



Cheat

What you need:

- A pack of cards
- 3-6 players
- Suitable for age 8yrs+

Rules...

Shuffle the cards and deal all the cards between the players.

The player to the left of the dealer plays first by placing 1 to 4 cards face down in a discard pile in the centre. The player must state what the cards are and does not have to tell the truth. The player must claim the cards are the same value. Eg the player must state “3 kings” but can place any three cards down.

The other players can call “cheat” if they think the player is lying.

If cheat is called the player’s cards must be shown to everyone. If the challenger was correct and the player was lying, the cheater must pick ALL cards in the discard pile and the challenger takes the next turn.

If the challenger is wrong they pick up the discard pile and play continues to the left of the player who last played.

If cheat is not called, the player to the left takes the next turn. They must play cards of the same value, 1 up or 1 down from the previous play. If Kings are played, the next player can play queens, kings or aces.

The winner is the first person to play all their cards.



Spit

What you need:

- A pack of cards
- 2 players
- Suitable for age 8yrs+

Rules...

The pack of cards is shared between the two players, each receiving 26 cards. Each player takes 15 of their cards and placing them in the following 5 stacks:

- The first stack has only 1 card, face up
- The second stack has 2 cards, 1 face down and 1 face up
- The third stack has 3 cards, 2 face down and 1 face up
- The fourth stack has 4 cards, 3 face down and 1 face up
- The fifth stack has 5 cards, 4 face down and 1 face up

The remaining 11 cards are face down to the right of the 5 stacks, and is called the deck.

Both players take the top card from their deck and places them next to each other in the middle of the table, forming two discard piles. Both players then need play as many cards as they can, as fast as they can on top of the discard piles (the discard piles belong to neither player, both players can play onto both discard piles). You can only move one card onto the discard pile if it is one higher or one lower than the card on top of the discard pile.

An Ace can be one higher than a King or one lower than 2. Just as a King can be one lower than an Ace or one higher than a Queen.

The cards come from one of the face up cards on the stacks, if the next card is face down you then flip the card under to have a new face up card. If you have two cards on your stacks with the same rank you can combine them and flip the face down card that is uncovered. If you have emptied one of your stacks you can move one of your face up cards to the empty stack, and flip over the face down card that is uncovered.

When both players get stuck, they both need to pick a card from their deck and place on top of one of the discard piles. Play continues as before.

Once a player removes all their stacks they choose a discard pile to add to their deck (they will choose the smallest pile), the other player takes the other discard pile and adds that to their deck. Each player regroups all their cards, shuffles and resets the game as above.

Play keeps repeating til a player has no cards left in their deck. Then you only set up one discard pile.

The player to play all their cards wins.



Old Maid

What you need:

- A pack of cards
- 3+ players
- Suitable for age 5yrs+

Rules...

First remove three of the queens from the deck. The remaining queen is the old maid.

Deal the cards as evenly as possible amongst the group. The players sort their cards and discard any pairs. If they have three of a kind they discard two and keep one.

The dealer offers their hand to the player to their left. That player randomly chooses one card to add to their hand. If it makes a pair they discard them. Play continues clockwise, the player to the left of the dealer now offers their hand to their left.

This repeats til there is only one card left in play, the old maid.

The aim of the game is to not end up with the old maid.



Rummy

What you need:

- A pack of cards
- 2+ players
- Suitable for age 8yrs+

Rules...

When playing with 2 players deal out ten cards each, when playing with 3-4 players deal seven cards each, and when playing 5-6 players deal out six cards each. The undealt cards are placed face down in a pile, placing the top card face up next to this pile.

The player to the left of the dealer plays first. They can choose to pick up the face up card or the top card on the face down pile. With their hand they need to try to make groups or sequences.

Group – three or four of a kind

Sequence – three or more consecutive cards of the same suit
(The Ace is played as value one and cannot follow the king)

If all cards can be placed into a group or sequence this player wins. Otherwise they discard one card to the top of the face up pile.

The next player repeats the above.



Crazy Eights

What you need:

- A pack of cards
- 2+ players
- Suitable for age 8yrs+

Rules...

Shuffle the cards and deal five cards to each player. The rest of the cards are placed facedown with the top card flipped over next to the pile. If this card is an eight this will need replacing in the deck and the next top card flipping over. Player to the left of the dealer plays first.

