[Object of the game](#Цель)

[Move all the cards to the foundations](#Отходы).

Rules

Set-Up: At the start of the game an Ace and a King of each [suit](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm) are placed in two [columns](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm) to become the [foundations](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm).

[Foundations](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm) (Eight [piles](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm) starting with four Aces and four Kings)

* "Ace" [foundations](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm): Build [up](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm) in [suit](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm) from Ace to King. For example, a 2 ♥ can only be played on an Ace ♥.
* "King" [foundations](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm): Build [down](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm) in [suit](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm) from King to Ace. For example, a Queen ♠ can only be played on a King ♠.
* [Reversal](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm). When the top cards of two [foundations](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm) of the same [suit](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm) are in [sequence](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm), one or more cards from one [pile](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm) may be transferred to the other, except for the Ace or King at the bottom.

[Reserve](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm) (Nine cards in three [rows](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm) of three)

* [These](#Разр) cards are available for play to the [foundations](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm).
* Each [pile](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm) can contain only one card.
* [Spaces](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm) are automatically filled from the [waste](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm), or, if empty, from the [stock](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm).

[Stock](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm)

* Turn up one card at a time, from the [stock](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm) to the [waste](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm), by clicking.
* One [redeal](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm) is permitted (two deals in all).

[Waste](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm) (One [pile](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm))

* The top card is always available for play to the [foundations](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm).

Цель игры:

Переместить все карты по основаниям.

Правила:

Начало: В начале игры Туз и Король каждой масти располагаются в две колонки, чтобы стать основаниями.

[Основания](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm) (Восемь колод, которые начинаются с четырех Тузов и четырех Королей):

* Основание "Туз": Строится от Туза до Короля, соответствующей масти. Например, 2 ♥ можно положить только на Туза ♥.
* Основание "Король": Строится от Короля до Туза, соответствующей масти. Например, Королеву ♠ можно положить только на Короля ♠.
* [Перестановка](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm). Когда верхние карты двух оснований одной масти в последовательности, одну или несколько карт можно переместить из одного основания в другое, кроме Туза и Короля на дне основания.

[Запас](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm) (Девять карт, расположенных в три строки по 3 карты):

* Эти карты доступны для игры с основаниями
* Каждая стопка может содержать только одну карту
* [Пустые места автоматические заполняются из отходов или, если они пусты, из](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm) колоды

[Колода](mk:@MSITStore:C:\Program%20Files%20(x86)\SolSuite\solsuite.chm::/html_files/games/P/Patriarchs.htm):

* Переместите одну карту из колоды в отходы, кликнув на нее
* Разрешается одна пересдача (всего две сдачи).

[Отходы](mk:@MSITStore:C:\\Program%20Files%20(x86)\\SolSuite\\solsuite.chm::/html_files/games/P/Patriarchs.htm) (Одна стопка):

* Верхняя карта всегда доступны для игры с основаниями.