

# Aces Up

1 players

52 cards

Difficulty: Easy

Duration: Short

## Remove all cards except the four Aces.

### SETUP

- Deal 4 cards face-up in a row.
- Remaining 48 cards form the stock.

### SCORING

- Win by ending with only the four Aces remaining.
- Win rate is about 5-10% despite simple rules.

*Tip: Move Aces to empty columns to protect them and create space for same-suit comparisons.*

### ON YOUR TURN

- Remove any face-up card if a higher card of the same suit is also face-up (Aces are highest).
- Move any face-up card to an empty column.
- Deal 4 new cards (one per pile) from the stock when no moves remain.

*Aces Up is a simple solitaire game where you eliminate cards from four piles whenever a lower card of the same suit exists beneath a higher one. The goal is to end with only the four Aces remaining.*

## Objective

Remove all cards except the four Aces by discarding lower-ranked cards when a higher card of the same suit is visible.

## Setup

1. **Players:** 1 player.
2. **Deck:** Standard 52-card deck.
3. **Layout:** Deal 4 cards face-up in a row.
4. **Stock:** Remaining 48 cards in a draw pile.

## Gameplay

1. **Removing Cards:** If two face-up cards share the same suit, the lower-ranked one can be removed (discarded from the game). Aces are always highest.
2. **Empty Spaces:** Any face-up card can be moved to an empty column. This is your main strategic tool.
3. **Dealing:** When no more moves are available, deal 4 new cards (one on each pile) from the stock.
4. **Continue:** Keep removing and dealing until the stock is empty and no more moves are possible.

## Tips and Strategies

- Create empty columns strategically to maneuver cards and expose same-suit comparisons.
- Move Aces to empty columns to protect them and free up their original positions.
- Plan ahead before dealing new cards — once dealt, they may block useful cards.

### Tips & Strategy

Empty columns are the key to success. Use them to isolate Aces and create opportunities for same-suit comparisons.

The key decision is when to create empty columns and what to move into them. Aces and high cards should be protected in empty spaces.