

# Racing Demon

2-8 players

52 cards

Difficulty: Easy

Duration: Short

Empty your 13-card demon pile by building on shared foundation piles before anyone else.

## SETUP

- Each of 2-8 players uses their own 52-card deck with a unique back.
- Deal 13 cards face-down as your demon pile; turn the top card up.
- Deal 4 face-up work columns; remaining cards are your draw pile.

## SCORING

- Each card you contributed to shared piles earns 1 point.
- Each card left in your demon pile costs 2 points.
- First to a target score across rounds wins.

*Tip: Prioritize moves that clear demon pile cards over general foundation plays.*

## ON YOUR TURN

- Everyone plays simultaneously with no turns.
- Build shared foundations from Ace up by suit; arrange work piles descending in alternating colors.
- Play the top demon pile card whenever possible.
- Shout Stop when your demon pile is empty to end the round.

*Racing Demon, also known as Nerts, is an exhilarating real-time competitive card game where multiple players simultaneously race to play cards to shared foundation piles. It combines solitaire-style play with frantic multi-player competition.*

## Objective

Be the first player to empty your personal stockpile (the demon pile) while building up shared foundation piles in the center of the table. Points come from cards you contribute to the shared piles minus cards left in your demon pile.

## Setup

1. **Players:** 2 to 8 players, each with their own distinctively backed deck.
2. **Deck:** Each player uses a full 52-card deck with a unique card back for identification.
3. **Demon pile:** Each player deals 13 cards face-down into a personal pile, turning the top card face-up.
4. **Work piles:** Each player deals 4 face-up work columns from their remaining deck.
5. **Hand:** The remaining cards serve as your personal draw pile, flipped 3 at a time.

## Gameplay

1. **Simultaneous play:** There are no turns. Everyone plays at the same time as fast as they can.
2. **Build foundations:** When an ace appears, place it in the shared central area. Anyone can build on any foundation pile in ascending order by suit.
3. **Move on work piles:** Arrange your work columns in descending order, alternating colors, like standard solitaire.
4. **Use the demon pile:** Play the top card of your demon pile whenever possible onto your work piles or the shared foundations.
5. **Call stop:** When any player empties their demon pile, they shout 'Stop!' and the round ends.

## Scoring

- **Foundation cards:** Each card you contributed to the shared piles earns 1 point.
- **Demon penalty:** Each card remaining in your demon pile costs you 2 points.
- **Separation:** After the round, sort the shared piles by card back to count each player's contributions.
- **Game winner:** Play multiple rounds; the first player to reach a target score wins.

## Variations

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- **Nerts:** The American name for the same game, with identical rules.
- **Pounce:** Another regional name with slight scoring modifications.

## Tips and Strategies

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- Focus on emptying your demon pile above all else, as those cards carry the steepest penalty.
- Play quickly but not recklessly. Placing a wrong card on a foundation wastes time for everyone.
- Keep an eye on the shared foundations so you do not miss opportunities to play your cards before someone else fills the spot.

## Tips & Strategy

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Speed is important but not everything. Prioritize moves that clear demon pile cards, and keep your work piles organized to avoid bottlenecks.

Experienced players develop a rhythm: flip three from the hand, scan the foundations, check the demon pile, and manage work columns in a rapid cycle.