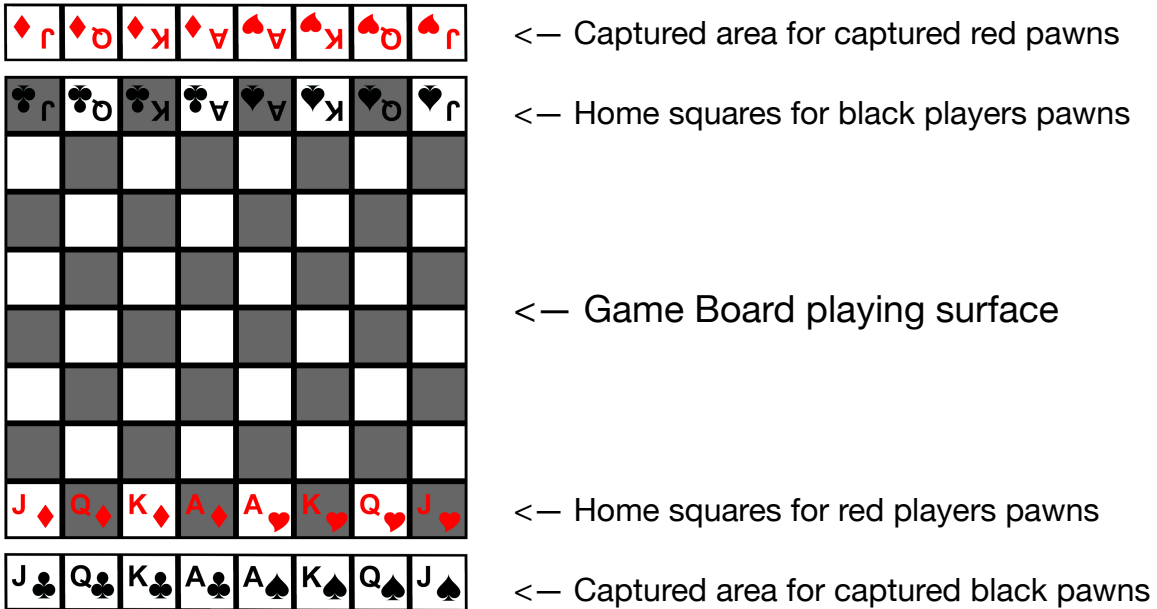


Ace in the Hole Rules



Introduction

Ace in the Hole is a strategic game designed for two players. The game board spans eight squares in both length and width, featuring eight 'captured' squares at each end. These captured squares serve as the placement area for opponent pawns upon capture. Each player commands a set of eight pawns, with the Red player possessing pawns including the Ace, King, Queen, and Jack of Diamonds, as well as the Ace, King, Queen, and Jack of Hearts. Conversely, the Black player holds pawns comprising the Ace, King, Queen, and Jack of Spades, along with the Ace, King, Queen, and Jack of Clubs.

Game Setup

Arrange the board by placing each pawn on its designated home square. Divide a standard deck of playing cards into two separate decks: one containing all black cards (Spades and Clubs) and the other with all red cards (Hearts and Diamonds). Exclude the use of Jokers. Assign the deck of red cards to the Red player and the deck of black cards to the Black player, ensuring each player receives twenty-six cards. Thoroughly shuffle each deck.

Game Play

Players are positioned behind their respective pawns at the commencement of the game. Each participant draws three cards from their personal deck, ensuring the cards remain concealed from the opponent. The Red player takes the first turn. To execute a move, discard a single card from your hand, placing it face up to initiate a discarded card pile, and proceed to make the corresponding move on the board. The nature of your move is dictated by the card discarded. Following the pawn's movement, draw another card from your deck to maintain a hand of three cards and formally conclude your turn. Players take alternating turns until a winner is determined.

Moves

The movement of your pawns is contingent upon the card played. In the case of the Red player, Heart cards exclusively govern the movement of Heart pawns, while Diamond cards dictate the movement of Diamond pawns. Similarly, for the Black player, Spade cards exclusively direct the movement of Spade pawns, and Club cards determine the movement of Club pawns.

