

## **Take Eleven Help Index**

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## How to play

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

## Rules and Scoring

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**The Object of the Game:** To eliminate all cards.

**The Opening Deal:** Remove all the face cards from one pack of cards and use only A, 2, 3, ..., 9 from each suit to play. Shuffle and deal nine cards singly faced up in the tableau. Keep the remaining thirty-one cards faced down as the stockpile.

**The Play:** Eliminate any two cards that add up to eleven. Fill the spaces with the cards from the stockpile. You win when all the cards are removed.

**Variations:** One variation of the game is to eliminate two cards of the same rank. In this case, the whole pack is used for playing.

**Scoring:** It costs you five points to start each new game. During the play, You gain two points for each pair removed, and lose four points for each refilling from the stockpile. You get twenty bonus points if you win. 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.