

15 COOL CARD GAMES



Here are rules for 15 of our favorite family card games. Some may be familiar, but we hope there's at least a few that will be brand new. Shuffle well, play fair, and most of all, have fun!

OLD MAID

PLAYERS: 3 to 6

OBJECT: Do not be the player who ends up with the "Old Maid" (Queen of Spades) once all the other cards are paired off.

SET UP: Remove the Queen of Hearts, the Queen of Diamonds, and the Queen of Clubs from the deck (you won't use them in this game), and shuffle the remaining cards. Deal out all cards, one at a time, to all players. Some players may have more cards than others. Look at your own cards and place any pairs (two cards of the same rank) face down in front of you. If you have three cards with the same rank, hold onto one. If you have four cards of the same rank (two pairs), place all four face down in front of you.

PLAY: Player on the dealer's left makes a fan of his cards and shows them, face down, to the player on his left. This player picks a card from this fan. If the card he picks makes a pair with a card he already has, he places it face down in front of him. If not, he keeps the card and his turn ends. Play continues with each player fanning out his cards for the player sitting to his left. The game ends once everyone has run out of cards – except the player stuck with the "Old Maid" – the Queen of Spades.



GO FISH

PLAYERS: 3 to 6

OBJECT: Get rid of all your cards first.

SET UP: 3-player game: Deal seven cards per player. 4 (or more)-player game: Deal five cards per player. Spread the rest of the cards around face down in the center to make a "fishing pond." Arrange your cards in your hand so that cards of the same rank are next to each other, such as three Sevens or two Kings, for instance.

PLAY: If you are the player to the dealer's left, decide what cards you need to make to complete a set of four. Then ask any player if she has any of the cards you need. For example, you might say, "Do you have any Kings?" If the player has any, she must give them to you. If you get a card you want, you may ask any other player for another card you need. You can keep asking for cards as long as other players you ask have what you are looking for. If someone doesn't have a card you want, she says, "Go Fish." You then choose a card from the fishing pond, and your turn is over. Any time you complete a set of four, put it face down in front of you. Play continues to the left, with each player asking, fishing, and putting down sets. The first player to put down all of her cards wins. If two players run out of cards at the same time, the player with the most sets wins.



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This amazing card holder makes playing card games easier than ever. Simply insert cards between the plastic paddles and before you know it, you'll be playing like a pro!



USE YOUR CARD HOLDER!

Throughout the rules, this icon indicates that you can use your card holder when playing that game.

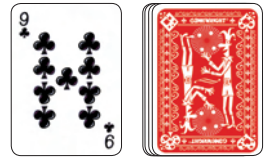
ANIMAL NOISES

PLAYERS: As many as you can round up

OBJECT: Collect all of the cards.

SET UP: First decide what animal you want to be, and what noise you will make. Tell the other players what you have chosen, as each player needs to choose a different animal. Some ideas are: pig (oink), duck (quack), dog (woof), cow (moo), cat (meow), turkey (gobble), snake (hiss), horse (neigh). Be creative – can you make the sound an owl, elephant, or rooster makes? Deal all 52 cards, two at a time. Some players may have more cards than others. Stack your cards face down in a pile in front of you.

PLAY: The player to the left of the dealer takes the top card from her pile and places it face up next to her pile. As each turn is played, only the top face up card should be showing. When a card is played that matches a card you played previously (and that is still showing at the top of your face up pile), quickly make the noise of the "animal" who played the matching card, three times. Do the same if you play a card that matches a card someone else played (and that is still showing).



For example:

- You are a lion, and you flip over a Nine.
- The player to your left (a turkey) quickly turns over her card, a Jack.
- The player to the turkey's left (a pig) turns over a Nine, which matches your card. Quickly make the pig's noise three times ("oink, oink, oink!"). At the same time, the pig is racing to make your noise ("roar, roar, roar!") before you finish saying "oink" three times. The player that finishes the other player's noise first wins all of the face up cards from the other player. If all players agree that you finished saying the other player's noise first, put the cards you receive face down at the bottom of your own face down pile.
- The player to the pig's left, a snake, turns over her top card, a Three.
- Then, the player to her left, a dog, turns over a Jack. If the turkey (who played a Jack on her turn) says "woof, woof, woof!" before the dog sees that she matched the turkey's card and says "gobble, gobble, gobble!" the turkey wins the dog's face up pile and puts it face down at the bottom of her face down pile.

