

## >Topic<Klondike

Build on the table in alternating colors, moving many cards at a time when needed. Try to play all cards on the foundations from ace and up.

## >Topic<General comments

Klondike is one of the most popular solitaire card games - perhaps the most widely played of them all. This is the "popular" version, where you flip three cards at a time, and may flip through the hand any number of times. In the "strict" version (also included), you flip one card at a time and may only flip through the hand once!

The "popular" Klondike game in Solitaire House is fairly easy to win. Not only can you flip through the hand several times, but you are also allowed to split piles (usually legal) and play cards from the foundations to the table (often not allowed).

In my opinion, the popularity of Klondike is well deserved. There are many times during the game when you have to take descisions that are not entirely trivial. Even though you often win it, I find it challenging and fun.

## >Topic<Rules

The table is dealt as seven piles with 7, 6, 5, 4, 3, 2 and 1 cards in each, respectively. (Whether the longest pile is to the left or right varies, but has no importance.) Only the top cards are face up. The cards below may be opened by clicking on them once the card on it is removed.

You build upwards on the foundations following suit.

You build downwards on the table in alternating colors.

Only kings may be played on empty spaces.

It is legal to play cards from the foundations to the table.

You flip through the hand three cards at a time. You may do so any number of times. (In Strict Klondike, you flip one at a time and only one time through the hand.)

You win the game by playing all cards on the foundations.

## >Topic<Strategy

The name refers to digging after gold, in other words to dig through the hidden cards. That is your main objective: to open the hidden cards.

You should usually build on both the table and the foundations when you can, but there

are occasions when you can improve your chance by not doing so.

Since you are allowed to flip through the hand as many times you please, some players take advantage of that to get almost unlimited access to the hand cards. They flip through the hand over and over, playing only one or at most two cards each time though. Whether this makes the game more or less interesting is up to you, but I doubt that you will get any top times.

>Topic<Source

I learned Klondike from my father when I was a kid, though under another name. He played the "popular" version. Every solitaire card game book describe it, and every multi-game solitaire card game on computers just have to include it. There are also single game implementations, Klondike by Mike Casteel and Trinity Solitaire by Ken Coste and Bryan Horling.

>Topic<Related games

Klondike belongs to the biggest category of solitaire card games, "building" games. It follows all the standard rules about building from aces up on foundations, building downwards on the table and flipping through the hand.

However, there are a few games in Solitaire House that are closer to Klondike than others. Klondike (strict) is of course very close. The Harp has exactly the same rules, but is played with two decks and ten piles on the table.