

Scorpion

1 players

52 cards

Difficulty: Hard

Duration: Medium

Build four same-suit sequences from King down to Ace.

SETUP

- Deal 49 cards in 7 columns of 7 (first 3 cards face down in columns 1-4).
- Set aside 3 cards as reserve.

SCORING

- Win by completing all four King-to-Ace same-suit sequences.

Tip: Prioritize uncovering face-down cards before building sequences.

ON YOUR TURN

- Move a face-up card (and all above it) onto a same-suit card one rank higher.
- Flip revealed face-down cards.
- Only Kings fill empty columns.
- Deal reserve cards when stuck.

Scorpion is a solitaire card game similar to Spider, where the goal is to build four complete descending sequences of the same suit from King to Ace. Unlike Spider, cards in Scorpion can be moved in groups regardless of sequence, making it a unique and challenging game. It is played with a single deck and has a reputation for being difficult but satisfying to solve.

Objective

Arrange all cards into four complete same-suit sequences from King down to Ace within the tableau columns.

Setup

- Players:** 1
- Deck:** Standard 52-card deck
- Layout:** Deal 49 cards into 7 columns of 7 cards each. In the first 4 columns, the first 3 cards are face down and the rest face up. Columns 5-7 are entirely face up. Set aside 3 remaining cards as a reserve.

Gameplay

- Move cards:** Move any face-up card onto another face-up card that is one rank higher and of the same suit. All cards on top of the moved card travel with it as a group, regardless of their sequence.
- Reveal face-down cards:** When a face-down card is exposed by removing cards above it, flip it face up.
- Empty columns:** Only a King (or a group headed by a King) may be placed in an empty column.
- Reserve cards:** When no more moves are possible, deal the 3 reserve cards face up onto the first 3 columns.
- Completed sequences:** A complete King-to-Ace same-suit sequence is removed from play or left in place as complete.

Scoring

- Win:** All four King-to-Ace same-suit sequences are completed.
- Loss:** No legal moves remain and reserve cards are exhausted.

Variations

- Wasp:** Similar to Scorpion but any card can fill an empty column, not just Kings.
- Three Blind Mice:** A Scorpion variant with a different initial layout and dealing pattern.
- Scorpion II:** All cards are dealt face up for a purely strategic game.

Tips and Strategies

- Prioritize uncovering face-down cards to reveal more options.
- Try to free Kings early to create useful empty columns.
- Focus on building same-suit sequences even if it means temporarily disrupting other columns.
- Save the reserve cards for as long as possible since they provide three new opportunities.

Tips & Strategy

Focus on revealing face-down cards as your primary goal. Move Kings to empty columns to create maneuvering space. Build same-suit sequences whenever possible and hold off on using reserve cards until stuck.

The ability to move non-sequential groups is both Scorpion's defining feature and its main strategic challenge. Use this rule to uncover hidden cards, but be aware that messy columns become harder to untangle later.