If you call out the wrong sound (your card does not match any on the table) or you call out the sound of someone whose card does not match yours, you must give your face up pile to the player whose animal noise you made.

When you run out of cards in your face down pile, turn your face up pile over to use as a draw pile. When you completely run out of cards, you are out of the game, and the other players continue. The player with all of the cards at the end of the game is the winner.

SNIP SNAP SNOREM

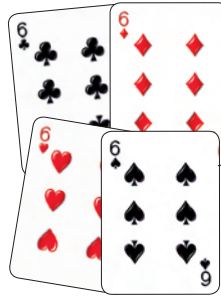


PLAYERS: Unlimited (the more the merrier)

OBJECT: Get rid of all of your cards.

SET UP: Deal all 52 cards, two at a time. Some players may have one more card than others. Hold your cards fanned in your hand so that you can see them.

PLAY: The player to the left of the dealer picks a card to play and places it face up for all of the other players to see. The others (moving clockwise) either try to match it, or pass.



For example, you play a Six. The player to your left must play a Six, if she has one, and say "Snip!" If she has no Six, she says "Pass," and the first player to her left who has a Six plays it and says, "Snip!"

The next player who has a Six plays it and says, "Snap!" The player who plays the fourth Six says, "Snorem!" and then gets to begin the next round by playing any card he pleases. If anyone, including "the leader" has more than one of the matching cards, he has to play them all, one after the other

(using the proper word with each card, and not holding one back for "Snorem!"). The first player to get rid of all of his cards wins the game.

SLAP JACK

PLAYERS: 2 to 5

OBJECT: Collect the entire deck of cards.

SET UP: Deal out cards, one at a time, to all players. Some players may have more cards than others. Do not look at your cards – just keep them in a pile in front of you.

PLAY: Player on the dealer's left goes first, taking the top card off of his pile and placing it face up in the center. The next player does the same, placing his card on top of the card that was just played. Play continues until someone plays a Jack. As soon as you see the Jack on the pile, slap your hand on top of it. Whoever slaps the Jack first takes the pile from the center and mixes it in with his own pile. The player to that player's left starts the next round by playing a card from the top of his stack. If you're out of cards, you still have one chance to stay in the game – try to be the first player to slap the next Jack. Then you can take the pile and continue playing. If you don't slap the next Jack, you're officially out of the game. If you slap a card that isn't a Jack, you must give one of your cards to each other player. The player who collects all of the cards wins the game.



TIP: Turn cards up facing away from you, so everyone has the same chance to spot Jacks.

CRAZY EIGHTS

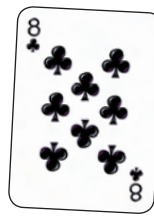


PLAYERS: 2 to 4

OBJECT: Get rid of all your cards first.

SET UP: Deal seven face down cards to each player. Put the rest of the deck face down in the center. Turn over the top card and put it face up next to the pile. (If this card is an Eight, bury it somewhere in the pile and pick the next card instead.) Arrange your cards in your hand by suit and rank.

PLAY: The player to the dealer's left plays a card that's the same rank or suit as the face up starting card. For example, if the starting card is the



Ten of Clubs, you may play another Ten or any Club. If you can't play a card of the same rank or suit, you may play any Eight. Eights are "wild" – they can stand for any suit you like – just name your chosen suit as you play the Eight. If you don't have an Eight, or you want to save an Eight for later in the game, take cards from the draw pile one at a time until you draw a card you can play. If the draw pile runs

out before you find a card to play, you must pass your turn. Play continues to the left, with each player matching the last card played, or passing. The first player to get rid of all her cards wins the game.

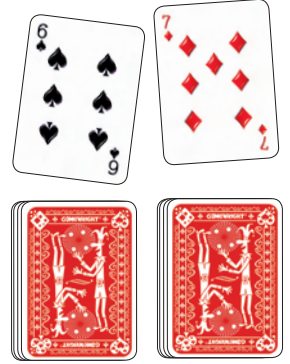
WAR

PLAYERS: 2

OBJECT: Collect the entire deck of cards.

SET UP: Deal cards one at a time into two face down piles, so that each player ends up with half the deck. Do not look at your cards – just keep them in a pile in front of you.

PLAY: Each player turns over his top card at the same time. The player who turned over the higher card (Aces are the highest) takes both cards and adds them to his collection pile. Play continues until both players turn over a card of the same rank. This is a "war." When this happens, each player puts two cards face down, then another card face up on top of her turned-up card. The higher face up card wins all eight cards. If the top cards match again, repeat the war. The player who ends up with all the cards in the deck wins the game.



