



## Rules of Play

Ages 8 to Adult  
For 2-6 Players

### OBJECT OF THE GAME

*Aces & Faces™* is a fast-paced and constantly changing game where players move around the board trying to acquire ‘Aces’ and ‘Faces’ (Face Cards: Kings, Queens and Jacks). The first player to collect *Four of a Kind* - four Aces or four Kings or four Queens or four Jacks – or *Four from the Same Suit* (e.g. Ace of Hearts, King of Hearts, Queen of Hearts, Jack of Hearts) wins the game.

Players collect *Aces & Faces™* by landing on certain squares, winning Duels against other players, and other ways. You’ll soon see how...

### SETTING UP

You’ll notice that there are 16 large Card Slots around the outside of the game board, each one showing the outline image (top part) of an Ace or Face Card. Now cover these Card Slots with their corresponding cards from the decks. Place the Ace of Hearts card in its Card Slot, the King of Hearts card in its Card Slot, etc, until you have placed all 16 cards around the board. These cards should be placed face up, and will partially hang over the sides of the board. Even though there are two decks in the game, and therefore two sets of Ace and Face cards, you only put one of each Ace and Face card in their respective Card Slot (the extra Aces, Kings, Queens and Jacks stay with the other cards).

*It is these 16 Aces & Faces, placed in the Card Slots around the board, that players will be collecting throughout the game.*

Take the remaining cards - all the numbered cards, the Jokers, and the extra Aces, Kings, Queens and Jacks - and *shuffle them extremely well*. Then place these cards in a pile FACE DOWN on the space near the middle of the board marked ‘Card Pile’. These cards are flipped over during every player’s turn and are used for a variety of different purposes (described under Gameplay). They are not collected by the players.

The space marked ‘Discarded Cards’ should be left empty at the start – this is where players will be placing all the cards from the Card Pile that get turned over during the game, always FACE UP.

Each player selects a game piece and places it on any one of the four corner squares marked ‘Suit Match’. Two or more game pieces may start from the same square. Select a player to go first (maybe the youngest).

*Figure 1* shows how the board might look at the start of play if four people are playing: the 16 Aces & Faces™ have been placed around the board in their respective Card Slots, the remaining cards have been thoroughly shuffled and placed face down in the space marked Card Pile, and the four game pieces have been placed on corner squares.

Fig. 1



Card designs may differ.

### GAMEPLAY

The first player flips over the top card from the Card Pile and places it *face up* in the Discarded Cards space. *The number on the card tells you how many spaces to move your game piece*. If the card is a ‘4’, move your game piece 4 spaces in either direction: looking at the example in *Figure 1*, if you have the green game piece, you could land on either the Queen of Diamonds square or the King of Spades square. It’s up to you. If you land on the Queen of Diamonds square, take the Queen of Diamonds card from its Card Slot. That’s the key: *Every time you land on a square showing one of the Aces & Faces™, take that card from its Card Slot*. Hold this card in your hand or turn it face down beside you (always keep your cards hidden from the others). Your turn is over and play passes to the next person, moving clockwise.

The next player - just like every player at the start of their turn - also flips the top card from the Card Pile. If the card is a ‘7’, they move their game piece 7 spaces in either direction. So if this player has the yellow game piece shown in *Figure 1*, they have the option of landing on either the Jack of Diamonds square or the Ace of Clubs square - and then taking either card from its Card Slot. Play then passes clockwise to the next person.

Now assume that the next player flips over a top card from the Card Pile that *doesn’t* show a number, but one of the extra Aces & Faces™ cards instead, let’s say the Jack of Spades. In that case, move your game piece to the square showing the Jack of Spades and **take** the Jack of Spades card from its Card Slot - *lucky you!* (The extra Jack of Spades card you flipped over gets placed face up on the stack of discarded cards, just as if it were a numbered card.) Your turn is over, and play passes to the next person (always clockwise).

