

Klondike Solitaire — Rules Cheat Sheet *every rule in 10 lines*

Klondike (also called Patience) is played with a standard 52-card deck. The goal: move all 52 cards to four foundation piles in Ace-to-King order by suit.

The 10 rules you need

- 1 Use a single 52-card deck. No Jokers.
- 2 Deal 28 cards into 7 tableau columns (1, 2, 3..., 7 cards). Only the top card of each column starts face up.
- 3 The remaining 24 cards form the face-down **stock**. The **waste** slot starts empty.
- 4 Four empty **foundations** sit above the tableau — one per suit.
- 5 On the tableau, build **down** in **alternating colors**: a black 7 only lands on a red 8.
- 6 On the foundations, build **up** in the **same suit** from Ace to King.
- 7 Only a **King** (or a run starting with a King) may fill an empty tableau column.
- 8 Draw from the stock into the waste — one card at a time in Draw 1, three at a time in Draw 3 (only the top is playable).
- 9 When the stock empties, recycle the waste into it. Unlimited recycles; in scored Draw 3, each recycle costs 20 points.
- 10 You win the moment all four foundations are built from Ace through King.

Draw 1 vs Draw 3

	DRAW 1	DRAW 3
Cards per draw	1	3 (top only)
Win rate	40–45%	10–20%
Difficulty	Relaxed	Hard
Recycle cost	0 pts	–20 pts

Scoring (Standard)

ACTION	POINTS
Card to foundation	+10
Waste to tableau	+5
Flip face-down card	+5
Card off foundation	–15
Stock recycle (Draw 3)	–20

Edge cases most players miss

Move part of a run: you don't have to move a full column — any contiguous face-up sub-stack (descending rank, alternating colors) can move to a valid destination.

Back off the foundation: on StillDeck (and most modern apps), a foundation card can be returned to the tableau. Strict traditional rules do not allow this — worth knowing if you're playing with paper cards.

Solvability: about 80% of Draw 1 deals are theoretically solvable with perfect play. Realistic human win rates land at 30–40% on Draw 1, 10–20% on Draw 3. Roughly 1 in 5 deals cannot be won, no matter how you play.