

# How to Play Solitaire

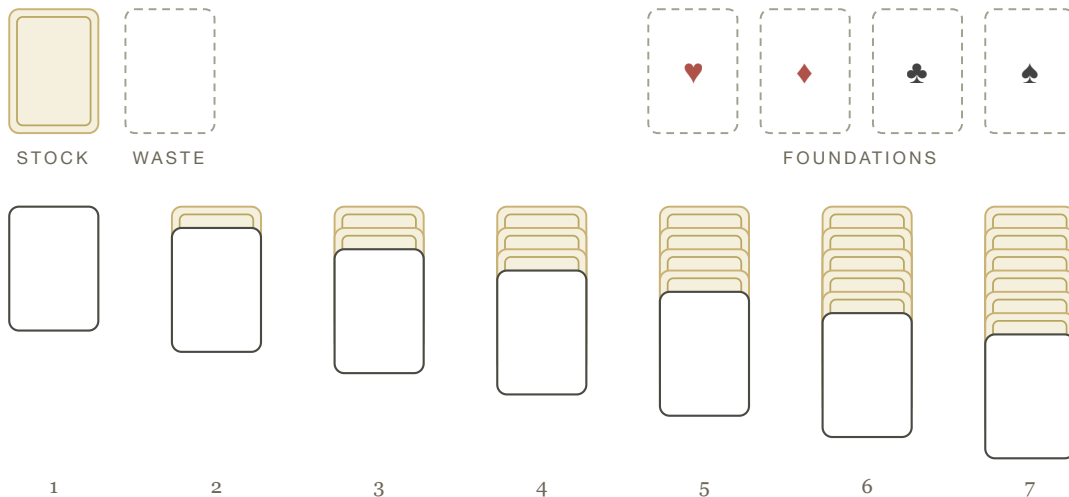
The classic Klondike game — setup, rules, and scoring on two pages.

**The goal:** move every card to the four foundations, each suit built in order from Ace to King. Build the seven tableau columns downward in alternating colors to set the hidden cards free.

## 01 Set up the deal

- 1 Shuffle a standard 52-card deck, Jokers removed.
- 2 Deal seven columns left to right: one card on the first, two on the second, up to seven on the last.
- 3 Turn only the top card of each column face up — the other 21 stay hidden.
- 4 Place the remaining 24 cards face down as the stock, with space beside it for the waste.
- 5 Leave room above for the four foundation piles.

$1+2+3+4+5+6+7 = 28$  cards on the tableau ·  $24$  in the stock ·  $52$  total, every one bound for a foundation



The opening layout. White cards are face up; cream cards are face down.

## 02 The four legal moves

### Move 1

#### Build down, alternating colors

On the tableau: one rank lower, opposite color. Face-up runs in valid sequence move together as one unit.

black 9 → red 10 ✓

### Move 2

#### Foundations build up by suit

Ace first, then 2, 3 ... King in one suit. Top tableau cards and the top waste card are both eligible.

A♥ → 2♥ → 3♥ → ...

### Move 3

#### Draw from the stock

Flip stock cards into the waste; only the top waste card is playable. An empty stock recycles the waste, order preserved.

stock → waste → play

### Move 4

#### Kings claim empty columns

A move that exposes a face-down card flips it into play. Only a King — or a run led by one — may fill an emptied column.

empty column ← K only

### 03 Draw 1 vs Draw 3

MODE	HOW IT WORKS	FEEL
Draw 1	One card per stock click; every stock card is reachable in order.	The friendlier game — start here.
Draw 3	Three cards at once; only the top of each batch is playable.	The classic hard mode — roughly triple the planning.

### 04 Scoring — Standard and Vegas

EVENT	STANDARD	VEGAS
Card moved to a foundation	+10	+\$5 per card
Waste card played to the tableau	+5	—
Face-down card flipped	+5	—
Card taken back off a foundation	-15	nothing refunded
Starting balance	0	-\$52 buy-in per deal
Passes through the stock	unlimited	one (some rooms allow three)

Vegas scoring explains the classic one-pass house rule: the casino sells you the 52-card deal and pays \$5 for every card you land. Scoring is optional bookkeeping — neither system changes a rule of play.

### 05 Seven beginner mistakes

- ✗ **Don't** promote every playable card instantly.
- ✓ **Do** let 2s and 3s keep working on the tableau a while.
- ✗ **Don't** dig into the stock before reading the board.
- ✓ **Do** find every tableau move first.
- ✗ **Don't** empty a column just because you can.
- ✓ **Do** hold it until a King is ready to move in.
- ✗ **Don't** break a working run for a single reveal.
- ✓ **Do** count what the move actually uncovers.
- ✗ **Don't** treat every reveal as equal.
- ✓ **Do** prefer flips in the tall right-hand columns.
- ✗ **Don't** declare a quiet board dead.
- ✓ **Do** walk the waste one full cycle first.
- ✗ **Don't** restart when a line fails (online).
- ✓ **Do** undo and replay from a better branch.

### 06 Terms worth knowing

**Tableau** — the seven working columns. All building happens here.

**Foundation** — a suit pile, built Ace → King. Four full piles win.

**Stock** — the face-down pile of 24 undealt cards.

**Waste** — where drawn cards wait; only its top card is playable.

**Run** — a face-up descending, color-alternating sequence that moves as one unit.

**Recycle** — the exhausted waste turned back into the stock, order preserved.