

PLAYING – CARDS

CRAZY 8'S

Crazy 8's Object of the game: To be the first to get rid of all your cards.

Before you begin: Shuffle the deck. If you are playing with 2 players, deal 7 cards to each player. If there are 3 or 4 players, deal 5 cards to each. Place the rest of the deck face down in the center of the table, as the draw pile. Turn the top card of the draw pile over and place it next to it. This is the starter card. Playing the game: The youngest player goes first and has to lay a card atop the starter card that is either the same suit or the same rank. For instance, if the starter card is the ten of diamonds, the youngest player lays down either another diamond or another ten. It is the next player's turn. If, on your turn, you do not have a card in your hand that can be played, then you must take cards from the draw pile until you draw a card that can be played. All the other cards you took from the draw pile remain in your hand.

Crazy 8's: All 8's are wild and can be played on any other card at any time. After you've laid down an 8, you get to call the next suit, whichever one you happen to prefer, and the next player has to follow that suit. When the draw pile is exhausted, play continues with players skipping their turns if they cannot play a card.

Winning the game: The player who gets rid of all his/her cards first is the winner. If the stockpile is exhausted and no one can play a card, the game ends in a block. Helpful hint: 8's are the most valuable cards in the game. It is best to keep them for late in the game to help you win.

SPEED OR SPIT

A game for 2 players

Object of the game: To get rid of all your cards.

Before you begin: Shuffle the cards. In the center of the playing area, place two cards face down next to each other. On either side of them, 5 cards are placed facedown. The rest of the cards are dealt facedown to each player. The players keep these facedown cards in a pile in front of them. **Playing the game:** Both players pick up the top 5 cards in their facedown pile and, when ready, both shout, "Go!" They immediately turn the 2 cards in the center of the table face-up, and, as fast as they can, they place cards on top of these cards, either in descending or ascending order, regardless of suit. Either player can place cards on either pile. For instance, say one of the face-up center cards is a 7. Your opponent is quickest and slaps an 8 atop the 7. Either you or your opponent can play a 9 atop the 8, or another 7. Whenever you lay down one of the 5 cards in your hand, you can pick up another card from your facedown pile. The most cards a player can hold at one time is 5. When neither player can place a card on the two piles, the play is stopped. Each player then takes one top card from the stack of 5 cards next to the turned-up cards and places it face-up on top of the other cards. Play continues as before, with players laying cards descending or ascending onto these new cards. If the pile of 5 cards runs out, the players turn the two piles facedown where the original five cards piles were, turn up the top card and resume play.

Winning the game: Whoever gets rid of his/her pile of facedown cards first is the winner!