



CARD GAME IDEAS



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CRAZY 8

- Each player is dealt seven cards.
- The remaining cards are placed face down in the centre of the table in a pile. This is called the 'draw pile'.
- The top card of the pile is turned face up and placed next to it to start the 'discard pile'.
- First player adds to the 'discard pile' by playing one card from their seven that matches the top card on the 'discard pile' either by suit (clubs, hearts, spades, diamonds) or by rank (e.g. 6, jack, ace, etc.).
- A player who cannot add to the top card on the discard pile by suit or rank must take the top card from the 'draw pile' until he can play one that matches the 'discard pile'.
- When the 'draw pile' is empty, a player who cannot add to the 'discard pile' skips their turn.
- All eights are 'wild' and can be played on any card when it's your turn.
- When a player adds an eight to the 'discard pile', they choose which suit is now in play.
- The next player must play either a card of that suit or another eight.
- The first player to play all of their cards wins.



RUMMY

- The aim of this game is to collect sets - three or four of the same rank (e.g. 6 of spades, 6 of hearts, 6 of diamonds) or runs of three or more consecutive cards of the same suit (e.g. 9, 10, jack, queen of clubs).
- King is high, ace is low.
- Shuffle the deck of cards and deal 10 cards to each player.
- Players should look at and sort their cards into sets and consecutive runs.
- Once each player has 10 cards each, the next card from the deck is turned face up in the middle of the table to start the 'discard pile'.
- The remaining cards are placed face down next to the 'discard pile' to form a 'draw pile'.
- When it's your turn, first you must take a card, either the top card from the 'draw pile' or the top card from the 'discard pile' and secondly you must discard a card (face up so that the number is showing) onto the top of the 'discard pile'.
- When all 10 of your cards belong to a set or a run (e.g. 6 of spades, 6 of hearts, 6 of diamonds; 4, 5, 6, 7 of clubs; ace, 2, 3, of hearts) you say "rummy" and are the winner.





MORE CARD GAMES



21



- The aim of 21 is to score 21 or as close to it as possible.
- Number cards have their face value (e.g. a 6 is worth 6), jacks, kings and queens are worth 10. Ace can be either 1 or 11 and the player who holds the ace gets to choose the value of the card.
- The dealer and all other players are dealt two cards each. Players must add up the value of the cards in their hand e.g. 7 and queen = 17.
- The dealer goes to each player one at a time. The player needs to decide if they want another card to get them closer to 21 (if you want another card you say "hit" to the dealer) or will "stick" with what they have.
- You can have as many cards as you like as long as you don't go over 21.
- The dealer does this with every player. The dealer then looks at their cards and decides if they want to "hit" or "stick".
- The winner is the one whose cards add up to 21 or the closest number to it.
- Shuffle the deck of cards after every game.

GO FISH



- The aim of the game is to get rid of all of your cards by collecting sets (4) of the same rank (e.g. 6 or jack or ace, etc.).
- Five cards are dealt to each player if there are three to six players.
- With only two players, seven cards are dealt to each.
- All remaining cards are placed face down in a 'draw pile'.
- On each person's turn, ask any player for a specific card rank e.g. "Sarah, please give me all of your 9s". You must already hold at least one card of the rank you ask for e.g. you must have a 9 in your hand of cards if you ask for 9s.
- If the player you ask has any cards of the requested rank, they must give all of their cards of that rank to you. In this example, Sarah would have to give you all of her 9s.
- If you get one or more cards from the player you ask, you get another turn and may ask any player for any rank you already hold. If the person you ask doesn't have any of the cards you ask for, they say "Go fish".
- You then draw the top card from the 'draw pile'. If you happen to draw a card of the rank you asked for, show it to the other players and your turn continues. Otherwise, add the drawn card to your hand and it is the next player's turn.
- The next player is the one who said "Go fish".
- When you collect a set of four cards of the same rank, show the set to the other players and place the four cards down in front of yourself. That is a "match".
- The game continues until either someone has placed all of their cards in front of them as a "match" or the 'draw pile' runs out.
- The winner is the player who then has the most matches (sets of four).



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