*Note:* Later on in the game, using the example above, you might move your game piece onto the Jack of Spades square and see that the Jack of Spades card is missing from its Card Slot because it has already been collected by someone. In that case, take the Jack of Spades card from the player who has it! But if you’re the one who already has this card, you lose it - place it back in its Card Slot! ↗

While your strategy should always be to try to land on squares showing *Aces & Faces™* (and thereby collect these cards), there are three other types of squares you might land on:



This is a chance to move your game piece again. Look at the card that's currently face up on the stack of Discarded Cards - say it's a '5'. Now guess if the top card from the Card Pile is *Higher or Lower*, and flip it over. *If you guess correctly, move your game piece by the number on the card you flipped over.* So if you guess 'higher' than a '5', and the card you flip over is a '9', you're right and get move your game piece 9 spaces in any direction. Now if you guess 'higher' and flip over the Ace of Diamonds, you're also right (an Ace is the highest possible card, followed by a King, Queen, Jack, 10, etc): move your game piece to the Ace of Diamonds square and take the Ace of Diamonds card from its Card Slot (or from the player who has it)! Your turn is then over.

But if you guess incorrectly, or if it's the same number ('5'), leave your game piece where it is (your turn is over).



This is a 'bonus' square. Simply flip over the top card in the Card Pile. Does it belong to the same suit as the square you're on? For example, if you are on the Suit Match 'Hearts' square, is the card you flipped over also a Heart? If so, *you made a Match and get to collect any one of the Aces & Faces™ cards belonging to that suit* (e.g Hearts), providing that it is still in its Card Slot (i.e. it hasn't been collected by another player.) Whether or not you make a Match, your turn is then over.



Does another player have a card that you need? Here's your chance to win it from them. For example, if you have already collected three of the four Kings - and only need the King of Clubs to make *Four of a Kind* (and thereby win the game) - ask the other players "*Who has the King of Clubs?*" and select that player as your opponent in the Duel.

Now flip over the top card in the Card Pile. Your opponent then does likewise. *The player with the highest card wins* (an Ace is the highest possible card, followed by a King, Queen, Jack, 10, etc). If you win, take the card you want from your opponent. If your opponent wins, give them any card you are holding (*you decide* which one to hand over). If it is a tie (e.g. you each draw a '4'), no one hands over a card. After the Duel, regardless of outcome, your turn is over.

*Note: You need to have at least one card in your possession before you challenge someone to a Duel (in case you lose). Otherwise, you can land on this square but not issue a challenge (treat it as a blank square). This happens more frequently at the start of play.*

*\*\*\*That's all there is to know about how to move around the board and what to do when you land on the different squares. The first player to collect *Four of a Kind* - four Aces or four Kings or four Queens or four Jacks - or *Four from the Same Suit* (e.g. Ace of Hearts, King of Hearts, Queen of Hearts, Jack of Hearts) **wins the game.**\*\*\**

## NOTES ON GAMEPLAY

You'll quickly get the hang of the game, but here are some key questions you might have:

**(a) What happens if the top card you flip over from the Card Pile is a Joker?** That's simple - you lose your turn! Play then passes to the next player.

**(b) What happens when you land on a square showing one of the *Aces & Faces™* but see that the card is not in its slot?** (This happens often later in the game, and results in cards changing hands very frequently.) Ask which player has that card and *take it from them!* But if you're the one holding that card, *you lose it* - put it back in its Card Slot (so be careful where you land).

**(c) Is there a maximum number of cards you can collect?** No. Collect as many cards as you can! You never know which winning card combination you'll make in the end, and you will likely lose plenty of cards during the game.

**(d) What happens when all the cards in the Card Pile have been turned over?** Just collect all the discarded cards, shuffle them *extremely well*, and place them face down again on the 'Card Pile' space. Then keep playing.

**(e) What's the best way to gain an edge?** In a nutshell: Pay Attention! *It's crucial that you keep track of what your opponents are doing, and which cards they have collected* (remember, they'll keep their cards concealed from you). To start with, you'll be in a better position to thwart an opponent when you sense they are close to winning because you will have an idea of what card combinations they are going for. So what should you do? Try to land on a Duel square and challenge them for a key card you know they are holding (if you win it, you can halt their progress by, say, taking one of the three Jacks they have, thus slowing them from getting closer to the fourth Jack they need to win). You can also avoid the mistake of giving an opponent one of your own cards that they may need in case you lose a Duel (since you decide what card to hand over if you issued the challenge).

## Enjoy the Game!



**WARNING:**  
CHOKING HAZARD - Small parts. Not for children under 3 years.

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