

Jonathan
Middleton's

Aces VERSUS ACES™



2–4 players, require these items:

- A traditional 52–card deck
- 20 pennies, 1 nickel, 1 dime and 1 quarter
- Keep score with a paper and pencil
- First player to 50 points wins (this score may vary to change game length)

Shuffle cards between rounds. To begin, deal 4 cards to each player. The remaining cards are the draw deck.

Every player plays a card face-up at the same time. Card values for a hand are Ace high, descending to King, Queen, Jack, 10 to 2.

After each hand, each player takes a card from the draw deck. An undesirable card may also be discarded and replaced with a drawn card.

If a face card (King, Queen or Jack) is played and beat by a higher face card or an Ace, the player or players lose a command marker (1 penny). A player is forced from the game by losing their command markers (5 pennies).

If the high cards in a hand are the same value, the whole hand is put in the discard pile, without loss of a command marker (penny).

Players keep the Aces and the cards they beat, taking the appropriate Ace marker:

- First (nickel)
- Second (dime)
- Third (quarter)

If multiple Aces are played at the same time, the hand is discarded with the appropriate marker coins, for no score.

A round ends when the third Ace is played, even if cards remain in the draw deck or are held by players.

A player holding the fourth Ace at the end of a round loses 5 points.

End-of-round scoring is based on the cards won and held at the end of a round:

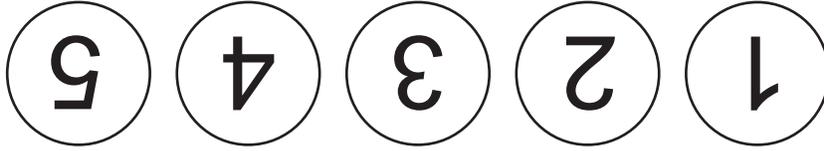
- Each numbered card is 1 point
- Each face card is 2 points
- First Ace is 3 points (nickel)
- Second Ace is 5 points (dime)
- Third Ace is 8 points (quarter)

The Ace marking coins are returned to the center after end-of-round scoring. A play mat is included with these rules.

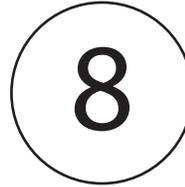
A variant on the classic card game War by Jonathan Middleton

February 13, 2015 CUDO Plays 2

sponsored by the Champaign-Urbana Design Organization, Champaign, Illinois



Draw



Discard

