Go Fish

Difficulty: 2/5

Players: 2-6

Length: 10 minutes

STAndard Deck of Cards (No Jokers)

## Game Rules

### Starting the Game

Each player is dealt 5 cards (if only 2 players are playing, deal 7 cards each). The remaining cards should be placed face down. This creates a draw pile.

Each turn consists of 3 main steps:

### Asking your opponent for a card

Pick a card number from the ones you hold in your hand. Then, choose another player and ask if they have the given card number. For example: “Do you have any 3’s?”

If that person has one or more of the called card, they are all given to you and become part of your hand. Anytime you get cards from another player, you may repeat this process.

It is not necessary to ask the same player – each time you receive cards, you may choose any card number from the ones you hold in your hand and pick any player to ask for matches.

### Go Fish

If your opponent does not have the card number you asked for, they will say “Go Fish”. At this point, you draw a card from the draw pile. The card becomes part of your hand, and it is the next players turn.

### Creating sets of four

As soon as you have a set of 4 cards of the same number in your hand (one of each suit), you immediately place these cards face up on the table.

### Winning the Game

The game ends when one person lays all their cards on the table, or the draw pile is empty, whichever comes first. The person with the most sets of four wins the game.

OLD MAID

Difficulty: 1/5

Players: 2-6

Length: 10 minutes

STAndard Deck of Cards (No Jokers) With One Queen ReMOVED

## Game Rules

### The Pack

The standard 52-card pack is used, however, one of the four queens is removed, leaving a total of 51 cards.

### Object of the Game

The goal is to form and discard pairs of cards, and not to be left with the odd card (a queen) at the end.

### The Deal

Any player shuffles the pack and deals them around, one at a time to each player, until all the cards have been handed out. Players do not need to have an equal number of cards.

### The Play

Each player removes all pairs from his hand face down. If a player has three-of-a-kind, he removes only two of those three cards. The dealer then offers his hand, spread out face down, to the player on his left, who draws one card from it. This player discards any pair that may have been formed by the drawn card. He then offers his own hand to the player on his left. Play proceeds in this way until all cards have been paired except one - the odd queen, which cannot be paired - and the player who has that card is the Old Maid!

### Irregularities

If any player is found to have discarded two cards that are not a pair, (thus causing three unpaired cards instead of one to remain at the end), the player who made the mistake loses and becomes the Old Maid.

Easy 7-Card Rummy

Difficulty: 2/5

Players: 2-6

Length: 15 minutes

STAndard Deck of Cards (No Jokers)

## Game Rules

### Object of the Game

The object of the game is to be the first player to declare "Rummy".

To declare Rummy you need to match your cards so you have one set of 3 and one set of 4. A set can be 3 or 4 of a kind, or a run of 3 or 4 cards in the same suit. These sets of cards are called melds. Aces are low.

### The Deal

To start a game deal each player 7 cards. Any remaining cards should be placed in the middle as a stack. The first card in the pile should be turned face up to start the discard pile

### The Play

1. The person to the left of the dealer starts. They can either pick up the top face up card from the discard pile or take the next card from the top of the stack.
2. Then they must discard one card. If you have picked from the discard pile, you must put down a different card.
3. Move to the next player
4. Keep going round until someone declares "Rummy" and wins. If you reach the end of the pack of cards in the middle before this happens simply turn over the pack and keep going.

### Once you have got the hang of this, try the full version of Rummy!

CRAZY EIGHTS

Difficulty: 2/5

Players: 2-6

Length: 15 minutes

STAndard Deck of Cards (No Jokers)

## Game Rules

### Object of the Game

The object of the games is to be the first player to get rid of all your cards.

### The Deal

Eight cards are dealt to each player (or seven in a two-player game). The remaining cards of the deck are placed face down at the centre of the table. The top card is then turned face up to start the game.

### The Play

The player to the left of the dealer starts.

On a player’s turn they play a card by matching rank or suit with the top card of the discard pile. If a player is unable to match the rank or suit of the top card of the discard pile and does not have an 8, they draw cards from the draw pile until they get a playable card. When a player plays an 8, they choose a new suit to play in. The next player must play a card of the suit declared. An 8 can always be played and doesn’t need to match suit of the card before.

### Wild Cards

Often additional rules are used which give powers to other cards you can choose which of these you want to include.

* Jack’s – Next player misses a turn.
* 2 – Next player picks up 2 cards.
* Queen of Spades – Next player picks up 5 cards.
* 4 – Change direction of play.

### End of the Round

The round ends as soon as one player has emptied their hand, this player has won the round. If playing multiple rounds that player scores points based on the cards left in their opponent hands. 8s score 50, picture cards 10 and all other cards face value. If the players run out of cards in the deck, the discard pile is reshuffled to form the draw pile.

