

Yukon Solitaire

1 players

52 cards

Difficulty: Medium

Duration: Medium

Build four foundation piles from Ace to King by suit.

SETUP

- Deal 7 columns as in Klondike, then deal remaining 24 cards face-up across columns 2-7.
- No stock pile; all 52 cards are in the tableau from the start.

SCORING

- Win by completing all four foundation piles.
- Win rate is similar to Klondike despite more freedom of movement.

Tip: Prioritize uncovering face-down cards, especially in the longest columns.

ON YOUR TURN

- Move any face-up card along with all cards on top of it, regardless of sequence.
- Place cards on columns in descending rank, alternating colors.
- Flip face-down cards when exposed.
- Build foundations up by suit from Ace.

Yukon Solitaire is a Klondike variant where all cards are dealt at the start and entire groups can be moved regardless of sequence. This creates more strategic options but requires careful planning to avoid dead ends.

Objective

Build four foundation piles from Ace to King by suit.

Setup

- Players:** 1 player.
- Deck:** Standard 52-card deck.
- Tableau:** 7 columns as in Klondike, but the remaining 24 cards are dealt face-up across columns 2-7 (4 extra face-up cards per column).
- No Stock:** All 52 cards are in the tableau from the start.

Gameplay

- Moving Groups:** Any face-up card can be moved along with all cards on top of it, regardless of whether they form a proper sequence.
- Building:** Cards are placed on tableau columns in descending rank with alternating colors.
- Revealing Cards:** When a face-down card is exposed, turn it face-up.
- Foundations:** Build up by suit from Ace.

Tips and Strategies

- The ability to move unsorted groups is powerful — use it to uncover face-down cards.
- Prioritize revealing face-down cards, especially in the longer columns.
- Empty columns are valuable but should only be used for Kings or critical moves.

Tips & Strategy

Uncovering face-down cards is always the top priority. The group-move freedom gives you tools to dig deep into columns.

Plan group moves carefully. Moving a large unsorted group can uncover needed cards but may also bury important ones elsewhere.