Cards 2 through 7

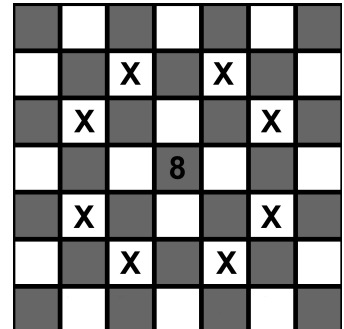
Cards numbered 2 through 7 facilitate the movement of your pawn by a corresponding number of squares in any direction—forward, backward, left, right, or diagonal—restricted to a straight line. It is imperative not to traverse or leap over any pawn, whether owned by you or your opponent. The total number of squares indicated on the card must be traversed during the move. For instance, playing a 5 of Hearts permits the movement of one of your Hearts pawns—Ace, King, Queen, or Jack of Hearts—across 5 squares. This movement must adhere to an unobstructed path, and the entire 5 squares must be completed.

Cards 8, 9 and 10

Cards 8, 9, and 10 have special moves.

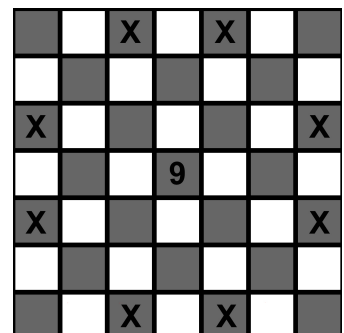
The 8

The movement of the 8 emulates that of the Knight in Chess. It seamlessly transitions from its former square to a new square, allowing it to leap over other pieces positioned between the two. Visualize the 8's move as an 'L,' progressing either two squares horizontally or vertically, followed by a right-angle turn for one additional square ('2 then 1'). The 8 invariably lands on a square opposite in color to its initial square. In the accompanying example, the 8 denotes the current position of your pawn, while the X's delineate potential permissible moves.



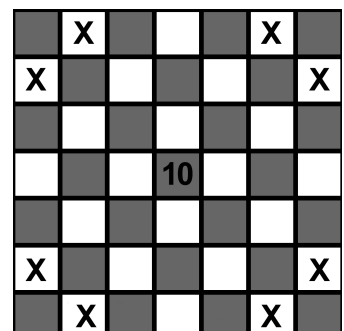
The 9

The 9 mirrors the movement pattern of the 8, following a sequence of ('3 then 1'). It hops directly from its old square to its new square. The 9 can jump over other pieces between its old and new squares. The 9 always lands on a square the same in color from its old square. In the accompanying example, the 9 denotes the current position of your pawn, while the X's delineate potential permissible moves.



The 10

The 10 moves just like the 8 and 9 except it moves ("3 then 2"). It hops directly from its old square to its new square. The 10 can jump over other pieces between its old and new squares. The 10 always lands on a square opposite in color from its old square. In the accompanying example, the 10 denotes the current position of your pawn, while the X's delineate potential permissible moves.



Face Cards

Face cards possess the ability to move their corresponding pawn one square in any direction, provided that the destination square is unoccupied by any of your other pawns. It is important to note that face cards can exclusively move the specific pawn associated with the face card played. For instance, playing the Ace of Hearts allows movement of only the Ace of Hearts pawn, restricted to one square in any direction.

Moreover, face cards hold the additional capability of liberating a captured pawn. For instance, if your King of Hearts has been captured by your opponent and you play the King of Hearts card, you can release your King of Hearts pawn, returning it to its home square. The home square must be unoccupied by your own pawns. If the home square is occupied by your opponent's pawn, you capture that pawn and place your pawn in its home square.

Burning Cards

During your turn, in the event that you hold a card with no viable moves on the current board configuration, you have the option to 'burn' that card. To execute this, discard the card and draw a replacement. This action concludes your turn, and it is important to note that moving a pawn is not permissible while burning a card.

Capturing Pawns

To capture an opponent's pawn, it is imperative to land on the square occupied by that specific pawn. Notably, capturing a pawn is not achieved by jumping over it; rather, direct occupancy of the pawn's square is required. Subsequently, the captured pawn is relocated to its designated captured square within the captured area.

Winning The Game

The game offers two avenues to secure victory. Firstly, a player can win by capturing both of their opponent's Aces. If the player successfully captures both opponent Aces and the opponent is unable to retrieve either Ace, the capturing player emerges victorious.

Secondly, the game can be won by exhausting all cards in both players' decks, thereby concluding possible moves on the board. In this scenario, the player with the highest accumulated points from captured pawns in their designated captured pawn area is declared the winner.

Points

A captured Ace = 40 points
A captured King = 20 points
A captured Queen = 10 points
A captured Jack = 5 points