

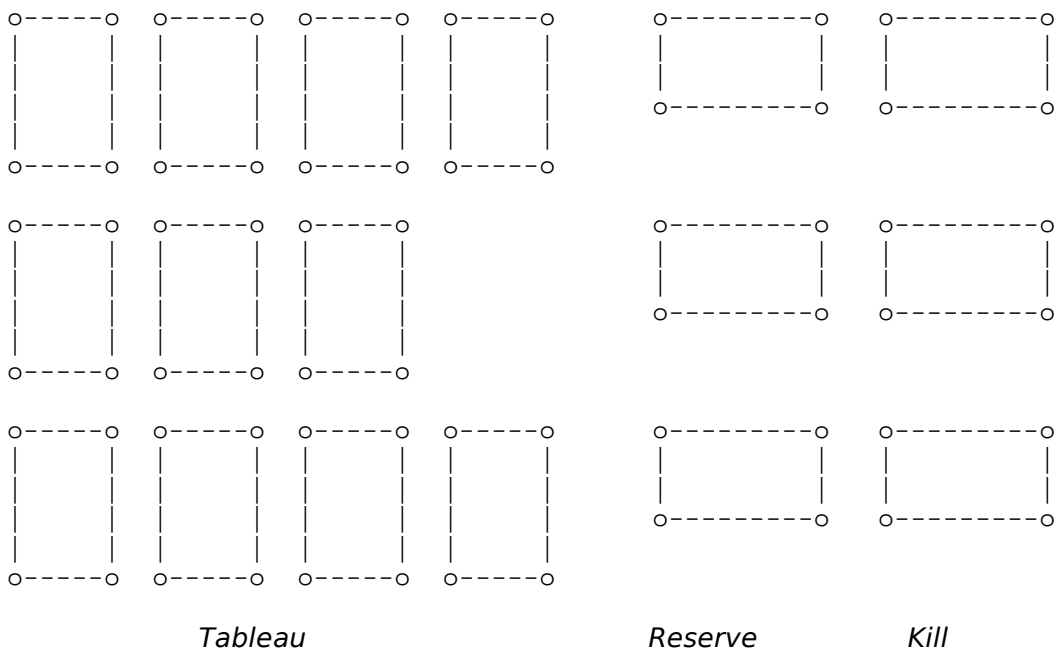
Reserves

a solitaire game for Alpha Playing Cards

by *Marty Hale-Evans*

In Reserves, you will play with a three-section field: one three-line tableau, a three-stack reserve area, and a three-card "kill area". You will also have a draw deck, and a discard pile. The object is to move as many cards as possible into the discard pile by forming words on the tableau lines; if you can empty the draw deck, then the object is to get the lowest score possible. The score is the sum of the values of all the cards left on the tableau, in the reserves, and in the kill spaces.

Diagram: Playing Field



To begin, shuffle the deck. Turn over the top card. With this card, you have three options:

1. Play it to one line of the tableau. If you play it in a line of the tableau, you will be using it to begin or continue forming a word on that line.
2. Place it in a reserve stack. If you place it in the reserve area, you can pick it up later to play into the tableau. However, there are only three spaces for reserve stacks, and you can only play the card on the top of each reserve stack. When you play a reserve card, you reveal the card under it and make it available for play, and if you empty a stack, you can use another card from the draw deck or another reserve stack to begin a new stack in that space.
3. Place it face-down in a kill space. If you place it in the kill area, the card is out of the game, and the point value of the card will be added to

your score at the end. The spaces in the kill area are not stacks; they hold only one card, so you may only kill three cards in the game.

Continue turning over the top card of the draw deck and placing it in one of the areas. You may rearrange the letters in a line to form a word, but all the letters must stay in that line until you finish a word of at least four letters. When a word is formed, remove all the letters in that line and place them face-down in the discard pile. You may now begin a new word in that line. Lines can be any length up to nine letters, but if a line reaches nine letters without forming a word, that line is blocked and may no longer be used.

Reserve letters can be used at any time, and a reserve card from any stack can be played into any line.

Vowels may be used from reserve stacks or the draw deck either way up, but they cannot be rotated once they are placed in a line.

Wild cards need NOT be declared when they are placed.

If you cannot make any more plays on the board and the deck still has cards in it, you have lost the game. If you use up the deck, you may then use all the letters still showing to remove as many words as you can, of any length. Your score in a winning game is the sum of the point values of all cards still showing, plus all cards in the kill area. Play for the lowest possible score.

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