

# Chase the Ace

One card, no complicated rules and little scope for ponderous tactical play make Chase the Ace the perfect party warm-up game.

## Number of players

Any number can play.

## Cards

Players are each given three tokens – sweets or coins for example – which represent the three lives they have in Chase the Ace. A standard 52-card deck is required. The deck is shuffled and each player takes a card, with the player drawing the lowest card appointed dealer for the game. The dealer places one card face down in front of each player. At this stage the players do not look at their cards.

## How to play

The game starts with the player to the left of the dealer. He or she picks up their card and looks at it. Their aim is to hold the highest card possible: Kings are high, Aces are low and the suits rank with spades the highest, then hearts, then diamonds and lastly clubs.

If the player holds a King, he or she must place it face up in front of them. If they hold any other card, they can either stand (in other words stick with the card they hold), or exchange the card with the player to their left. The player cannot refuse and must hand over their card. The

turn passes around the table in a clockwise direction. When it reaches the dealer, he or she can elect to either stand or exchange their card with the top card from the remaining stack of cards.

When all players have had their turn, the cards are turned over. The player with the lowest card puts one of their sweets into the centre of the table; they now have only two lives left. The cards are gathered up, shuffled and dealt once again. The deal moves around the table clockwise and the game continues until all but one player has run out of sweets.

## Winning way

The only way to improve your chances of winning at Chase the Ace is to make sure you make a sensible decision about whether to hold or exchange your original card. Play the percentages and bear in mind that you do not have to win the hand – you just have to avoid coming last. There are no prizes for the player with the highest-ranking card, only penalties for the player left holding the lowest.