

BIG DECK PLAYING CARDS

INSTRUCTIONS

CHEAT

Players MUST lie when playing this game, it is a requirement! But watch out if you do, paying the penalty can be high! In a game with 6 or more players you may want to have two decks.

Ages: 5+

Players: A minimum of three people are needed to play, and the more the better.

Object: Each player tries to be the first player to play all of their cards.

Set-up: One player deals out all the cards. Some players may have one extra card.

Play: Players look at their cards. The player to the left of the dealer places one to four cards of the "same" value (i.e. all 7's) face down in a pile in the center. The player says the value of the cards as they are placed. The player could actually be placing three 7's and an Ace, the cards do not necessarily have to be the cards that the player claims (see Cheating).

The next player must play cards that are one value higher than those first played (i.e. three 8's). The following players must each play cards one value higher than those played by the preceding player.

Cheating: A player can put down any other cards, instead of those of the correct rank, and pretend that they are all the same correct value. A player must always lay down at least one card during their turn, so if a player does not have the required value card, he must cheat. A player may also put down more cards than he says he is placing down.

Calling A Players Bluff: A Player may call another player's bluff, before the next player lays down his hand. If a player suspects another player of cheating he challenges the player by calling "Cheat!"

The player who was challenged must then turn over his cards for inspection. If the player who called "CHEAT" was correct, the person who cheated must collect all of the cards from the central pile and add them to his hand. If the player did not cheat, the challenger must pick up the central pile of cards.

Play begins again with the player who picked up the cards from the center pile and resumes on the value that was cheated on.

Winning: The winner is the first person to succeed in playing his last card!

Variation: In Up & Down Cheat, players can play higher or lower rank cards than the preceding card.

CONCENTRATION

This is a great game for young children, and the big cards are easy to pick up. This is definitely a floor game.

Ages: 4+

Players: 2+

Object: Collect the most pairs.

Set-up: One player deals out all the cards face down onto the floor. The cards can be placed in any direction, but should not touch. A square format may be used.

Play: The player to the left of the dealer starts the game by turning over two different cards and allowing the other players to see the cards. If the two cards are the same value, two 7's or 2 king's than the player who turned the cards over collects them, and turns over two more cards. The player's turn continues until she turns over two cards that don't match. If two cards do not match they are turned face down to their original position, and the next player starts her turn. Play continues until all the cards have been collected.

Winning: The player with the most pairs wins!

CRAZY EIGHTS

Crazy Eights is a fun family game, enjoyed by players of all ages.

Ages: 5+

Players: 2+

Object: The first player to play all of their cards.

Set-up: The dealer deals out seven cards to each player, then places the rest of the cards face down in the center to form the draw pile. One card is turned over from the draw pile to form the discard pile.

Play: Players lay down cards and try to match either the value or suit of the card played before them. If a player is

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unable to lay down a card, then he must draw a card until he picks up a card he can play. If the draw pile is used up, then the discard pile is shuffled and turned face down to form a new draw pile.

Crazy 8's: A player may play an 8 card after any card. This player then decides on the next suit.

Winning: The player to get rid of all his cards first wins the game.

Scoring: Players can also play each game as a round and keep score. The first player to play all of his cards scores points for the cards left in the other players' hands. The player with the most points after a predetermined number of rounds, wins the game.

The cards are scored in the following manner: 50 points for each 8 card; 10 points for face cards; 1 point for each ace; and all other cards are scored by their numeric value.

EGYPTIAN RATSCREW

This game has a little bit of everything, but nothing to do with its name.

Ages: 7+

Players: 2+

Object: Win all of the cards.

Set-up: The dealer deals out all cards one at a time, face down in front of each player. Some players may have more cards than others. Players are not allowed to look at their hands.

Play: The first player begins the game by placing his top card face up in the center of the playing area. Players lay cards down one at a time in a central playing surface. When a player lays down a face card, then the next player has a certain number of tries to play another face card. The number of tries that a player has is dependent on the value of the first face card played. An Ace has 4 turns, Kings 3 turns, Queens 2 turns and Jacks 1 turn. If a player does not lay down another face card within the specified number of turns then the player who laid down the first face card collects the pile. If a player is able to lay down a face card then play is resumed. Players play on number cards with no special instructions.

Slapping: Players may slap the pile at various points in the game to collect the cards in the pile.

- Doubles: Players may slap the pile when there are double cards played (i.e.two 6's).
- Triples: Players may slap the pile when there are triple cards played (three Aces). This happens only when players miss the doubles.
- Four in a Row: Players may slap the pile when there are four cards in a consecutive order i.e. Ace, two, three, four.

Slapping Penalties: If a player slaps something that is not a double, triple, or four in a row, then the player who played the last card collects the pile.

