**SOLITAIRE GAMES**

It is believed that solitaire games were first played in the 14th century! In the 1800’s, people started writing down rules of play, and today there are thousands of variations of solitaire games. Playing solitaire is a terrific way for a person to pass the time while alone. Games are stimulating, challenging and fun, too. Here are 25 of the more common solitaire games. A basic understanding of solitaire is helpful when playing.

**KLONDIKE**

Klondike is one of the most common solitaire games. You probably already know how to play this, but here is a quick review:

**BEFORE YOU BEGIN:**
Shuffle the cards and deal out 28 cards in 7 piles, with the number of cards per pile increasing from one to seven – from left to right. The top card of each pile is face-up, the rest facedown. The best way to deal this out is by rows. A face-up card, then 6 down at its right; a face-up card on top of the second pile, then five facedown, and so on. The remaining cards are placed facedown in a pile, as the stock pile.

**PLAYING THE GAME:**
You will be building piles of same suited cards – from ace to king. You can only move cards that are face-up on top of each pile. When you finish your deal, you should first look at the cards on the table to see if there are any available cards to move. You can either move cards to the top of the row of 7, or you can add them to build down the rows of
7, alternating colors. To move them to the top row, first there must be Aces available. If there are, move them above the row of 7, face-up. As other cards become available to add to these aces, move them up on top of the aces, face-up.

When there are no more movable cards on the table, you then turn up the cards in the stock pile, one at a time. Put unplayable cards in a single waste pile, face-up. As you go through the cards, you can always play the top card in the waste pile.

**WINNING THE GAME:**
You can only go through the stock pile of cards once. There is no redeal. An ace must be moved above the row of 7 as soon as it becomes available. With all other cards you have the choice of adding them to the aces pile or using them to build down the rows of 7.

**CANFIELD**

Canfield is played much like Klondike, except that instead of turning up one card at a time from the stock pile; you turn up every third card. All unused cards are placed in a face-up waste pile. When the stock pile is gone, the waste pile is placed facedown to become the stock pile. The game is over when you can no longer make any moves.

**DAISY PETALS**

BEFORE YOU BEGIN:
Shuffle and deal 8 cards in a facedown circle to represent the petals of a daisy.

PLAYING THE GAME:
Turn up the cards, one by one, matching them for color, red with red, black with black.

WINNING THE GAME:
If all petals can be matched, you win. Deal 8 more cards and continue.
CRISS-CROSS

BEFORE YOU BEGIN:
Shuffle and deal out 5 cards, crosswise, all face-up, as shown:

6H
4S  KD  9H
10D

PLAYING THE GAME:
The next card in the deck is then turned face-up. If it matches any of
the face-up cards in the crosswise, both cards are removed onto a
discard pile. For instance, let’s say you turned up a 9 of clubs. You
would take this 9 and the 9 of hearts on the crosswise and place them
tacedown as the discard pile. You would then turn up the next card.
Anytime you turn up a card and it does not match any cards on your
face-up crosswise, you place this card face-up on top of the center
card (in this case, the king of diamonds). Any time a card is removed
because of a match, the space in the crosswise is filled by a card from
the center pile. This frequently results in another match! If not, keep
turning over cards from the deck.

WINNING THE GAME:
Eventually, matches for all cards may be made and the crosswise will
be gone. Then you win!

Note: All matches are in pairs only, never 3-of-a-kind, as that will leave an
odd unmatchable card.
**HIDDEN CARDS**

**BEFORE YOU BEGIN:**
Shuffle and deal all the cards facedown into 13 piles of 4 cards each, across the table, from pile 1 through 13. The 13th pile is the “traveler”.

**PLAYING THE GAME:**
Turn up the top card of the traveler pile and insert it face-up underneath the pile of that number. For instance, you turn up a 6 in the traveler pile. Slip the 6 face-up beneath the 6th pile in your row of 13 piles.

Now, turn up the top card of this 6th pile and place that card face-up. For instance, this card is a jack (11). Place this card face-up under the 11th pile. Turn up the top card on this pile, and continue.

**WINNING THE GAME:**
If you are successful, you will wind up with all cards placed face-up. However, sometimes you will find you will have no cards available and you will be stuck.

