SOLITAIRE

1 PLAYER | AGES: 10+
CONTENTS : 52 cards
(4 suits of 13 cards)

OBJECTIVE

In classic "Klondike" Solitaire, the player wins if they can successfully move all four suits in their unique piles in sequential order from the ***Ace*** up to the ***King***.

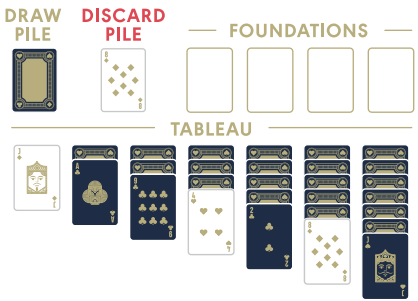
QUICK NOTES

Within each suit, the cards are ranked from lowest to highest value as follows:
A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K.

For better play within the ***Tableau***, we gave the traditionally red suits (hearts & diamonds) white backgrounds, and the dark suits (clubs & spades), dark backgrounds.

SETUP

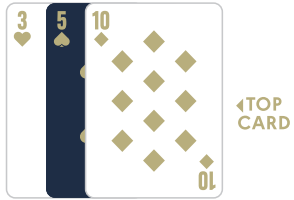
To create the ***Tableau***, shuffle the deck and deal **28** cards face-down in a row of **7** columns with the following amounts from left to right:
1 card, 2 cards, 3 cards, 4 cards, 5 cards, 6 cards, and 7 cards.



Flip the top card of each column face-up. The undealt cards will be the ***draw pile*** and placed ***face-down*** in front of the player.

HOW TO PLAY

1. The player draws 3 cards from the top of the ***draw pile*** and overlaps them on top of each other like this:



2. The ***top card*** from this group of 3 may be played onto any face-up top card within the ***Tableau*** if the card in the column is the next higher value *and* the opposite color (white or dark background). ***For example***, a white 10 may be played on a dark Jack. If a card from the drawn pile is used in this manner, the card below it becomes the top card and is now available for play.

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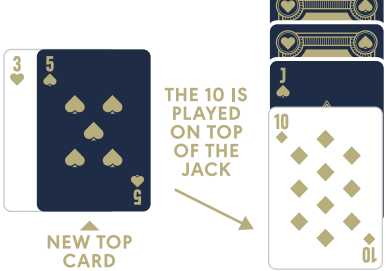


- If a top card ***cannot*** be played, then it is discarded along with the remaining drawn cards. They are placed face-up in a stack in a ***discard pile***. The player then draws 3 new cards from the ***draw pile***.

3. When the ***draw pile*** runs out of cards, simply reshuffle the cards in the ***discard pile*** and place them face-down to create a new ***draw pile*** and continue playing.

The top card in the ***discard pile*** may also be played at any time.

HOW TO PLAY

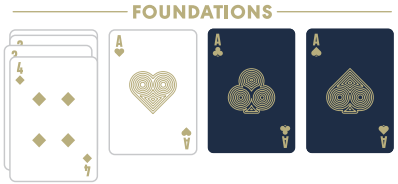
4. Face-up cards in the ***Tableau*** may be moved from one column to another column based on the highest card's value that you wish to move. Any cards below it ***must*** also move along with it as a unit.

5. Whenever there is no face-up card left in a column, the top face-down card must be flipped face-up.

6. Whenever a column becomes depleted, and all cards have been moved, there is an open column in the ***Tableau***. ***Kings*** are the only cards that can be moved to fill these open spaces.

BUILDING FOUNDATIONS

The four ***Ace*** cards will form the ***4 Foundations***. Whenever an ***Ace*** becomes available as a top card or when a face-down ***Ace*** is flipped over in a drawn pile, it must be placed above the ***Tableau*** to collect all cards of that suit.



From there, cards can be placed according to suit in sequence from ***Ace*** (low) to ***King*** (high), pulling from any available top card in the ***Tableau***, flipped over ***draw pile***, or ***discard pile***.

WINNING

If the player cannot make any plays from their draw pile or move any cards in the ***Tableau***, then the game is over.

However, if the player successfully moves all cards to each of the ***4 Foundations*** in complete sequential order, from ***Ace*** to ***King*** they win!

GAME VARIANT

For an easier game, some players prefer to draw one card at a time from the draw pile.

NOW YOU'RE READY TO PLAY!

PARTY OF ONE, YOUR TABLEAU'S READY.