Golf Solitaire Help Index

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 to the foundation: Move the mouse cursor to the card and click the left mouse button.

To turn out a card 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 all the cards into one single pile to the foundation.

The Opening Deal: Shuffle one pack of cards.   Deal seven cards faced up in a row, and repeat four more times to have five rows of seven, with each row overlapping but exposing the previous row.   Deal one more card out as the foundation.   Keep the other sixteen cards faced down as the <u>stockpile</u>.

The Play: Any card on top of each pile can be moved to the foundation if it is one rank higher or one rank lower than the card on the foundation, regardless of suit.   When stuck, the cards from the stockpile can be turned out to the foundation to continue.   You win by successfully stacking all the cards onto the foundation.

Scoring: You get one point for each card moved from the tableau to the foundation, and lose two points for each card moved from the stockpile.   You get fifty bonus points when win.   Scoring will be discontinued once you 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.