### Winning

The winner of the game is the first player to reach a specific number of points. For two players it is 100 points, three players 150, four 200, five 250, six 300 and for seven players 350.

Rummy

Difficulty: 3/5

Players: 2-4

Length: 20 minutes

STAndard Deck of Cards (No Jokers)

## Game Rules

### Object of the Game

To be the first to get rid of all your cards, by creating melds, which can either be sets, three or four cards of the same rank, e.g. ♥8♠8♦8, or runs, which are three or more cards of the same suit in a sequence, e.g. ♥A♥2♥3. Aces are low, and sequences cannot wrap around.

### The Deal

If there are only two players they each get 10 cards, if there are three or four players, then each player gets 7 cards. After the cards are dealt the deck is put facedown on the table, and one card face up next to it, to start the discard pile.

### The Play

The player to the left of the dealer starts.

### Start your turn by drawing card from either the deck or the discard pile.

### If possible, lay down a meld on the table. You can put down more than one melds in each round (in some versions only one meld per turn is allowed).

### Lay off (add) cards on existing melds. For example, if there's ♥5♥6♥7 on the table, and you have the ♥8 you may lay it off on the meld. Who put the meld down in the first place doesn't matter, as soon as a meld is on the table it doesn't belong to anyone anymore, anyone can use it. You can lay off as many cards as you want, you do not need to have melded this round to do so.

### End your turn by discarding one card onto the discard pile. If you drew from the discard pile you cannot discard that card in the same round. If you only have one card left to discard you put it face down on the discard pile and win the round.

### End of the Round

The round ends as soon as one player has emptied their hand, this player has won the round. If playing multiple rounds that player scores points based on the cards left in their opponent hands. Aces score 1 point, picture cards score 10 and all other cards face value.

### Going Rummy

If a player has not melded or laid off any cards during the game, but can get rid of all his cards in one turn they earns a bonus, the points are doubled! This is called Going Rummy, and is a risky move, since you have a lot of cards for a long time but it can really pay off if you manage to do it successfully!

### Winning

The winner of the game is the first player to reach a specific number of points. For two players it is 100 points, three players 150, four 200.

Cheat

Difficulty: 3/5

Players: 4-6

Length: 20 minutes

STAndard Deck of Cards (No Jokers)

## Game Rules

### Object of the Game

To be the first player to get rid of all your cards.

### The Deal

Deal the cards out evenly. If there are remainders, place them face down in the centre of the table as the beginning of the discard pile.

### The Play

The player on the dealer’s left places one to four cards, face down on the table. As they put them down, the player announces the value of the cards and the number of cards. For example, the player may put down three cards, saying, “three aces.” However, the cards need not be aces; the player does not have to tell the truth!

Any player at the table may then say “Cheat” in which case the cards must be turned up. If the player’s statement was true the player that called “Cheat” must take up those three cards and the entire discard pile, into their hand. If the announcement was false in any respect, the player who didn’t tell the truth must take all the cards on the table, including those just put down, into their hand.

When an announcement is not challenged, the cards remain face down and are added to the discard pile.

The next player has a choice of announcing the number one up or one down from the number announced by the previous player. For example, Aces, can be followed by Kings or Twos and Sevens can be followed by Sixes or Eights. This means a player may be forced to cheat if they don’t have that card in their hand!

### Winning

The first player to get rid of all their cards wins the game. However if they are caught cheating while playing their last card they must pick up as usual.

100

Difficulty: 2/5

Players: 3-10

Length: 20 minutes

STAndard Deck of Cards (No Jokers)

2 decks if playing with more than 6 players

## Game Rules

### Object of the Game

Play cards from your hand without letting the pile value go over 100.

### The Deal

Deal 3 cards to each player, remaining cards are placed face down in the centre to form a stock.

### The Play

The player on the dealer’s left goes first. On your turn you put down one card from your hand, say the new value of the pile and draw the top card of the stock to bring your hand back up to three cards.

Most cards are worth their pip value, when played this number is added to pile value. Queen’s (except the Queen of Hearts) are worth 10.

Example:

Player 1: ♥9 “Eight”

Player 2: ♠6 “Fifteen”

Player 3: ♠5 “Twenty”

### Special Cards

Certain cards have special effects as follows:

* Black Aces – The player can set the pile value to any number from 0 to 100.
* Two of Spades – Doubles the pile value (e.g. 36 goes to 72).
* Fours – Pile value unchanged, direction of play is reversed.
* Red Fives – Deduct 5 from pile value.
* Tens – Set pile value to 100.
* Jacks – Deduct 10 from pile value.
* Queen of Hearts – Sets pile value to 0.
* Kings – Pile value is unchanged.

### Losing

The aim of the game is not to be the player who takes the value of the pile over 100. Taking it to exactly 100 is fine. Over 100 and you lose!

If the stock runs out reshuffle the discard pile and continue from the same pile value.

