

# High-Low RACK-O

**For 3 to 5 players**  
**AGES 8 and up**

High-Low Rack-O is a fast-playing, versatile way to play traditional Rack-O. And now you can score in two directions.

## OBJECT OF THE GAME

Be the first player to “go Rack-O” on each hand by drawing and discarding until you have ten cards aligned in numerical order—either a “High” Rack-O with your highest number on the left and lowest on the right (new way to win) or a “Low” Rack-O (traditional way to win) with lowest on the left and highest on the right end.

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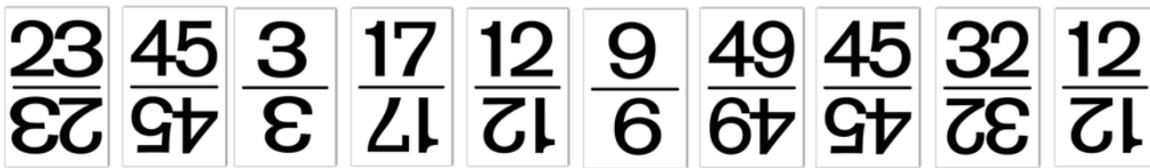
112 High-Low Rack-O cards and instructions. There are two cards of each number (1 through 50) plus six “Wild” cards and six “Swap” cards.

## SETUP

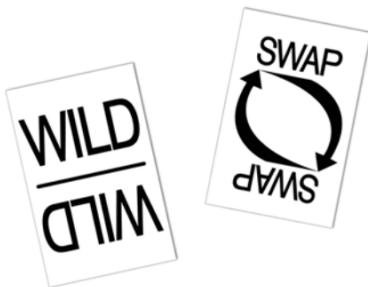
Shuffle all the cards and place the deck in the middle of the table. Each player selects a card from the top of the deck; whoever draws the highest numbered card will be the first dealer (a Swap or Wild counts as a “0” here). Keep a sheet of paper and pencil handy to keep score.

## HOW TO PLAY

1. The dealer deals 10 cards face down to each player. Players turn over their cards one at a time forming a line of 10 cards. **DO NOT CHANGE THE ORDER OF THE CARDS.** Your row might look like this:



Special Cards: Wild & Swap



A **Wild card** can represent any number a player specifies at round’s end.

A **Swap card** enables a player to swap the position of two cards within his sequence. If a Swap card appears in a player’s sequence at the start of the game, he discards it face up to begin the discard pile. He replaces it with the top card from the draw pile. He may now swap the position of *any* two cards within his sequence.

If a Swap card is drawn during play, discard it immediately. Every player, including this one, may swap the position of two cards (one for the other) in his sequence. Take advantage of this opportunity! *NOTE: The player who drew the Swap card goes again.*

2. The dealer begins play by taking the top card from the draw pile. He now removes ANY card from his sequence and puts this new card in its place. He then passes the card he removed to the player on his right.

*In the example above, the dealer draws a “2” and decides to insert it in place of the “23” at the start of his sequence. The “23” is passed to the player on his right.*

This player **MUST** use the card passed to him. He replaces ANY card in his sequence and then passes the card he removed to the player on his right. Continue in this fashion until the last player replaces a card in his sequence. However, he does not pass the card he removed to the dealer, rather he places it face up on the table, next to the draw pile. This begins the discard pile. The first round is now complete.

## PASSING THE DEAL

The prior dealer does not begin the next round. Instead, the player to his right becomes the new dealer (*the prior dealer always goes last on the next round of play*). The new dealer draws the top card and begins the next round of play. Continue playing in this fashion until one player **WINS** the game. *NOTE: “Passing the Deal” is an important gameplay element.*

3. The hand is won as soon as any one player’s line of cards is ranked in order from highest to lowest number, or lowest to highest number. This player yells out “Rack-O!” The others verify if he is correct (if not, the game continues). *NOTE: Players score bonus points for having two identical cards side-by-side in their sequence, this is covered below under Scoring “Doubles” Bonus.*



Example of a High Rack-O



Example of a Low Rack-O

## SCORING

The winner of the hand scores 75 points (5 points for each of the 10 cards in his sequence, and 25 bonus points for going Rack-O).

Each opposing player scores 5 points for each card in sequence, starting with the card on its left end and ending where the succession is broken. *For example, a player attempting a "low" Rack-O might have a 7 on the left end followed by a 10, a 12 and a 5. The 5 breaks the succession of increasingly higher numbers, so his total score would be fifteen points (5 points each for three cards in order). Likewise, a player trying for a "high" Rack-O might have a 48, 42, 36, 28, and 30 on his left end. The "30" breaks the sequence of successively lower numbers. He would score twenty points for four cards in order.*

### "Doubles" Bonus

Any player with 2 identical numbers in sequence (or any number followed by a Wild) scores an extra 5 points for each such pair. *For example, a 23-23 and 15-WILD are doubles.* Players can score the "Doubles" bonus for as many "doubles" as they have in their sequence.

After each player tallies his score and the others verify it, the scorekeeper records it in a column on the score sheet.

## PLAYING THE NEXT HAND

The player to the right of the round's winner becomes the first dealer of the next hand. He gathers and shuffles all the cards, then deals ten to each player. Play continues as in hand one.

## WINNING

Continue playing until one player reaches or exceeds 300 points at the end of a hand. *(For a longer game increase the goal to 500 points; for a shorter game, make 200 the goal.)*

### Optional Bonus Scoring

Add this rule once you're comfortable with game play.

The player going Rack-O may be entitled to bonus points for "runs" within his winning sequence.

A run is three to six cards in *numerical* order.

For example, in this sequence: 7, 9, 13, 14, 15, 27, 32, 39, 40, 49 there is a run of three cards (13,14,15).

The length of the run determines the amount of bonus points added to the winner's score:

3-card run: add 25 bonus points

4-card run: add 35 bonus points

5-card run: add 40 bonus points

6-card run: add 50 bonus points

Wild cards can be included in runs for bonus scoring, rather than counting them as part of a double.

## Helpful Hints

1. Pay attention to the sequence the player on your right is building. Try not to pass a card that will help him "go Rack-O."
2. Concentrate on building your sequence from its left end (either lowest card up or highest card down). If someone else goes Rack-O, you will at least score points for the cards you've aligned in order.
3. Try to include "doubles" in your sequence to earn bonus points.

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