

How to Play Ranter Go Round

Overview

Because of the nature of the game, there aren't any limitations to the number of players with the exception of how many fit around a table.

If using money as a counter, each player should have the same in both number and amount.

Decide before the game if the ace is high or low. If the ace is high, the rank is as follows:

A-K-Q-J-10-9-8-7-6-5-4-3-2. If the ace is low, the rank becomes:

K-Q-J-10-9-8-7-6-5-4-3-2-A. Suits are irrelevant.

In each round, players try to avoid having a lower ranked card than all their opponents.

Game Setup

Counters

Pass the pre designated amount of counters to each player, typically 2-4. Each player receives the same amount. Anything from pennies, poker chips or beans work as long as each player has the same amount.

Cards

You'll need one standard deck of cards. Remove the jokers, they will not be used this game. One player is chosen to be the dealer for the first round. The cards are shuffled and one card is passed face down to each player.

Game Play

In each round, players have one turn. Play begins with the person sitting to the left of the dealer.

This player examines their card, and decides whether to keep or exchange it with the player to the left. If the player decides to exchange it, the player to the left **MUST** accept the exchange unless that player holds a high card (a King or Ace, as agreed before the game begins), then in that case they immediately place their high card face up on the table and the first player keeps their card.

Play continues around the table, with each player in order deciding whether to keep or attempt to exchange their card. The dealer, who's turn is last, chooses to keep their card or exchange it with a card cut from the remaining deck. If a high card is drawn (Ace or King), the dealer must keep their original card.

When all players have had a chance to exchange, all players show their card, and whoever has the lowest card loses a chip. If several players have the same lowest card, they all lose a chip.

If a player has lost all their chips, they are out of the game.

If more all the remaining players tie for the lowest card, all players lose. This poses a problem with no winners. Players decide on which rule to proceed with:

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- These last eliminated players are now joint winners and if playing with money, evenly split the pot.
- These players keep their final chips and play another round between them to determine the winner.
- The deck is shuffled and the tied players cut cards and the highest card wins and takes the pot.
- The game continues another round, but no chips are added to the pot.

Winning the Game

Play continues until only one player (with exception of above) has chips left. That player wins the game. If playing with money, the winner takes the pot.