

Aces Up Help Index

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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.

For different variations: From the Game menu, choose Variations, then select the desired variation.

To eliminate a card from the tableau: Move the mouse cursor to the card and click the left button.

To eliminate a pair of cards from the tableau: Move the mouse cursor to the first card and click the left mouse button, this should highlight the first card in its reverse image. Move the cursor to the second card and click the left button again to eliminate both cards from the tableau, or to click on the first card again to deselect the first card.

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

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

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

Rules and Scoring

The Object of the Game: To eliminate all cards.

The Opening Deal: Shuffle one pack of cards and deal four cards in a row. Keep the remaining forty-eight cards faced down as the stockpile.

The Play: If two or more cards on the top row are of the same suit, leave the highest rank one in place (Aces are higher than Kings, then Queens, and so on ...) and discard the others. If two cards form a pair, discard both. If a card can be discarded for both reasons (same suit but lower in rank to one card, and same rank to the other card), the pair rule must be applied. Keep discarding until there are no more moves, then deal the next four on top of the existing piles and keep on playing. A space left on the tableau can be filled, if desired, by moving any card from the top of another pile. You win by either having all the cards removed or having all but four Aces removed, depends on the game options.

Variations: In *Aces Up*, Aces are not removed as pairs during the play. You win when the tableau ends up with four Aces. In *Idiot's Delight*, Aces are removed by pair. In *Firing Squad*, pairs are not allowed to be removed.

Scoring: You gain one point for each card removed singly, or each pair of cards removed. You get fifty bonus points when you win. You are charged four points for each additional dealing from the stockpile. Scoring will be discontinued once you choose to undo, restart, or load from a saved game, until the beginning of the next new game.

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

An arrangement of cards in the layout.