cards:** Each card left in your Nertz pile scores -2 points.
3. **Sorting:** After the round, sort foundation cards by deck back to tally each player's contribution.

Tips and Strategies

- Always prioritize playing cards from your Nertz pile — that is the only way to end the round.
- Play fast but accurately. Playing to the wrong foundation pile wastes time.
- Keep your tableau clear to create more options for your Nertz pile cards.

Tips & Strategy

Speed matters, but efficiency matters more. Every card played from your Nertz pile is worth 3 net points (1 gained plus 2 penalty avoided).

Tableau management is the secret weapon. A well-organized tableau gives you more places to move Nertz pile cards, while a clogged tableau stalls your progress.