

Double Agent

Objective

In *Double Agent*, the player's goal is to uncover the *agents* (Joker cards) in order to build four foundations (one for each suit) from Ace to King, placing them in the *prison*.

Layout

Shuffle a 52 card deck, keeping Jokers to the side. Pull four cards, face up, from the top of the deck, arranging them in a 2x2 grid, called the *prison*.

Place the two Jokers in the deck, and reshuffle.

Draw from the top of the deck to arrange ten tableaux of five cards each, placed in two rows of five tableaux. These rows are placed face down, fanned up (top card furthest from the player) on the top row, and fanned down (top card closest to the player) on the bottom, with the top card of each tableau face up.



The initial layout

Play

Build tableaux in rank on opposing colors, suit does not matter. The top row must build in ascending order (Ace to King), while the bottom must build in descending (King to Ace).

A tableau of cards may be moved to another tableau on the same row, but only a tableau's top card may be moved from the top row to the bottom (and vice versa).

Cards in the prison may be removed and played on other cards, and any card may be moved to the prison. The prison can house only four cards.

When a face down card is exposed, the player may choose to *uncover* (turn face up) the card, or to place another card or tableau on top of it. A face down card cannot be moved until it is turned face up.

When an agent (Joker) is uncovered, the player may place them *in command* above the prison. With an agent in command, the player may then build suits that match the agent's color from Ace to King in the prison.

As well, the agent may now be used as a substitute for any rank of card throughout the entire game, whereupon it becomes a *double agent*. This means, so long as the agent is placed on an opposing color, it can act as a rank from Ace to King on any card.



The game in play, with two agents in command over the prison

When an agent is *not* in command, foundations may not be built. Any foundations already built in the prison cannot be moved unless playing the top card.

Goal

In the end game, the player will have two agents in command over four foundations from Ace to King of each suit, placed in the prison.