

Solitaire

The rules on one page

Players

1. Double Solitaire, further down, is for 2 or more.

You need

A standard 52-card deck, without the jokers

Goal

Build all 4 suits onto the foundations, each from ace up to king

Game ends

You win when all 52 cards are on the foundations. You lose when no move is left.

Setup

1. Shuffle a standard 52-card deck with the jokers taken out. Kings are high and aces are low.
2. Deal 7 cards in a row, the first face up and the rest face down. Then deal 6 cards on piles 2 to 7, the first face up. Go on until pile 7 gets its face-up card.
3. The 7 piles now hold 1 to 7 cards, 28 in all, with only the top card of each face up. These piles are the tableau.
4. Put the other 24 cards face down above the tableau as the stock. Leave room for a face-up waste pile and for 4 foundations, one for each suit.

How to play

1. **Build down in alternating colors.** You can move a face-up card onto a tableau pile whose top card is one rank higher and the other color. A red 9 goes on a black 10, then a black 8 on the red 9. Suit does not matter on the tableau, only color.
2. **Move runs of cards.** Face-up cards in order on a pile move as one unit. You can move the whole run, or start partway down it and take every card on top. The card at the bottom of what you move must fit on the pile it joins.
3. **Turn up face-down cards.** When a pile has no face-up card left, turn its top face-down card face up. It is now in play.
4. **Fill an empty pile with a king.** When a pile is empty, only a king can go there. The king can come with the run on top of it.
5. **Build the foundations.** Move each ace to a foundation as it comes free. Build each foundation up in its own suit: the 2, then the 3, and on to the king. The top card of any tableau pile or of the waste pile can go on a foundation when it is next in line.
6. **Turn cards from the stock.** When you want more cards, turn the top 3 cards of the stock face up onto the waste pile, keeping their order. Only the top waste card can be played. Once it is played, the card under it is free.

7. Go through the stock again. When the stock is used up, turn the waste pile over to make a new stock and go on. In the most common game you can do this as often as you like.

8. Win or lose. You win when all 52 cards are on the foundations, 13 in each suit from ace to king. If no card can move and going through the stock changes nothing, the game is lost.

What can go where

Place	What you can put there
A tableau pile	A card one rank lower and the other color than its top card, or a run whose bottom card fits that way
An empty tableau pile	A king, alone or with the run on top of it
An empty foundation	An ace
A foundation with cards	The next card up in the same suit
The waste pile	Only cards turned from the stock

Scoring

Vegas scoring, in dollars or points

What happens	Score
You start a game	-50
Each card you put on a foundation	+5
10 cards on the foundations	+50, so you break even
A win: all 52 cards on the foundations	+260, so 210 ahead for that game

Points in the Windows version of Klondike

Move	Points
A card from the waste pile to the tableau	5
A card from the waste pile to a foundation	10
A card from the tableau to a foundation	10
Turning up a face-down tableau card	5
A card from a foundation back to the tableau	-15
Turning the waste over when drawing 1 card at a time	-100

You win a game when all 52 cards are on the foundations. With Vegas scoring, you aim to end ahead of what you paid in.

