Busy Aces 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.

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

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 make the move for you automatically.

To turn over a card from the stockpile: Move the mouse cursor to the stockpile and click the left mouse button.

To redeal: Click on the empty stockpile to redeal from the stockpile (when option allows).

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

Rules and Scoring

The Object of the Game: To build eight complete same-suit <u>ascending sequences</u>.

The Opening Deal: Shuffle two packs of cards together.   Deal twelve cards in a row singly. Keep the other ninety-two cards faced down as the <u>stockpile</u>.

The Play: Any card on top of the twelve piles in the <u>tableau</u> can be played, one at a time. An Ace can be moved to an empty foundation, and any other card can be moved onto a foundation to form a same-suit ascending sequence.   Any movable card can also be moved to the twelve piles in the tableau to form same-suit <u>descending sequences</u>.   The stockpile can be turned out one by one to a wastepile, and the top card of the wastepile can also be played.   A space on the tableau can only be filled by the card from the top of the wastepile. There is no redeal from the wastepile.   You win when all eight foundations come out in complete suit sequences.

Variations: One option allows you to move cards from the foundations back to the tableau.   Another option allows redeal once.

Scoring: You lose 1 point for each card turned out form the stockpile, and gain 2 points for each card moved to the foundations.   You are charged 10 points to redeal from the wastepile (when the game option allows).   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.

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.