**COLORS**

**BEFORE YOU BEGIN:**
Shuffle and deal the cards facedown into 2 equal piles of 26 cards each.

**PLAYING THE GAME:**
Turn up the top card from each pile. If they match color, place them aside in a special pile. If they do not match, discard them. Once you have gone through the deck completely, shuffle and deal the special pile facedown into 2 equal piles. Turn the top cards over as before, putting matching pairs in a special pile and discarding the others.

**WINNING THE GAME:**
Repeat the process. The more times you shuffle and match, the better you do at the game.
**PICK OUT THE PICTURES**

**BEFORE YOU BEGIN:**
Shuffle and deal 16 cards into 4 piles of 4 each, face-up in a row, all cards showing.

**PLAYING THE GAME:**
If any picture cards appear, they are removed from play and replaced by dealing out more cards.

Now, gather these cards together, reshuffle and deal out 4 piles of 4 each again.

Remove from play any picture cards and replace with other cards as before.

**WINNING THE GAME:**
You deal 12 cards out a total of 4 times. To win, on the 4th deal, there cannot be any picture cards.

---

**THERMOMETER**

**BEFORE YOU BEGIN:**
Shuffle and deal 7 cards facedown in a vertical row, to form a thermometer. Now turn up the 8th card in the deck and place it face-up beside the central card in the vertical row. This card represents the temperature.

**PLAYING THE GAME:**
Turn up the facedown card next to the temperature card. If it is a black card, the temperature rises. Push the temperature card up one row. If it is red, the temperature falls. Push the temperature card down one row. If the turned-up card matches the number of the temperature card, the temperature automatically rises, even if the card is red. As the temperature rises and falls, new cards from the pack are dealt face-up onto the cards of the thermometer already turned up.

**WINNING THE GAME:**
You win if your temperature card rises over the top and lose if it drops below bottom.
MIX THEM AND MATCH THEM

BEFORE YOU BEGIN:
Shuffle and deal all 52 cards in “pairs,” face-up, one card above the other.

PLAYING THE GAME:
Any pairs that match in suit or value are removed from play.
The remaining cards are gathered, shuffled and re-dealt in pairs.
Again, any matching pairs are removed.

WINNING THE GAME:
Cards are gathered, reshuffled and re-dealt until either all pairs match
or not, depending on how lucky you are!

ESMERALDA

BEFORE YOU BEGIN:
Only 26 cards are used for this game – the 13 spades and the 13
hearts. Shuffle both sets separately and place them both facedown,
side by side.

PLAYING THE GAME:
Turn up the top card from the spade deck, forming a discard pile for
spades. Suppose you turned up a 4 of spades. Now, turn up the top
card of the hearts deck, forming a discard pile for hearts. Continue
turning up cards in the heart deck onto the discard pile until you turn up
the 4 of hearts. Remove both 4’s.

Now, turn up the next card from the spade deck. Keep turning spades
up onto the spades discard pile until you turn up a card that matches
the top card of the hearts discard pile. Remove these cards and
continue, always switching decks you turn up, hoping to match the
other discard pile.

WINNING THE GAME:
After you have turned over all cards in a pile, place the discard pile
facedown and continue.
AULD LANG SYNE

BEFORE YOU BEGIN:
In this game you try to build suits, from ace to king.
Remove the 4 aces and place them face-up on the table. Shuffle the rest of the cards and deal four cards face-up beneath the 4 aces. These are your reserve piles.

PLAYING THE GAME:
If any of the cards in your reserve piles can be played onto the aces, do so. For instance, if one of the cards is a 2 of diamonds, place that 2 onto the ace of diamonds. Now, deal 4 more cards face-up onto your reserve piles and continue to play. After dealing each batch of 4, play up whatever you can onto the aces. Cards in the reserve piles become available whenever they are uncovered and are on top of the pile. Deal 4 more cards onto the reserve pile whenever you cannot make any more moves.

WINNING THE GAME:
You cannot redeal. If you are lucky you will build a lot of cards onto your aces. If you are really lucky, you will use up all the cards!

FOURTEENS

BEFORE YOU BEGIN:
Shuffle and deal 10 cards face-up in 2 horizontal rows of 5 cards each. The rest of the deck in placed facedown to form the stock pile.