Slapping In: Players who did not begin playing the game at the same time as the rest of the players, may also slap into the game at any point, by slapping the pile at one of the appropriate times. If a player slaps the pile incorrectly before they are in the game, play continues and his mistake is ignored.

Winning: The player who collects all of the cards, wins the game!

GARBAGE

Don't be fooled by the name! This is a great game with a trashy name. Players only have to recognize numbers to play this game well. This game takes up some space so it is best played on the floor.

Ages: 5+

Players: 2-4

Object: Be the first player to complete all eight rounds of play by placing your cards in the correct sequence each round.

Set-up: The dealer deals eight cards to each player. Players do not look at their cards, but place them face down in front of them in two rows of four. These cards are mentally numbered 1-8 starting with the top left card and ending with the lower right card (see diagram). The remainder of the deck is placed faced down in the center of all players, forming the draw pile.

Play: The first player picks a card up from the draw pile, if it is any card numbered 1-8 (Ace is 1) the player is able to place

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this card in its proper sequence placement. The card that it replaces is then placed into its correct position as well (if possible). For example if the first card drawn is an 8, it would be placed face up in the bottom right, replacing the card that was there in the '8' spot position. The card that was replaced would be flipped over and if were a 2 it would then be placed second from the left on the top row in the '2' position. (Suits do not matter) Play continues in this manner until a player cannot make any more moves, and she discards one card to the discard pile.

The next player can either pick up the card that was discarded by another player or draws a new card from the draw pile. Play continues in this manner until one player has all eight cards in the correct order. Then a new round is dealt. All players are once again dealt eight cards except for the player who won the last round. This player is dealt only seven cards. New rounds are played with the winner always dealt one less card than her last hand until one player is dealt only 1 card.

Winning: The player who completes the last hand by getting an ace wins!

GO BOOM

This is a simple fun card game that teaches the basics of winning tricks. In games with 5 or more players, you may want to use two decks.

Players: 2+

Ages: 5+

Object: Be the first player to play all of his cards.

Set-up: The dealer deals each player seven cards, and places the rest face down in a pile in the center.

Play: The first player lays down a card face up. The next player must lay down a card that is either of the same suit, or of the same value. Play continues in this manner with each player matching either the suit or value of the first card played. If a player is unable to match either the suit or value, than she must draw from the draw pile until she picks up a card that she can play.

After each player has laid down one card, the cards are compared for the highest value. The player who laid down the highest value card plays the first card for the next hand. (Ace is highest value card)

If all of the cards have been taken from the draw pile, then a player says pass, and play goes to the next player.

Tie: If there is a tie for the highest value card, then the player who played her card first is the first one to start the next round.

Winning: The winner is the first player who plays all of her cards and shouts "Boom!" when she plays her last card.

Variation: Go Boom can be played with keeping score. It is played the same way except that more rounds are played, and points are scored for going boom. The game ends when a player reaches an agreed number of points (usually 250).

Scoring: The winner scores points for the cards left in the other players' hands when she goes boom.

The cards are scored in the following manner: 10 points for each face card; 1 point for each ace; the face value of each of the number cards.

KEMPS

Grab a friend and develop a secret code in this card game! Players pair up and play in teams in this sly game. Try and keep a straight face!

Ages: 6+

Players: 4

Object: Be the team to collect four of a kind first and call "Kemps"

Set-up: The dealer deals each player four cards and places four cards face down in the center. The rest of the cards become a draw pile and are placed to the side of the dealer.

Play: Players pair off with the player across from them and move away from the playing area to strategize. The players compare hands with their partner and may exchange cards at this time if they choose. At this point players also come up with a secret signal to use to communicate with their partner that they have "four of a kind" and that their partner should call "Kemps!" This signal can be as simple as reaching an arm into the air, but should be subtle so that the other team doesn't notice.

After the two teams have finalized their play, players resume their positions at the table or floor. At this point the dealer

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turns over the four cards in the center. Anyone can make a grab for the center cards. Players can pick up as many cards as they want, but they must put down as many cards as they have picked up. Once everyone is finished, the dealer clears the table of the remaining 4 cards, and deals out four more. Once again everyone scrambles for the cards that they want, and discards the cards that they don't want. Play continues in this manner until someone calls 'Kemps'

Calling Kemps: A player calls 'Kemps' and points to the player whom he thinks has 4 of a kind. Players must watch each other for signaling. When a player thinks that another player is signaling he calls "Kemps!" A player can call 'Kemps' for this team member, and win the hand, or a player can call 'Kemps' on an opposing player. If a player calls 'Kemps' on a player from the other team, and that player does have 4 of a kind, then that player must discard their hand and start over. There is no penalty for calling 'Kemps' on another player and when they don't have 4 of a kind.

Winning: When a player has 4 of a kind, and his teammate calls "Kemps" for him, then that team wins the hand.

