

PRINTABLE GAME KIT

# SOLO CARD GAMES



Five real card games you can play on your own with **one standard 52-card deck** — Clock, Golf, Pyramid, Accordion and FreeCell. One page of rules each, every layout drawn out, and a score sheet.

5 games

One deck

Setup diagrams

Score sheet



ONE PLAYER • ONE DECK

# 1 CLOCK SOLITAIRE

PLAYERS

1

DECK

52 cards

TIME

~5 min

SKILL

None

WIN RATE

~1 in 13

## THE SETUP

- Shuffle, then deal the **whole deck face down into 13 piles of four cards**.
- Twelve piles go in a circle, laid out like the numbers on a clock face. The thirteenth pile goes in the middle.
- Deal by going **around the circle four times**, one card at a time — it is much harder to miscount than four cards onto each pile in turn, and a pile with five cards in it is a game you can never win.

## HOW YOU PLAY

- Turn over the top card of the middle pile.
- Slide it **face up underneath the pile that matches its number**. An eight goes under the eight o'clock pile. Ace = 1, Jack = 11, Queen = 12.
- Take the top face-down card off the pile you just fed, turn it over, and send that one to its own position. Keep following the chain.
- **Kings go back to the middle.**

## WINNING

- You win when all thirteen piles are face up.
- You lose the instant the **fourth King** turns up while any card is still face down — a King sends you to the middle, and the middle has nothing left to give.

## TIPS & STRATEGY

- There is no strategy, because there are no decisions. Every move is forced.
- Deal it neatly. The only way to ruin a game of Clock is a miscounted pile.

**The honest verdict:** a great way to kill five minutes and a terrible way to feel clever.

ONE PLAYER • ONE DECK

## 2 GOLF SOLITAIRE

PLAYERS

1

DECK

52 cards

TIME

~3 min

SKILL

Some

SCORING

Cards left

### THE SETUP

- Deal **seven columns of five cards, all face up**, each card overlapping the one above it so you can read every card on the table. That is 35 cards.
- Overlap them properly — about a third of each card showing. Squared-up columns hide 28 of your 35 cards.
- The remaining 17 cards are the **stock**, face down to one side. Turn the top one over next to it: that card is your **foundation**.

### HOW YOU PLAY

- Take the **bottom card of any column** and play it onto the foundation if it is one rank higher or one rank lower than the card showing there.
- **Suit does not matter.** A nine onto a ten, a ten onto a nine, either direction, chained as long as the table allows.
- Out of legal moves? Flip the next card off the stock — that becomes the new foundation.
- **Kings are the stopper.** Nothing goes on a King, and an Ace does not wrap back around to one.

### WINNING

- The game ends when the stock is empty.
- Your score is the **number of cards still stuck on the table**. Lower is better. Zero is a hole in one.

### TIPS & STRATEGY

- Dig out the columns that are **blocking** you, not the ones that are easy.
- A column you clear completely is gone forever, and every card you free from underneath is another link in the next chain.

**The honest verdict:** the best three minutes in this kit, and the only one with a real scorecard.

ONE PLAYER • ONE DECK

# 3 PYRAMID SOLITAIRE

PLAYERS

1

DECK

52 cards

TIME

~8 min

SKILL

Real

THE NUMBER

13

## THE SETUP

- Deal **28 cards face up in a pyramid**: one on top, then rows of 2, 3, 4, 5, 6 and 7 along the bottom.
- Every card overlaps the two beneath it, so at the start **only the bottom row is free**. Sloppy overlap frees a card that is not actually free.
- The remaining 24 cards are the stock, face down beside the pyramid.
- Card values: **Ace = 1, Jack = 11, Queen = 12, King = 13**, everything else face value.

## HOW YOU PLAY

- Remove **pairs of exposed cards that add up to 13**. Queen + Ace. Nine + four. Seven + six.
- A **King is 13 on its own**, so a King always comes off alone.
- A card is only available if nothing at all is covering it — you always work upward from the bottom row.
- Stuck? Flip one card from the stock into a waste pile. The top waste card pairs with any exposed pyramid card, or with the very next card you flip.
- Most players allow themselves **three passes** through the stock. One pass is the hard version.

## WINNING

- You win by clearing all 28 cards off the pyramid.
- The stock does **not** have to be empty.

## TIPS & STRATEGY

- Before you take a pair, check **what it uncovers**. A pair that frees two new cards beats a pair that frees none, even when both are legal.
- Track your Kings. A King buried under three rows is how a winnable Pyramid dies.

**The honest verdict:** the one that rewards looking one move further up than you want to.

ONE PLAYER • ONE DECK

# 4 ACCORDION

PLAYERS

1

DECK

52 cards

TIME

~10 min

SKILL

High

WIN RATE

Brutal

## THE SETUP

- There is no layout to memorise. Deal cards **one at a time, face up, in a single long row**, left to right.
- A row of 52 cards fits on no table, so wrap it round onto a second and third line and keep reading it as **one continuous row**.
- No piles, no foundations, nothing set aside.

## HOW YOU PLAY

- A pile may move onto the pile **immediately to its left**, or onto the pile **three to its left**.
- It may only move if the top cards **match in suit, or match in rank**.
- When a pile moves, the whole pile goes with it and lands on top. Everything to the right slides over to close the gap — which is where the name comes from.
- Deal one card at a time and **take every move you want before dealing the next**. Lay the whole deck out first and most of the game is already gone.

