

# FreeCell

1 players

52 cards

Difficulty: Medium

Duration: Medium

Move all 52 cards to four foundation piles, building each from Ace to King by suit.

## SETUP

- Deal all 52 cards face-up into 8 columns (4 columns of 7, 4 columns of 6).
- Leave 4 free cells and 4 foundation slots empty.

## SCORING

- Win by completing all four foundation piles.
- Nearly 99.999% of deals are solvable.

*Tip: Keep free cells empty as long as possible; empty columns are even more valuable than free cells.*

## ON YOUR TURN

- Move the bottom card of any column to another column in descending rank, alternating color.
- Store any single card temporarily in an empty free cell.
- Build foundations up by suit from Ace to King.
- Fill empty columns with any card.

FreeCell is a strategic solitaire game where nearly every deal is solvable with correct play. All cards are visible from the start, and four free cells provide temporary storage, making it a pure puzzle of planning and sequencing.

## Objective

Move all 52 cards to four foundation piles, building each from Ace to King by suit.

## Setup

- Players:** 1 player.
- Deck:** Standard 52-card deck.
- Tableau:** Deal all 52 cards face-up into 8 columns (4 columns of 7, 4 columns of 6).
- Free Cells:** Four empty cells in the upper-left for temporary card storage.
- Foundations:** Four empty foundation slots, one per suit.

## Gameplay

- Moving Cards:** Move the bottom card of any column to another column (descending rank, alternating color), a free cell, or a foundation.
- Free Cells:** Store any single card temporarily. Only one card per cell.
- Empty Columns:** Any card can fill an empty column.
- Foundations:** Build up by suit from Ace to King.
- Supermoves:** You can move sequences of cards if enough free cells and empty columns exist to theoretically move them one at a time.

## Winning

Win by building all four foundation piles from Ace to King. Nearly 99.999% of deals are solvable.

## Tips and Strategies

- Plan several moves ahead before acting — FreeCell rewards foresight.
- Keep free cells empty as long as possible; they are your most valuable resource.
- Prioritize uncovering Aces and low cards buried deep in columns.
- Empty columns are more powerful than free cells — use them wisely.

## Tips & Strategy

Empty columns are worth more than free cells because they allow moving longer sequences. Protect your empty columns fiercely.

Think of FreeCell as a logic puzzle, not a card game. The best players plan 10-15 moves ahead, using free cells as sparingly as possible.