Calculation Solitaire

Difficulty: 2/5

Players: 1

Length: 10 minutes

STAndard Deck of Cards (No Jokers)

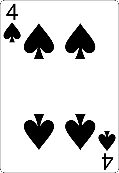
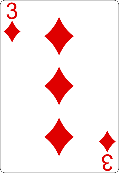
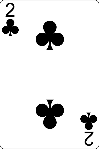
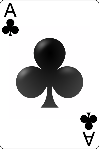
## Game Rules

### Object of the Game

Get rid of all the cards into four piles, built in specific sequences.

### The Deal

Find an Ace, 2, 3, and 4 from the deck (suit is not important) and place them face up in front of you. These start the four foundation piles. Leave space for four waste piles, one below each foundation pile.



### The Play

With the remaining cards in the deck, deal one card at a time. Each card can be played on the foundations if possible. If the card can’t be played, place it on one of the four waste piles, which will be built beneath the four foundations.

The foundation piles are built in the following sequence (regardless of suit):

Ace Foundation = 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King (Counting up by 1)

2 Foundation = 4, 6, 8, 10, Queen, Ace, 3, 5, 7, 9, Jack, King (Counting up by 2)

3 Foundation = 6, 9, Queen, 2, 5, 8, Jack, Ace, 4, 7, 10, King (Counting up by 3)

4 Foundation = 8, Queen, 3, 7, Jack, 2, 6, 10, Ace, 5, 9, King (Counting up by 4)

The top card of each of the four waste piles is available for play and can be played onto the foundation piles when possible. Carefully choose which waste pile you put each card to try not to block cards you will need soon. Try to get the Kings on the bottom so as not to block any cards from play.

### Winning

Calculation Solitaire is won if all the foundations are built to the King. If it isn’t possible to make any more moves and the foundations are not completely built, the game is lost

CLOCK Solitaire

Difficulty: 2/5

Players: 1

Length: 15 minutes

STAndard Deck of Cards (No Jokers)

## Game Rules

### Object of the Game

Turn all the cards face up.

### The Deal

Shuffle the deck. Deal the cards; face down, into 13 piles of four cards each. The piles should be arranged to mimic the numbers on a clock, with an extra pile in the middle of the circle. The “numbers” of the piles (1 through 12 on the clock; the middle pair is 13) are important.

Your layout will look like this:

**12**

1

**11**

2

**10**

**13**

9

3

8

4

7

5

61

### The Play

Turn the top card on the 13 pile face up (that’s the pile in the middle of the circle). Place it, still face up, under the pile of that card’s number.

For example, a card number 4, would go under the “4” pile. An Ace would go under pile “1”. Face cards are placed as follows: Jacks under 11, Queens under 12, Kings under 13.

Then, turn the top card on that pile face up and place it, still face up, under the appropriate pile. Continue in the manner until the game ends. If the final face-down card in a pile belongs to that same pile, continue the game by turning the next (moving clockwise) face-down card face up.

### Winning

In order to win all 13 piles must become face-up piles of four-of-a-kind.

However, you lose if the fourth King is turned face up before all the other sets are completed.

SPIT

Difficulty: 3/5

Players: 2

Length: 20 minutes

STAndard DeckS of Cards (No Jokers)

## Game Rules

### Object of the Game

Get rid of all your cards

### The Deal

Split the Deck evenly between the 2 players. Each player lays five stacks out in front of them, similar to solitaire.

Stack 1: (0 cards face down), 1 card face up

Stack 2: 1 card face down, 1 card face up

Stack 3: 2 cards face down, 1 card face up

Stack 4: 3 cards face down, 1 card face up

Stack 5: 4 cards face down, 1 card face up

The two piles of remaining cards are placed face down in the middle of the table between the two players, leaving space for a discard pile next to each.

### The Play

Players go simultaneously each trying to get rid of all the stacked cards in front of them first. Only the face up cards are playable, when a face down card is revealed it is turned face up.

To begin, players say “Spit” simultaneously and turn over the first card from their respective draw piles to start two active discard piles. Players discard their face up cards onto either discard pile, suit doesn’t matter but the card value must be one higher or one lower than the last card played to that pile.

If both players become stuck or do not wish to play anymore cards, both players say “Spit” again and turn over the next card in the draw pile and play begins again.

Once either player has played all the cards in front of them either discard pile is available to “slap”, the players will try to quickly choose the pile with the fewest cards in. The player who slaps a pile collects up those cards along with their draw pile and any remaining cards in front of them, while the other player gets the other pile.

Deal out as before, but one player will have fewer cards than the other in their pile.

### Winning

When a player has fewer cards than is needed to complete the deal, they deal out all their cards in front of them and only the opponents discard pile is used. The game is played as above, once either player has played all the cards, players will try to slap the empty space where the second discard would be. This player does not add any cards to their pile, if this leaves one player with no cards they have won the game.