PLAYING THE GAME:
In the game, only values are considered, not suits. The object of the game is to pair up cards that equal 14. Ace counts 1, Jack 11, Queen 12, King 13. Look at the cards in the 2 rows – any of the cards shown that combine as pairs to equal 14 are removed. New cards are dealt from the stock pile to fill empty spaces caused by removing pairs.

WINNING THE GAME:
Continue to remove pairs whose value equals 14. If you are lucky you will have no cards left on the table when your stock pile is depleted.
**CAN CAN**

**BEFORE YOU BEGIN:**
Shuffle and deal out all the cards as shown in the diagram below, the stars indicating facedown cards, and +’s face-up cards. Overlap the cards as you would in standard solitaire. You will note that your remaining 3 cards are placed face-up in a row at the bottom of your tableau.

```
+ ★★★★★★★★★★★★ +
+ ★★★★★★★★★★★★★★ +
+ ★★★★★★★★★★★★★★★ +
+ ★★★★★★★★★★★★★★★★ +
+ ★★★★★★★★★★★★★ +
+ ★★★★★★★★★★★★★★★ +
+ ★★★★★★★★★★★★★★★★★ +
```

**PLAYING THE GAME:**
Play is just like standard solitaire, except that you don’t have any cards to play from a deck. The 3 reserve cards are available to use as you desire. Aces are removed and used as foundations, whenever they are turned up. Cards are built on aces in ascending sequences, by suit. Cards are transferred from pile to pile to form descending sequences in alternating colors, just like standard solitaire. Once groups are formed, they must be all moved together. Only Kings can fill empty spaces.

**WINNING THE GAME:**
In some ways this seems easier than standard solitaire. When you get toward the end, however, you may find yourself stuck!
LUCKY THIRTEEN

BEFORE YOU BEGIN:
Shuffle the cards and deal them into 13 separate face-up piles. From these 13 piles you will try to build foundations, starting with aces.

PLAYING THE GAME:
If there are any aces showing you can start a foundation. Each of the 4 foundations must start with the ace and continue with the same suit, in ascending order, from ace to king. The goal is to complete all 4 foundations.

If you cannot start or add to the foundations using any of the 13 face-up cards, you can transfer the cards from one pile to another, but always in descending sequence, from king down to ace. When transferring among the 13 piles, suit does not matter. Only the top card of a pile can be transferred to another pile.

WINNING THE GAME:
The game is over when you are successful in completing the foundations, or can no longer make any moves among the 13 piles to form foundations.
POKER SOLITAIRE

BEFORE YOU BEGIN:
Shuffle and deal 25 cards in 5 rows of 5 cards each. The object is to arrange the cross rows so that each forms a poker hand, with no left-over cards.

PLAYING THE GAME:
Arrange the 25 face-up cards to form as many poker hands as you can. You can switch cards as often as you want, but you must switch only 2 at a time. The rows must contain 5 cards. The poker hands are formed across, not up and down the row.

THE POKER HANDS YOU CAN FORM ARE:
• Straight Flush – five cards of one suit in sequence – for instance, ten, nine, eight, seven and six of diamonds.
• Four of a kind – four cards of the same value, with any odd card finishing the row.
• Full house – three cards of 1 value, two of another.
• Flush – five cards of the same suit, not in sequence.
• Straight – five card in sequence, but not of one suit.

(In this game you do not use other poker hands like 3-of-a-kind or 2 pair)

WINNING THE GAME:
At first it may seem impossible to make poker hands out of the random mixture of cards you deal, but it can be done in many ways and some people are very skilled at it. Practice and see how you do!
STOREHOUSE

BEFORE YOU BEGIN:
Remove the 4 “2’s” from the deck and put them in a row, face-up. Deal out four cards below the 4 “2’s” and then place the rest of the deck facedown to the left of the cards. This is the “storehouse”:

![Deck arrangement diagram]

PLAYING THE GAME:
The object of the game is to build the top piles up from 2 through ace. Move any of the face-up cards to the top row. For instance, the 3 of diamonds above can be played on the 2 of diamonds. There are no other cards available to move. As you play you can move the top card of the storehouse onto any of the 4 cards in its row, forming a downward sequence, as in standard Solitaire. When you can move these cards up to a “2”, you move them as a unit. When a space opens up in the 4-card line-up next to the storehouse you can put the top card of the storehouse into the space to fill it.