I DOUBT IT

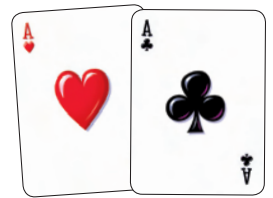


PLAYERS: 4 or 5

OBJECT: Get rid of all your cards first.

SET UP: Deal out all of the cards, one at a time, to all players. Some players may have more cards than others. Sort your cards in your hand in order of rank, grouping matching cards together.

PLAY: Player to the dealer's left goes first, putting all of her Aces face down in the center. She can put out all the Aces she has, or she can just pretend to have Aces. Or she can put down some Aces, plus another card or cards (up to four total), just to see if she can get away with it. As she puts her cards out in the center, she says what they are (or what she's pretending they are) – "Two Aces," for example. The next player to her left puts out all the Twos she has, or pretends to have. Play continues around, with each player putting out the next higher number card. After Kings are played, continue again with Aces. If a player thinks someone is bluffing (not telling the truth) on any turn, she should say, "I doubt it!" If someone says that to you on your turn, you must show the cards you played. If you were bluffing, you must pick up all the cards played so far. But if you were telling the truth, the player who doubted you gets all of the played cards. The player who picks up the pile starts the next round with the next higher card. The first player to get rid of all her cards wins.



TIP: If more than one player doubts you at the same time, but you're telling the truth, the player sitting closest to your left gets the cards.

SPIT

PLAYERS: 2

OBJECT: Get rid of all your cards first.

SET UP: Deal cards one at a time so that each player ends up with half the deck. Each player then lays out 10 cards into a row of four piles as follows: Pile 1: one card face up. Pile 2 (next to Pile 1): one card face up on top of one card face down. Pile 3 (Next to Pile 2): one card up on top of two cards down. Pile 4 (next to Pile 3): one card up on top of three cards down. Stack the rest of the cards face down to the left, for a "spit" pile.

PLAY: When both players are ready, shout "Spit!" at the same time. Take the top card from your spit pile and play it face up into the center. Play cards quickly in sequence, lower or higher, from your face up cards onto either of the cards in



the center. Suits are irrelevant. For example, if there's a Five in the center, you can play a Four or a Three. Once a face down card is exposed in your row, turn it face up in the same place. When both players are "stuck" and can't make any more moves, shout "Spit!" again and play the top card from each of your spit piles, into the center. If neither of you can make any moves onto the cards just played, repeat the "Spit!" process as necessary. When you've played all the cards from your row, you win.

TIPS: Aces are both high and low. If your spit pile runs out, take your pile from the center (leaving the top card), turn it over as your new spit pile, and keep playing.

SPOONS



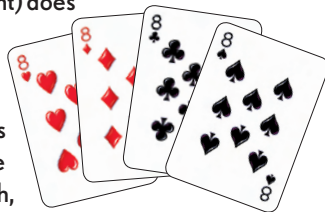
PLAYERS: 2 to 8

OBJECT: Collect four of a kind by passing cards one at a time to the player on your left while receiving cards from the player on your right.

SET UP: Put a pile of spoons, with one fewer spoon than the number of players, in the center of the playing area. Deal four cards to each player and place the remaining cards ("the stock") in front of the dealer.

PLAY: The dealer starts by drawing the top card from the stock pile in front of her. If she wants to keep the drawn card, she adds it to her hand, and then takes a card from her hand that she doesn't want and passes it to the player on her left. If the dealer doesn't want to keep the card, she just passes it to the player on her left. In the same way, each subsequent player decides whether she wants to keep or pass the card that is passed to her. The last player (person to the dealer's right) does not pass cards, but instead discards them into a discard pile in front of her. You can only have four cards in your hand at any time. Continue drawing and passing cards until someone collects four of a kind. (The passing happens as fast as the players wish, but cards can only be passed one at a time.)

Once you have collected four of a kind, do not say anything, just take one of the spoons. Once you do, the other players instantly try to grab a spoon, even if they do not have four of a kind. The one player left without a spoon loses the round. The first time you lose, you get an "S," the second time a "P," the third time an "O," and so on. Once you have lost a total of six rounds (that is, when you have spelled S-P-O-O-N-S), you are out of the game. Each time a player is eliminated, remove one spoon from the game. The winner (when only two players are left) is the first player to collect four of a kind.



