

How to Play Solitaire

Set up Solitaire, learn the four legal moves, and build a winning rhythm with the same commissioned deck used on our tables.

7 tableau columns

4 foundations

A to K by suit



The goal: free every hidden card, then move all 52 cards to four foundation piles. Each suit builds upward from Ace to King.

01 Set up the deal

1

Shuffle 52 cards. Remove the Jokers.

2

Deal seven columns: one card, then two, up to seven.

3

Turn only each column's top card face up.

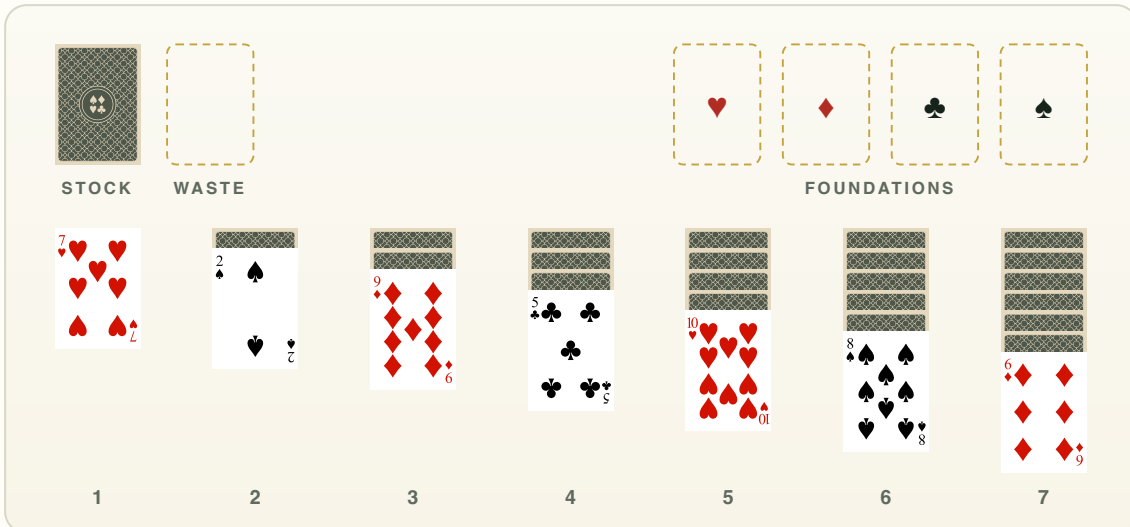
4

Place the remaining 24 cards as the stock.

5

Leave room above for four foundation piles.

28 cards in the tableau 24 cards in the stock 52 total



Commissioned face cards show the seven playable tops. Patterned cards remain hidden.

02 Read the four board zones



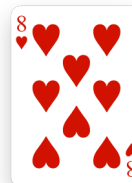
Stock

The 24 undealt cards. Tap or click to draw.



Waste

The face-up draw pile. Only its top card can move.



Tableau

Seven working columns where descending runs are built.



Foundations

Four suit piles built upward from Ace to King.

03 The four legal moves

MOVE 1

**Build down, alternate colors**

One rank lower and the opposite color. Complete face-up runs move together.

MOVE 2

**Build foundations by suit**

Start with an Ace. Add 2, 3, and so on until the King completes that suit.

MOVE 3

**Draw from stock to waste**

Only the top waste card can be played. Recycle the waste in the same order.

MOVE 4

**Kings claim empty columns**

Only a King, or a valid run led by one, may move into an empty column.

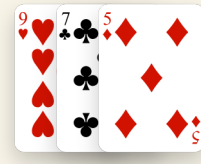
04 Choose your draw mode



DRAW 1

See every card

Turn one card at a time. Every stock card becomes reachable in order. Start here while learning.

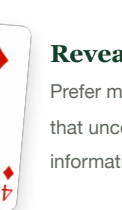


DRAW 3

Plan the packet

Three cards turn together. Only the top card is immediately playable, so stock order matters.

05 The rhythm of a strong turn

**Reveal**

Prefer moves that uncover information.

**Build**

Descend by rank and alternate colors.

**Finish**

Send safe cards up by suit.

06 Use this order when several moves are legal

1

Reveal a hidden card

New information usually matters more than rearranging cards you can already see.

2

Expose an Ace or useful 2

Start a foundation when it frees the tableau without removing a needed bridge.

3

Create a second move

Prefer a build that opens another legal placement, not a cosmetic one-step tidy.

4

Prepare an empty column

Clear space only when a King or King-led run is ready to use it immediately.

5

Read the waste order

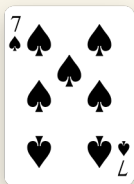
Note which cards will become reachable after the next pass before drawing again.

6

Use undo to compare

Test two plausible branches, then keep the line that reveals more information.

07 Two choices that decide many games

**Keep useful bridges**

Do not rush every low card to a foundation. A black 6 may still be needed for a red 5.

**Prefer the deeper reveal**

When two moves flip cards, favor the taller right-hand column unless another move creates more access.

08 Seven habits that save deals

Not yet: every foundation move

Keep useful low cards available as bridges.

Before drawing

Read every available tableau move first.

Empty column?

Create it only when a King is ready.

Moving a run

Count what the move reveals next.

Two possible flips

Prefer the taller right-hand column.

Quiet board

Walk the waste through one full cycle.

Online advantage

Use undo to compare branches, not to guess.

Practice the rhythmPlay a fresh deal at playsolitaire.io

09 Three practical drills

DRILL 01 · INFORMATION

Flip one card before drawing

On a fresh deal, find a legal tableau move that uncovers a face-down card before touching the stock.

DRILL 02 · MOBILITY

Build a four-card run

Create a descending, alternating-color run that can travel together as one movable unit.

DRILL 03 · PLANNING

Earn an empty column

Clear a column only after you have identified the King or King-led run that will occupy it.

10 Scoring at a glance

EVENT	STANDARD	VEGAS
Card moved to a foundation	+10	+\$5 per card
Waste card played to tableau	+5	-
Face-down card flipped	+5	-
Card returned from a foundation	-15	Nothing refunded
Starting balance	0	-\$52 buy-in
Stock passes	Unlimited	One, or three by house rule

Scoring is optional bookkeeping. It never changes which moves are legal.

Measured context: PlaySolitaire.io's published snapshot reports 31% for Solitaire Draw 1 and 33% for Draw 3. Experienced players self-select Draw 3, so the modes are not an experimental comparison.

11 Table language

Tableau - the seven working columns.

Foundation - one Ace-to-King suit pile.

Stock - the undealt face-down cards.

Waste - where drawn cards wait.

Run - a movable alternating sequence.

Recycle - return the waste to the stock.

12 Before you call the board stuck

✓ Scan all seven tableau endpoints again.

✓ Check every exposed Ace and 2.

✓ Walk the waste through one complete cycle.

✓ Test whether a foundation card can return as a bridge.

13 Reference and reuse

Keep the full guide with the game

For the interactive diagrams, measured win-rate notes, FAQ and playable boards, use the original guide:

playsolitaire.io/how-to-play-solitaire

Play a fresh Solitaire Draw 1 deal

Suggested citation

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