

FreeCell: the rules

1 player · 52 cards · almost every deal can be solved · free to print from onlinecardgames.app

Goal

- Move all 52 cards to the four foundations, one per suit, from ace up to king.

The layout

- All cards are dealt face up into 8 columns (four of 7 cards, four of 6). Above are 4 free cells, each holding one card.

Moves

- Move the top card of a column to a free cell, to a foundation, or onto a card one higher in the other color.
- Any card can go into an empty column.
- Moving a run is a shortcut for moving its cards one at a time through free cells and empty columns. The most cards you can move at once is $(\text{empty free cells} + 1) \times 2$ for each empty column; an empty column you move into doesn't count.

Deal numbers

- Deals are numbered from 1 to 32,000 with the classic numbering, so you can replay a deal or compare with a friend. Only deal 11,982 has no solution.

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