When a card on top of the storehouse pile cannot be played, put it into a single waste pile below the other cards. When the storehouse is depleted, shuffle the waste pile and place it facedown to become the storehouse.

WINNING THE GAME:
You can shuffle and deal the waste pile twice. If you are lucky, you will get rid of all your cards!
BINGO

BEFORE YOU BEGIN:
Shuffle the cards and deal 25 of them face-up in five rows of 5 cards each. The remaining 27 cards are placed facedown in a pile.

PLAYING THE GAME:
Turn over the remaining cards, one by one, and add them to the 25 face-up cards, attempting to make rows of cards in alternate colors – top row – red, black, red, black, red; second row – black, red, black, red, black and so on.

Only one card can be placed onto a card already showing, but all cards except the last 2 in the pile must be used.

WINNING THE GAME:
It takes some planning to be successful at this game. Before you start to play, you should look at the face-up cards and decide whether it is better to start the top row as red, black, etc; or as black, red, etc.

Once you have made your choice, you cannot change!

BONGO

BEFORE YOU BEGIN:
This game is played just like Bingo, except it is more difficult because only 50 cards are used. Before you shuffle and deal, take out 1 red and 1 black card.

WINNING THE GAME:
In both Bingo and Bongo, you may reshuffle and begin again if the cards you deal face-up on the table look too difficult to arrange in alternate colors. Good luck!
BEFORE YOU BEGIN:
Shuffle the cards and deal out 12 in a circle, like the face of a clock. If any face cards are dealt, remove them and replace them with other cards from the deck. Place the face cards back into the undealt portion of the deck, which is reshuffled and placed on the side as the replenishing pile.

PLAYING THE GAME:
Cards are considered by value alone, 1 to 10, with picture cards always discarded. Play is simple:
Take any 2 cards that are on the face-up “clock”, which when added together equal 11, (such as 3 and 8, 5 and 6, ace and 10) and remove them from the “clock” Replace them with cards from the replenishing pile.
Continue to do this until there are no 2 cards on the “clock” which together equal 11.

FACE CARDS:
For an easier game, take the face cards out. For a more challenging version, keep the face cards in the replenishing pile. When they are added to the “clock” they become blockers, as they cannot help you form matches of 11.

WINNING THE GAME:
The game is over when you can no longer make pairs that equal 11. Try again, and see if you can go out!
BIG FORTY

BEFORE YOU BEGIN:
Deal 40 cards in 10 overlapping columns of 10 cards each, all face-up. The remaining 12 cards are placed facedown to form the stock pile.

PLAYING THE GAME:
You can move the bottom card of each column to another column, in descending value of the same suit (clubs go on clubs, hearts on hearts, etc). When aces are free to move, they are placed in a row above the 10 columns, and you can build on them, according to suit. (ace, 2, 3, 4, etc)

The stock pile can be used to fill any empty spaces caused by transferring groups of cards from one column to another. (For instance, you have an 8,9,10 of hearts in one column. You can move that to the open jack of hearts at the bottom of another column. The top card of the stockpile can also be used to place on any column, when the card is a descending card that matches suit (for instance, the top card of the stockpile is a 10 of hearts. You can place it on the column that shows the jack of hearts at the bottom of the column.)

The next card in the stockpile is then turned up and is available for play.
Any cards on the stockpile that cannot be played are placed in a discard pile.

WINNING THE GAME:
Once the stockpile is depleted, turn over the discard pile and use it as the stockpile. You can do this as many times as you want. Hopefully you will build a lot of cards onto the aces.
TEN – TWENTY – THIRTY

BEFORE YOU BEGIN:
Shuffle and deal cards in a row, from left to right, adding their values as you deal. Each time you place down a card, you add it to the previous card.

PLAYING THE GAME:
For instance, you deal a 5 followed by a 2. The sum is 7. The next card you deal is a 3. You can either add this to both previous cards (5+2+3 = 10) or just the previous card (2 + 3 = 5). The object is to add cards together that equal 10, 20 or 30. You can then discard all cards in the sum. In this example, you would add the 3 numbers together. Since they equal 10, you can discard them.