STEALING BUNDLES



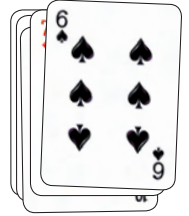
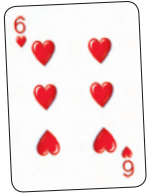
PLAYERS: 2 to 4

OBJECT: Collect the most cards.

SET UP: Choose a player to deal first (such as the player who draws the highest card from the deck). The dealer shuffles the cards and deals them out clockwise one at a time: four cards face down to each player and four face up to the center of the playing area (so that all four in the center are visible). The remainder of the deck is kept face down by the dealer and will be used later. The players then pick up their hands of four cards and look at them. Do not look at other players' cards.

PLAY: The player to the dealer's left starts and play continues clockwise. On your turn, play one card from your hand face up to the center of the playing area. If the card you play matches the rank of any of the face up center cards, take the card you played, plus any matching cards, and place them in a face up pile in front of you, to start your "bundle." (Ignore suits: a Six matches any Six, a Queen matches any Queen, and so on.) Whether or not you matched a card, it becomes the next player's turn. (If you don't match a card, add it to the center of the playing area.) Stack matched cards on top of your bundle (with the card you played on top, so that only this top card is visible). Play a card that matches the top card of another player's bundle to steal her entire bundle and add it to the top of yours, placing the matching card that you played on top. After each player has played all four cards, the dealer takes the remaining undealt cards and deals another four cards face down to each player, one at a time (but adds no further cards to the playing area). Again the players look at their hands, and play continues as before. After all of these cards have been played, the dealer deals another four cards to each player. Repeat this process until all of the cards have been dealt and everyone has played their last four cards. Then add any cards remaining face up in the center to the bundle of the last player who matched a card. The player with the largest bundle (the most cards) wins.

TIP: The player to the left of the dealer should be the next dealer if you want to play again.



BEGGAR MY NEIGHBOR

PLAYERS: 2 to 4

OBJECT: Collect the most cards.

SET UP: Divide the deck into equal face down piles and give each pile to a player. Don't look at your cards.

PLAY: Take turns turning over your top card face up, forming a pile in the center of the playing area. The face cards (Ace, King, Queen, and Jack) are pay cards and the numbered cards (Two through Ten) are regular cards. Turn over cards into the pile until a pay card is played. If you play a pay card, the player to your left has to "pay" for it by playing:

- ◆ 4 regular cards for an Ace
- ◆ 3 regular cards for a King
- ◆ 2 regular cards for a Queen
- ◆ 1 regular card for a Jack



Once payment is made, the player who played the pay card gets the entire center pile. For example, if you played a Queen and the other player played two regular cards on it to "make payment," you then take the whole face up pile and put it face down underneath your own cards. If you turn over a pay card when making payment, the previous pay card is cancelled and the next player now has to pay for your new pay card.

For example, if Player 1 plays a King; Player 2 plays a Five, a Four, and then a Queen; Player 1 plays a King; Player 2 plays Two, Eight, Ace; Player 1 plays Seven, Four, Two, Nine. The Ace has been paid for, so Player 2 takes the pile. When one player runs out of cards, the other player is the winner. **TIP:** To play with more than two people, deal the cards nearly equally (with three players, one player will have an extra card) and take turns, moving clockwise. When you play a pay card, the player to your left plays the required number of cards, stopping if another pay card is played, which the person to his left must pay for.

HEARTS



PLAYERS: 3 or 4

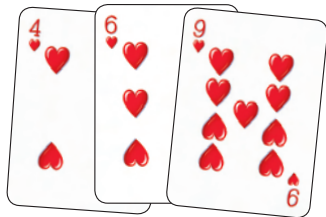
OBJECT: Have the lowest score by not taking in any hearts or the Queen of Spades.

SET UP: Use a pencil and paper to keep score. If there are only three players, remove the two of Clubs from the deck. 3-player game: Deal 17 cards per player. 4-player game: Deal 13 cards per player. Arrange your cards in your hand by suit and rank, with the highest card in each suit to the left, and the lowest card to the right. Each player selects three cards that she doesn't want, and passes them face down to the player on her right. Pick up the three cards passed to you from the player on your left, then re-arrange your cards as necessary.