In turn players check to see if they can play a card. A card can be played if in your hand you have a card that matches the face up card either by rank or suit. If you do this card can be placed on top and face up. If you don't you will need to pick the top card on the face down pile and add it to your hand. It is now the next players go.

Eights are wild cards. If you play an eight you get to state which suit must follow.

The first player to get rid of all their cards wins.



Sevens

What you need:

- A pack of cards
- 3 to 8 players
- Suitable for age 6yrs+

Rules...

All cards are dealt between the players. The player with Seven of hearts starts play by placing this card in the middle.

The next player must then place a six of hearts under or an eight of hearts above the seven already down. OR they can place another seven down next to it in a different suit.

Subsequently, players must take turns in adding a card of the same suit and one higher or one lower than the sequence of cards, in that suit, on the table.

A player who cannot place a card passes.

If you have a card that can be played you cannot pass on your turn.

The winner is the player to not have any cards left.



Snip, Snap, Snorem

What you need:

- A pack of cards
- 3+ players
- Suitable for age 4yrs+

Rules...

All cards are dealt between the players.

Players sort their cards by rank.

The player to the left of the dealer starts by placing any card down on the table. The next player looks to see if they have a card of the same rank. If they do, they place it down on top of the card, saying “snip”. If they have another card of the same rank, they put that down saying “snap”. If they don’t play passes to the next player. Whoever places the final card of that rank says “Snorem” and wins the right to start the next round with the card of their choice.

The winner is the player to get rid of all their cards first.



Go Fish

What you need:

- A pack of cards
- 2 to 5 players
- Suitable for age 4yrs+

Rules...

Seven cards are dealt to each player, if only 2 or 3 players. Otherwise five cards are dealt to each player.

The remaining cards are left face down in a pile.

Each player takes it in turns to ask another player for their cards of a particular face value. To ask for a particular face value you must hold at least one card of that value.

The winner is the player to collect the most sets of four of the same number.



Pig

What you need:

- A pack of cards
- 3+ players
- Suitable for age 6yrs+

Rules...

For each player remove four of a kind from the pack of cards. Put aside the remaining cards.

Shuffle the sets of four of a kind well.

Deal the cards so each player has four cards. The aim of the game is to collect four of a kind, at which point you quickly and quietly put a finger on your nose. If you see another player with a finger on their nose you should also put your finger on your nose. The last player to notice gains a letter, first a P then I then G.

To play you pick a card you want to discard and place face down on the table in front of you. Once everyone has a card in front of them, pass to your left and pick the one that is now in front of you. Repeat til someone gets a set of four the same.

The player who gains P-I-G loses.



Beggar my Neighbour

What you need:

- A pack of cards
- 2 players
- Suitable for age 6yrs+

Rules...

Shuffle the cards and deal all the cards between both players. Each player keeps their cards in front of them face down. There are two types of cards; the ace, king, queen and jacks are pay cards, the 2-10 cards are ordinary cards.

Take it in turns to turn a card over and place face up in the middle. This continues until a pay card appears. The opponent of the person who played a pay card must pay for it by playing several cards in succession.

4 ordinary cards for an ace
3 ordinary cards for a king
2 ordinary cards for a queen
1 ordinary card for a jack

Once the payment is made the player who played the pay card wins the full pile from the middle and adds to the bottom of their pile. If a pay card is turned over while paying payment switches to the other player.

The player who first runs of cards loses.



War

What you need:

- A pack of cards
- 2 players
- Suitable for age 3yrs+

Rules...

The pack of cards are equally shared between players.

Each player turns over their top card at the same time. The player with the highest card takes both cards and places them face down at the bottom of their pile.

If the cards are the same rank, it is War and both players say “I declare War!”. Each player takes the top three cards from their pile and place them face down, then takes the next top card and places it face up. The player with the highest card from the two new face up cards now wins. If they are also both the same both players repeat taking another three cards face down and one face up. If one card is the highest that player wins all the cards that have been played in that round (face up and down).

The overall winner is the player to win all the cards.



Rolling Stone

What you need:

- A pack of cards
- 4-6 players
- Suitable for age 6yrs+

Rules...

Deal eight cards to each player.

Player to the left of the dealer plays a card. Everyone else follows and must play the same suit. If a player can not follow suit they must pick up all the cards. That player then leads the next round playing any card they like.

If everyone has managed to follow suit the person playing the highest card picks up all the cards and puts them to one side (they are NOT added to their playing pile). This player then gets to pick the card that starts the next round.

The winner is the player to get rid of all their cards.