In this game, jacks, queens and kings have the value of 10, and aces 1.

If you deal out the following:
5, 9, 8, king, 7, jack, 2, queen, 8, 9. You could eliminate the jack, two, queen, 8, because they equal 30!

WINNING THE GAME:
Once you go through the deck once, count how many cards you discarded. Now shuffle and try again to see if you can discard more cards.

EVEN STEVEN

BEFORE YOU BEGIN:
Shuffle the deck and deal 2 cards face-up onto the table.

In this game: ace = 1, and picture cards equal their value (jack=11, queen=12, king=13).

PLAYING THE GAME:
If, when you add up the value of the 2 cards, it is an even number, then the cards are placed aside, on a waste pile. If their sum is an odd number, the cards remain on the table. Now, turn up the next card in the deck and place it next to the second face-up card. If the second and third card’s sum is even, you can remove them to the waste pile. If
the sum is odd, again, they stay on the table. As the game continues, the board is frequently cleared by cards that equal even sums. For instance, the first 2 cards you place down are a 3 of clubs and a 2 of diamonds. This equals 5, so the cards remain on the table. The next card you lay down next to the 2 is a 5 of hearts. This also stays. However, the 4th card you lay next to the 5 of hearts is an ace of clubs. Since 5+1 = 6, an even number, you take the 5 of hearts and ace of clubs and put them on the waste pile. Now place another card next to the 2 of diamonds, and so on.

**WINNING THE GAME:**
The goal of the game is to discard all cards onto the waste pile by matching even numbers.

**TRUSTY 12**

--- --- --- --- --- --- --- --- --- --- ---

**BEFORE YOU BEGIN:**
Shuffle and deal 12 cards, in 3 rows of 4 each, face-up. The remainder of the deck is to fill spaces as they occur.

**PLAYING THE GAME:**
Cards are considered according to value only, so don't worry about suits. Cards are transferred among the 12 piles to form descending sequences. Once a pile has been formed, it cannot be moved. Only single cards or the top card of a pile can be moved.

**WINNING THE GAME:**
The object of the game is to use the entire deck forming descending sequences. Every time you move a card to another pile and there is an empty space, a card may be dealt from the deck to fill it.

When it becomes impossible to continue to form descending sequences, play is blocked and the game is lost. Sometimes you can finish the deck. Even when you can't you should be able to get rid of a large part of the deck.
ASSEMBLED ACES

BEFORE YOU BEGIN:
Shuffle and deal all cards facedown into 4 piles
1 2 3 4

PLAYING THE GAME:
The last pile (number 4) is turned face-up and cards are discarded one by one until an ace appears. Now move onto the next pile (number 3) and do the same thing – turn it face-up and discard cards one by one until the ace appears. Place this pile face-up on top of the face-up pile 4. If no ace appears in the pile, the entire pile is discarded. Do the same with piles 2 and 1. Each time the pile is placed face-up on the previous pile, with the ace on top.

Now, take the single pile you have formed and turn it facedown, and deal out the cards into 3 piles. Beginning with the pile on which the deal ends, turn these 3 piles up as you did above, eliminating cards until the ace appears and placing the piles face-up on top of each other until you have 1 pile.

Turn the pile facedown and deal the cards into 2 piles and do the same. Finally a single pile is dealt and turned face-up.

WINNING THE GAME:
If the aces all come up together, you win!
DISCARD

BEFORE YOU BEGIN:
In this quick game you shuffle and deal out 4 cards face-up in a row.

PLAYING THE GAME:
If there are any cards of the same suit showing, remove the card that represents the lower value. For instance, you turn up:

6 of diamonds, 8 of hearts, 4 of spades and queen of hearts. You would discard the 8 of hearts into a discard pile. Now deal 4 more cards on top of the original 4 (or the space where the card was placed in the row). The game continues, with you removing cards that are the lowest showing in a suit. You can remove as many cards as you can in each “turn”, as long as there are cards showing that are the lowest showing in a suit. If there are 4 cards showing that are each a different suit, you are blocked. Therefore, you must deal 4 more cards onto the piles in the row.

Note: In this game, aces are considered to have the lowest value, less than 2.

WINNING THE GAME:
The goal of the game is to have a row of Kings. This is very difficult but not impossible!