

# Ranter Go Round

Ranter Go Round is an old Cornish game with the more appropriate alternative name of Cuckoo. It is a game that all children enjoy.

## Number of players

This can be played by almost any number of players, from six to around 15.

## Cards

The full pack of 52 cards is used, cards ranking from 2 (low) to Ace (high).

## How to play

Each player begins with an agreed number of tokens, which is usually three (for children, it is fun to use little sweets or coins). The dealer deals one card face downwards to each player, who then looks at it. The object of the game is to avoid being left with the lowest card.

The player on the left of the dealer begins the game. He may either keep his card or offer it to his left-hand neighbour with the command 'Change'. There is no choice about it. The player so commanded must exchange cards with his right-hand neighbour unless he holds a King, when he says 'King', and the game is continued by the player on his left.

When an exchange has been made, the player who has been compelled to do so may pass on the card he has received in the same way, and so on, clockwise round the table, until the card is brought

to a halt either by a King or by a player receiving a higher card in exchange, so he has nothing to gain by passing it on.

Any player giving an Ace, 2 or 3 in obedience to the command 'Change' must announce the rank of the card.

The dealer is last to play, and if he wishes to exchange his card, he does so by cutting the remainder of the pack and taking the top card of the cut.

If in doing this he draws a King he loses the hand and contributes one unit to the pool. If he does not draw a King, all the players expose their cards and the one with the lowest contributes one unit to the pool. If two or more tie for lowest card, they all contribute to the pool.

When a player has contributed all his tokens to the pool, he retires from the game. The others continue, and the game is won by he who is left with at least one token in hand.