

Spite and Malice

2 players

104 cards

Difficulty: Medium

Duration: Long

Be the first to play all 26 cards from your personal stockpile onto the center piles.

SETUP

- Use two shuffled decks plus 4 jokers (108 cards total).
- Each player gets a 26-card stockpile (top card face-up).
- Each player draws 5 cards as their hand.

SCORING

- First to empty their stockpile wins.
- Completed center piles (reaching King) are reshuffled into the draw pile.

Tip: Organize your four discard piles by card value for easy access on future turns.

ON YOUR TURN

- Play cards from hand, stockpile top, or discard pile tops onto center piles.
- Center piles build in sequence from Ace through King.
- Jokers are wild and substitute for any card.
- End your turn by discarding one card to a personal discard pile.

Spite and Malice is a competitive patience game for two players, each racing to be the first to play out their personal stockpile. Using a combination of shared building piles and personal discard piles, it blends solitaire mechanics with head-to-head competition.

Objective

Be the first player to play all 26 cards from your personal stockpile onto the shared center piles.

Setup

1. **Players:** 2 players.
2. **Deck:** Two standard 52-card decks shuffled together (104 cards), plus 4 jokers as wild cards.
3. **Stockpiles:** Each player receives a personal stockpile of 26 cards, placed face-down with the top card turned face-up.
4. **Center Piles:** Up to four shared building piles in the center (start empty).
5. **Hand:** Each player draws 5 cards from the shared draw pile.
6. **Discard Piles:** Each player has up to 4 personal discard piles (start empty).

Gameplay

1. **Building Center Piles:** Center piles are built in sequence from Ace through King. Any player can add to any center pile.
2. **Playable Sources:** You may play cards from your hand, the top of your stockpile, or the top of any of your discard piles onto center piles.
3. **Discarding:** End your turn by placing one card from your hand onto one of your four discard piles.
4. **Jokers:** Jokers are wild and can substitute for any card in the sequence.
5. **Completed Piles:** When a center pile reaches King, it is shuffled back into the draw pile.
6. **Refilling Hand:** At the start of each turn, draw back up to 5 cards from the draw pile.

Winning

The first player to empty their stockpile wins, regardless of remaining hand or discard pile cards.

Tips and Strategies

- Prioritize playing from your stockpile whenever possible — that is what wins the game.
- Organize your discard piles strategically, keeping cards sorted by value for easy access later.
- Block your opponent when you can by not playing cards that would help them complete a needed sequence.

Tips & Strategy

Think of your four discard piles as a filing system. Keep them organized by card value so you can quickly find what you need on future turns.

Discard pile management is the hidden skill of this game. Poor discard organization leads to buried cards that slow your progress significantly.