

5. After scoring, all cards are reshuffled, and a new round begins.
6. Play ends after five rounds.

Winning the Game:

The player with the lowest score after five rounds wins!

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Ages 7 and Up
2 to 6 Players

GO LOW™

Card Game

How Low Can You Go?

Instructions

Contents:

- 75 cards

Object of the Game:

Be the player with the lowest total score at the end of five rounds.

Setup:

- Use a pen and paper to keep score.
- The oldest player deals first.
- The dealer shuffles the card deck and deals four cards face down to each player.
- The dealer places the remaining cards face down in the middle of the table as the draw pile. The top card of the deck is turned face up next to the deck as the discard pile.
- The cards in front of each player should be positioned in a square (two rows of two). This is the player's "hand."
- The player to the dealer's left goes first, and play continues in a clockwise fashion.

Playing the Game:

When starting a round, each player looks at and memorizes the values and positions of any two cards in his/her hand, without letting any other players see. The two cards are returned to their original position face down and can't be looked at again. The player to the left of the dealer begins play (clockwise). The goal of the game is to keep the lower cards and get rid of the higher cards.

Each player does one of the following on his/her turn:

1. Draws a card from the draw pile and keeps it by replacing one of the cards in his/her hand. The player places the card face down and discards the replaced card on the discard pile.

2. Selects the face-up card from the discard pile and swaps it with a card in his/her hand.
3. Draws a card from the draw pile and decides to discard it to the discard pile, face up.

A player can either replace a card he/she has already looked at or, if the player is feeling lucky, can replace a card he/she has not yet looked at. After the player does one of the above, play continues clockwise.

Ending the Round:

1. When a player thinks he/she has the lowest scoring hand (adding numbers together), it's time to go for it. The player shouts "Go Low" to end the round. The player must announce before discarding a card to the discard pile.
2. After the player shouts "Go Low," *every other player* is allowed to take one additional turn.
3. After each player has had a final turn, everyone turns his/her hand over.
4. The player who shouted "Go Low" must have the lowest score or he/she will receive double points.

Scoring:

1. After the round is over, each player tallies up the points in his/her hand and writes it down on a piece of paper.
2. If the player who called "Go Low" does not have the lowest score, his/her total points for the round are doubled.
3. If the player who called "Go Low" ties with another player, this is OK. Full points are taken by each player.
4. If cards run out during play, reshuffle the deck and start a new discard pile.