PLAY: Player on the dealer's left plays any card (except a heart), face up, in the center. She cannot play a heart until hearts have been "broken" – that is, when a heart is discarded by someone because she doesn't have any cards left in the suit that was just played. Also, the Queen of Spades cannot be discarded in the first round. The next player must play a card that is the same suit as the card that was just played. If she cannot, she must either discard a heart or another card she doesn't want. Play continues to the left until each player has played a card. The player who played the highest card in the suit wins that round. That player picks up the played cards and puts them face down in a pile next to her. She starts the next round by playing any card – including a heart, if they've been "broken" – into the center. When all of the cards have been played, the round is finished. Each player then turns over her piles ("tricks") and counts her hearts.

Each heart is worth 1 point, and the Queen of Spades is worth 13 points. But if you capture all 13 of the hearts and the Queen of Spades, you win -26 (negative 26) points – this is called "Shooting the Moon." The game ends when someone gets 50 points, and the winner is the player with the lowest number of points.

TIP: Aces are high.



RUMMY

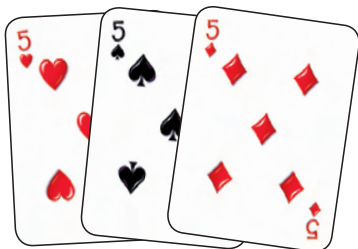


PLAYERS: 2 to 6

OBJECT: Be the first player to get rid of all of your cards.

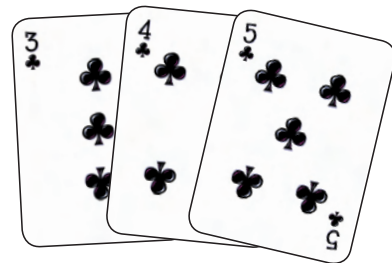
SET UP: 2 to 4-player game:

Deal seven cards per player. 5 or 6-player game: Deal six cards per player. Put the rest of the deck face down in the center. Turn over the top card and put it face up next to the pile. Arrange your cards in your hand by suit and rank.



PLAY: The player on the dealer's left picks up the top card from the face down pile or the discard pile. See if you have any combinations – three or four cards of the same rank (such as the Five of Hearts, Spades, and Diamonds) or three or four cards of the same suit, in order (such as the Three, Four and Five of Clubs). Put any combinations face up in front of you. Then, discard one card to the top of the discard pile, face up. Play continues to the left, with each player picking up a card, making any combinations, and discarding. Once other players have put out combinations, you may – on your turn – begin putting out single cards you have that add on to anyone's combinations. The first player to play all of his cards is the winner.

TIPS: Aces are low (Ace, Two, Three – not Queen, King, Ace). If the draw pile runs out, shuffle the discard pile to make a new draw pile.

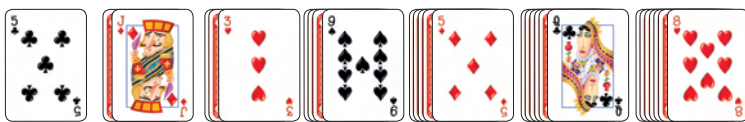


SOLITAIRE

PLAYERS: 1

OBJECT: Get all of the cards into four ordered piles, running from Aces to Kings.

SET UP: Shuffle the cards. Deal out 28 cards into a row of seven piles, with the first pile containing one card, the second pile two cards, the third pile three cards, and so on. The top card of each pile should be face up; the remainder of the cards should be face down. Put the rest of the deck in



front of you.

PLAY: Put any face up Aces in a row above the layout. These will begin the four foundation piles. Turn over the cards underneath any Aces you moved. Place any Twos you find onto the Aces of the same suit. Move cards around on the layout to expose the face down cards underneath them. The card you move must be the next rank down from the card you are putting it on, and the opposite color – alternating red, black, red, black, etc. Once you've made every possible move, deal three cards from the deck in a face up pile on the table. Play the top card, if you can, onto the layout or the foundation piles. You can then play the card underneath it. If you can't use the top card, deal three more cards in the same way, and continue through the deck in this way as necessary. If you can't make any more moves, flip the deck over and start again. If you run out of moves, you lose the round. But if you can get all the cards into the ordered piles, you win.

TIPS: You can move entire card columns, or parts of columns, to get to a card you want to play. You may also play from the bottom of a card column. Kings can be moved to the empty area left when a whole column moves.

Original Little Hands™ Card Holder by Claybanks Kids, LLC
Card Illustrations by: Dean MacAdam



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