## WINNING

- You win by finishing with the **whole deck in one single pile**.
- That is the shortest goal in card games and one of the hardest to reach.

## TIPS & STRATEGY

- Prefer the **suit match**. Be very suspicious of a three-step jump that only matches rank — it strands cards twenty moves later.
- Unlike Clock, you lose Accordion to your own decisions. That is the appeal.

**The honest verdict:** strong players still lose the overwhelming majority of hands. Expect to lose.

ONE PLAYER • ONE DECK

# 5 FREECELL

## PLAYERS

1

## DECK

52 cards

## TIME

~15 min

## SKILL

All skill

## SOLVABLE

31,999 / 32,000

## THE SETUP

- Deal every card **face up into eight columns**: four columns of seven, four columns of six. Nothing is hidden, ever.
- Deal **across, not down** — left to right over all eight piles, one card each. It is faster, harder to miscount, and gives you the 4×7 / 4×6 split for free.
- Above the columns keep **four empty free cells** and **four empty foundations**, one per suit.

## HOW YOU PLAY

- **Move 1**: the bottom card of a column into an empty free cell.
- **Move 2**: the bottom card of a column onto the bottom card of another column, if it is one rank lower and the opposite colour — a red six onto a black seven.
- **Move 3**: a card up to its foundation, starting with the Aces and building up in suit.
- You move one card at a time. In practice you can shuttle a run of **(free cells + 1)** cards; an empty column doubles that number.

## WINNING

- You win when all four foundations run Ace up to King.
- Of the 32,000 numbered deals in the original computer version, **all but one are solvable** — only game #11982 has ever been proven impossible.

## TIPS & STRATEGY

- **Keep your free cells empty.** A card parked in a cell is a card doing nothing, and four full cells is a lost game you have not noticed yet.
- **Open a whole column early**, even at a cost. An empty column is worth more than an empty cell.

**The honest verdict:** if you lose FreeCell, that is on you — and that is exactly the point.

DEAL IT LIKE THIS

# THE FIVE SETUPS

Every layout in the kit, drawn to the same scale. Shaded cards are face down.

CLOCK

13 piles of 4, face down

PYRAMID

28 cards in 7 rows + 24 in the stock

FREECELL

4 free cells • 4 foundations • 8 columns

GOLF

7 columns of 5, face up + 17 in the stock

ACCORDION

one row, wrapped — read it as a single line

Before every game

52 cards exactly — the jokers come out. Shuffle seven times, not three: most of these games are decided at the shuffle.

## TRACK YOUR BEST ROUNDS

# SCORE SHEET

Golf scores the cards you could not clear (lower is better). Everything else is won or lost — write the number of piles, pairs or foundations you finished with.

CLOCK

BEST RESULT

GAMES WON

## GOLF

BEST RESULT

GAMES WON

## PYRAMID

BEST RESULT

GAMES WON

## ACCORDION

BEST RESULT

GAMES WON

FREECELL

BEST RESULT

GAMES WON

**Par for the course:** Clock wins about 1 game in 13 — that is the game, not you. Golf under 5 cards left is a good round. Accordion finishing under 10 piles is genuinely good play. FreeCell should be winnable almost every single time, so a loss there is worth writing a note about.

## WHICH ONE SHOULD YOU PLAY

## PICK A GAME

All five need the same thing: one standard 52-card deck and a flat surface.

| GAME      | TIME    | SKILL     | PLAY IT WHEN               | WINNABLE            |
|-----------|---------|-----------|----------------------------|---------------------|
| Clock     | ~5 min  | None      | No decisions at all        | ~1 in 13            |
| Golf      | ~3 min  | Some      | You have three minutes     | Score, not win/lose |
| Pyramid   | ~8 min  | Real      | You want to think a little | Often               |
| Accordion | ~10 min | High      | You want to lose           | Rarely              |
| FreeCell  | ~15 min | All skill | You want to earn a win     | Almost always       |

## THE NUMBERS WORTH REMEMBERING

- **13** — Clock has 13 piles, and Pyramid removes pairs that total 13.
- **±1** — Golf plays one rank up or one rank down, suit ignored.
- **1 or 3 left** — Accordion's only two moves, on a suit or rank match.
- **Free cells + 1** — how many cards FreeCell lets you move as a run. An empty column doubles it.
- **31,999 of 32,000** — FreeCell deals that are solvable. Only #11982 is not.

**If you only learn two:** learn Clock tonight, because it takes ninety seconds, and learn FreeCell this week, because it is the only one on this list where the result is entirely down to you.

KEEP THE PARTY GOING

# MORE FROM BAR GAMES 101

Printable party, card & drinking games — singles, kits, bundles, and the full Mega Bundle. Grab more at **[bargames101.tv/shop](https://bargames101.tv/shop)**.

● DOOM CARDS

● WOULD YOU RATHER

● SPICY TRIVIA

● DRINKING BINGO

● DRUNK DICE

● PONG ROULETTE

● SPIN THE BOTTLE

● LAUGH LINE

● CRIBBAGE KIT

● TRUTH OR DRINK

● MOST LIKELY TO

● PARTY DEBATE

● BEER OLYMPICS KIT

● THUNDERSTRUCK

● FREEZE CUP

● TRY TAPS

● BACHELORETTE PACK

## GET THE ULTIMATE MEGA BUNDLE

All 17 games, one download — **\$24.99**, about half off buying single.



**SHOP NOW**  
[bargames101.tv/shop](https://bargames101.tv/shop)