KING THE CORNER

King the Corner is a great game for older players who want a more than luck in their card play.

Ages: 6+
Players: 2-6

Object: To win the hand by being the first to play all of your cards.

Set-up: The dealer deals 7 cards to each player then places four cards face up in the center to form a cross. The rest of the deck is placed face down in the center of the cross as the draw pile.

Play: Play begins with the player to the left of the dealer. Cards are played by placing cards of alternate color down (red, black, red, black) in a descending order (King, Queen, Jack, etc.) (See Diagram) Any kings are placed in the space in between the original 4 cards (in the corners). Players may move all cards from one space and place the stack on another card(s) as long as it continues the sequence of cards. When a space is open, a player may insert any card that she wishes. Cards may not be moved from the king spaces.

Players begin their turn by placing any cards down from their hand or moving any of the cards that are already in play. A player may make as many plays as possible, and may lay as many cards down as she wishes per turn. When a player is finished making plays, she draws one card to end her turn. If a player forgets to draw a card, she is penalized with a second card. If a king is drawn this card is played immediately, and no other card is drawn.

Play in the corners always starts with a king card.

Winning: The player who plays all of her cards first, wins the game!

OLD MAID

This wonderful classic is easily played with a regular deck of cards. The big size of our cards makes the game even more enjoyable.

Ages: 4+
Players: 2-6

Object: The player with the most pairs.

Set-up: The dealer pulls out three of the queen cards, leaving just one queen in the deck. This queen card is the old maid. The dealer then deals out all the cards to each player. Some players may have more cards than others.

Play: Each player looks at their hand and lays down any pairs that they have face down in front of them. If a player has three cards of one value, he may only lay down two of the cards. The third is left in the player's hand to be matched later in the game.

The player to the left of the dealer then takes a card from the dealer's hand. If a match is made the player lays the match down in front of him. He then offers his hand to the next player, who takes a card from his hand. Play continues until one player is left with the Old Maid card, who does not have a match.

Winning: The player with the most matches at the end of the game wins!

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SLAPJACK

Slapjack is a perfect game for a rainy day to release a little energy. All that is required is the ability to distinguish a jack from the other face cards – which can be tricky for those itchy hands!

Ages: 4+

Players: 2+

Object: Collect the most cards.

Set-up: The dealer deals out all of the cards one at a time face down in a pile in front of each player. Some players may have one more card than others.

Play: Players take turns placing the top card of their pile onto the top of the center pile. Don't peek at your cards!
Slapping a Jack: When a player places a jack on the top of the pile, each player tries to be the first to put their hand on top of it. The player whose hand was first, claims the central pile of cards and shuffles these into her own cards to form a new pile. The player whose hand was first will be underneath all other players' hands.

The player to the winner's left continues play by placing a card face up in the center creating a new center pile.
If a player loses all of their cards, she may 'slap-in.' A player does this by being the first person to slap a jack.

If a player slaps a card that is not a jack, she must give her top card to the player who played the card that was slapped.

Winning: The winner is the player who wins all of the cards. For a shorter game, the winner is the player with the most cards at the end of a set time period.

SNAP

This is a fast, easy game, but you have to watch closely! Be the first to spy a match between any players' top cards and you collect both piles!

Ages: 4+

Players: 2+

Object: Win all of the cards.

Set-up: The dealer deals out all the cards one at a time face down to form a pile in front of each player. Some players may

have one more card than others. Players are not allowed to look at their cards.

Play: The player to the dealer's left starts first, and places her top card face up to form a pile beside her face down pile. The next player does the same, and play continues until one player sees that the cards on top of two piles have the same value. This player shouts "SNAP!"

Snap: The first player to shout 'Snap' collects both piles of cards and places them face down at the bottom of her face down pile.

Players continue to turn over cards starting with the player to the left of the last player who turned over a card.

Snap Pool: If two players shout "SNAP" at the same time, the matching piles are placed face up in the center. Players continue play, until the pool is won by the first player to shout "SNAP" when a player's card matches the top card of the pool.

When a player runs out of cards, she turns over her face up pile and draws from this.

If a player calls "snap" in error, the player gives one card from her face down pile to each of the other players.

Winning: The player who wins all of the cards wins!

SPEED

Watch out! This is a fast paced game that moves as fast as the players playing it. You need to be able to recognize card values quickly, and move your hands.

Ages: 5+

Players: 2

Object: The first player to play all of his cards first!

Set-up: The dealer sets the play area up as follows: Two reserve piles with 5 cards each are placed to the left and right of the play area, (to the sides of the players) and twenty cards are dealt out to each player. Players take 5 of the 20 cards dealt to make up their hand. Don't peek at the rest of the cards! (See diagram).

