



DIS-CARD III

4 of a kind 4 4 4 4 [] [] [] []	3 of a kind 3 3 3 [] [] []	DIS-CARD III	2 of a kind 2 2 [] []	4 in a row 4 5 6 7 [] [] [] []
Full house A A A K K [] [] [] [] []	Any 2 face cards J Q K [] [] []	Any 2 red cards H D [] []	Any 2 black cards S C [] []	Any 2 even number cards 2 4 6 8 [] [] [] []
Any 2 odd number cards 1 3 5 7 9 [] [] [] [] []	Any 2 even number cards 2 4 6 8 [] [] [] []	Any 2 odd number cards 1 3 5 7 9 [] [] [] [] []	Any 2 even number cards 2 4 6 8 [] [] [] []	Any 2 odd number cards 1 3 5 7 9 [] [] [] [] []

GOAL

Be the first player to discard, or toss away, all of your cards! Play once or multiple rounds!

GET READY TO PLAY

- You will need:
 - A deck of regular playing cards for each physical location of players
 - The web link to **DIS-CARD III** for the leader
 - A virtual platform with screen share capabilities for the leader (such as Zoom)
 - Computer access with camera for all players
- Choose a leader. The leader will have the web link to **DIS-CARD III** and share their screen so all players can see it. The leader will mark the chart and keep track of turns during the game. If multiple games are played, the leader will also manage the score board.
- Players remove any jokers and shuffle their cards. Each player gets **15 cards**. Players lay their cards out face up.

LET'S PLAY!

- To take a turn:
 - Choose a Category** - The player whose turn it is surveys their own cards and then chooses a category from the **DIS-CARD III** chart that matches a card or set of cards they have. (e.g. 3 of a kind)
Note: The ace may be used in 3 or 4 in a row either before a 2 (i.e. A,2,3,4) or after a king (i.e. J,Q,K,A).
 - Announce the Category** – The player announces their choice to the group. (e.g. "I pick 3 of a kind")
 - Leader Highlights the Category** - The leader **highlights** the chosen category by clicking anywhere in the cell which turns the background yellow. This helps all players see which category has been chosen.
 - Show the Card(s)** - The player holds up their card(s) for all to see (e.g. 5♥, 5♠, 5♦). All other players locate and hold up their own card(s) that fits the category. If a player doesn't have a card(s) to fit the category, they give a thumbs-down gesture. 👎
 - "It's okay to dis-card"**. The player inspects their teammates' cards to make sure they fit the category. Corrections are made if needed and the player announces, "It's okay to dis-card". All players toss that card or cards onto a discard pile, away from their original 15 cards. A bowl or basket is great for creating a designated discard spot.
 - Leader Marks the Chart** – After turning off the highlight by clicking again in the cell, the leader then puts a checkmark in one of the boxes with a click. Once the second box is checked, that choice is no longer available and it disappears.
- Each turn follows the same steps. Turns follow in the same order so that players can anticipate their turn. (The leader may wish to use a pencil and paper for keeping track of turns.)
- The first player to discard ALL of their cards is the **winner!** When playing multiple rounds, this is the scoring: The first player (or players) to go out gets 2 points. Players with only one card remaining get 1 point. All others get 0 points. Set a goal and see who can be the first to reach 5 or 10 points!
- Remember to end with "Good game!", "Nice playing with you", or another comment or gesture of appreciation!

DIS-CARD III

Discard means - throw your card away onto the pile.

GOAL

Be the **first** player to discard all of your cards and win!



GET READY

1. Each player gets 13 cards.
2. Lay out your cards so you can see them.

LET'S PLAY!

3. To take a turn

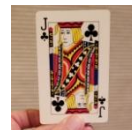
- a. Pick something from the chart that matches one of your cards. Tell everyone, "I pick _____" (ex. clubs ♣)

4 of a kind 4 4 4 4 [] [] [] []	3 of a kind 3 3 3 [] [] []	DIS-CARD III	3 in a row 3 3 3 [] [] []	4 in a row 4 4 4 4 [] [] [] []
2 of a kind 2 2 [] []	Any 2 face cards [] []		Any 2 red cards [] []	Any 2 black cards [] []
Any card Less than 7 (aces count as 1) 1 2 3 4 5 6 [] [] [] [] [] []	Any card Greater than 6 (aces count as 1) 7 8 9 10 JACK [] [] [] [] []		Any EVEN number card 2 4 6 8 10 [] [] [] []	Any ODD number card 1 3 5 7 9 [] [] [] []

- b. Hold up your card.



- c. Wait for everyone else to find a match too.



- d. Check their cards and say, "It's okay to DIS-CARD".

4. Keep going with turns – just 2 picks from each category.
5. Game ends – the first person to get rid of all of their cards wins!