

Grandfather's Patience Help Index

[How to play](#)
[Rules and Scoring](#)

How to play

To start a new game: From the Game menu, choose New.

To restart the current game: From the Game menu, choose Restart.

To save a game: From the Game menu, choose Save, then enter the file name and click the OK button to save the current game to the file.

To recall a game: From the Game menu, choose Load, then enter the file name and click the OK button to recall a saved game.

To reverse (undo) a move: From the Game menu, choose Undo. Undo can be performed repeatedly.

To reverse the last Undo: From the Game menu, choose reDo.

To move a card: Move the mouse cursor to the card. Press and hold the left mouse button to drag the card to the desired location, then release the left button.

To auto move a card: Move the mouse cursor to the card and click the left button once. This will cause the program to move the card for you automatically.

To deal from the stockpile: Move the mouse cursor to the stockpile and click the left mouse button.

To end the game: From the Game menu, choose Exit.

Rules and Scoring

The Object of the Game: To build four same-suit ascending sequences and four same-suit descending sequences to eight foundations.

The Opening Deal: Shuffle two packs of cards together and deal twenty cards singly to form the tableau. Keep the remaining eighty-four cards faced down as the stockpile.

The Play: Aces and Kings from each suit may be moved to empty foundations, and other cards can be moved to foundations to form same-suit sequences, either in ascending or in descending order. For each suit, there must be one foundation pile that built in ascending order from Ace to King and the other one built in descending order from King to Ace. Deal cards from the stockpile one by one. For each card just turned out, you can either build it to a foundation to form sequence, or put it on top of one of the twenty piles on the tableau, or leave it on top of the wastepile. Each of the twenty positions in the tableau can hold two cards only. You may move the top of the wastepile to the foundations or to the tableau at any time. You may also move a card from the top of a pile in the tableau to the foundations, but not to another pile in the tableau. You win when all the cards are built into same-suit sequences.

Scoring: You get one point for each card made to the foundations. Scoring will be discontinued once you choose to undo, restart, or load from a saved game, until the beginning of a new game.

A pile of cards left in hand after the opening layout has been dealt.

An arrangement of cards in the layout.

a sequence that the latter is one rank lower than the former. For example, Q to K, or A to 2.

a sequence that the latter is one rank higher than the former. For example, K to Q, or 2 to A.