Play: Players begin by placing one card each from their hand, into the center of the playing area. Players lay

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cards down as fast as possible. Cards are played in either ascending or descending order, i.e. Jack, Queen, King, Ace or Ace, King, Queen and Jack. Players can replenish their hand at any time from the original 20 cards dealt to them. Players can only have 5 cards or less in their hand at any time. The reserve piles are used during play when players are unable to use the cards in their hand.

Winning: The player who has played all twenty of his cards from his hand first wins!

SPIT

Spit is a wonderful two person card game that test a player's speed and agility.

Ages: 5+

Players: 2

Object: The first player to play all of her cards.

Set-up: The dealer deals out all of the cards. Players set their cards in the following manner: (See diagram)

- Starting from the left, each player lays down 3 cards in a row face down and a fourth card face up.
- A second face down card is laid down on each of the first two down-facing cards, and a third is placed face up on the third card.
- A third face down card is laid down on the first card, and a second face up card is laid down on the second card.
- A face up card is laid down on the first pile.

Then players each place the remainder of their cards face down to form a personal draw pile next to them.

Play: When both players are ready, they call out "SPIT!" Both players immediately take the top card from their draw piles and place them face up in the center side by side.

The players then play as many cards as possible from their row of face up cards to either of the cards in the center. Players do not take turns.

Cards that are played into the center must be either one value higher, or one value lower than the card played on. *For example, an Ace could be played onto either a King or a two.*

When a player plays a card from any pile in her row, she then flips the next card in the pile face up, so that it is ready to be played.

Players continue to play cards onto the central piles and turning over the cards in their rows until neither player can play any more of their cards.

Spit: If neither player can play onto the center piles one player shouts 'SPIT' and the players turn over their top card from their draw piles. They lay these cards on top of the two center piles, and play resumes.

End of Round: Once a player has played all the cards from her row, she shouts "OUT!" This player wins this round and picks up her draw pile. The other player picks up both of the central piles and adds all of these cards to the bottom of his draw pile.

Starting A New Round: Players lay out their cards in the same manner as before. If a player does not have enough cards to lay out into the appropriate piles, she continues to lay out the cards as far as she can and turns over the top card of each pile to face up. In this case, players will also only have one center pile on which to play.

Winning: The player who plays all of her cards first wins!

Slapping Variation: When a player runs out of cards and shouts "OUT!" players immediately slap the central pile they think is smaller. If both players slap the same pile, the player's whose hand is underneath claims the pile.

SPOONS

A great party game that guarantees laughter. So grab a spoon and stir up some fun!

Ages: 5+

Players: 3+

Object: Collect a set of 4 cards and to grab a spoon.

Set-up: Arrange the deck to have the same number of sets as the number of players. A set consists of 4 cards of the same value. If four people are playing, the kings, queens, Jacks and aces may be used.

Spoons should be placed in the center of the playing area. The number of spoons should be one less than the number of players. (Using clear, plastic spoons makes it a little bit

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more fun and challenging.)

The dealer deals out 4 cards to each player. Each player looks at their hand and decides to try for a particular set. Each player then chooses one card to discard and places it face down in front of them and passes it to the player to their left. Each player looks at their new card and chooses another card to discard. The game continues in this way, until one player has a set of four cards of the same value. Once a player has four of a kind, he quietly places his cards down face up in front of him and picks up a spoon from the center of the table. As soon as a player has done this, the other players must reach for a spoon as well, whether or not they have 4 of a kind. The player who does not have a spoon is out of the game.

One spoon is then removed from the center of the table so that there is one less spoon than players once again.

The players who are still in the game are not allowed to speak to the player who is out of the game. If they do, then they are automatically out as well.

Winning: In the last round of the game, there is one spoon left to grab, the player who grabs the spoon first wins!

Variations: For a longer game play, players can play with a complete deck of cards instead of pulling out equal number of sets to the number of players.

The dealer deals out four cards to each player

Donkey: Play is the same in Donkey, except that when a player fails to pick up a spoon they are penalized with a letter, and a new round begins with all players. The first player to be given all the letters in the word 'donkey' loses the game and must "hee-haw."

Pig: This is the same game as Donkey, but shorter.

WAR

This is a great classic card game that makes for a good introduction to cards for a young player.

Ages: 4+

Players: 2+

Object: Win all of the cards.

Set-up: The dealer deals out all cards to the players. Some players will have more cards than others. Players do not look at their cards, but leave them in a pile in front of them.

Play: Players turn over the top card from their draw pile and lay it face up in the center. The player who lays down the highest value card wins the hand and collects the rest of cards from the center area.

Declaring War: If there is a tie between players for the highest value card, than those players who tied must declare war. All players who have tied say "I declare war!" laying down four cards as they say this. The first three cards should be laid down face down, with the fourth card turned face up. The player with the highest value card turned face up wins all cards in the center area.

Winning: The player who collects all of the cards, wins the game!



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