

how to play CHASE THE ACE

3+ players

(1) 52 card deck

(3) tokens/pieces of candy/coins (whatever you want to play with)

Each player is given 3 tokens/pieces of candy/coins (whatever you choose to play with). These represent the player's lives.

Each player draws one card, the player with the highest card is the first dealer. The ace is always low in this game.

Take any jokers out of the deck.

RANK OF CARDS

Highest to lowest - King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, Ace

Variation - play that Queens are zero (aka - the worst card to have)

OBJECT OF THE GAME

The object of the game is to avoid having the lowest ranking card at the end of each round; otherwise, you will lose the round. After 3 losses, you're out.

HOW TO PLAY

The player left of the dealer is the first to play. During a player's turn, s/he can either keep their current card or exchange with the player to their left.

If the player decides to exchange, the player on the left is required to exchange *unless* s/he is holding a king.

If they are holding a king, they will show it to the player and they don't have to exchange the card.

If the dealer wants to exchange his/her card, s/he will draw the top card from the discard pile.

After everyone has gone around, everyone flips cards to face up.

The player with the lowest ranking card loses a token/candy/coin.

The token/candy/coin goes into the middle of the group.

The game goes as many rounds as it takes to have one person with remaining tokens/candies/coins.

HOW TO WIN

The last player with tokens/candy/coins, wins the game and gets the pot from the middle.

HOW TO LOSE

Once a player is out of tokens/pieces of candy/coins, then s/he is out of the game.

ADDITIONAL RULES

A dealer can't exchange for a king from the deck. If a king is the top card, the dealer is stuck with his/her original card.

If two players tie for the lowest ranking card in a round, they both lose a token/piece of candy/coin.

Other variations:

- These players are declared joint winners and split the pot equally between them.
- These players keep their last lives and another deal is played between them.
- The tying players cut cards and the one who draws the highest card takes the whole pot.
- The game is declared undecided, and the pot is carried forward to the next game, each player adding a new stake to it.
- The game is declared undecided. The pot is carried forward to the next game, but nothing is added to it.