



DIS-CARD II

Any diamond	Any heart	DIS-CARD II	Any club	Any spade
Less than 7	Greater than 6		Any black card	Any number card
1 2 3 4 5 6	7 8 9 10 JACK		Any 10th card	Any 10th card
Any red card	Any odd number card		Any 10th card	Any 10th card
1 2 3 4 5 6	7 8 9 10 JACK		Any 10th card	Any 10th card

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 II** 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 II** 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. (If shuffling is too hard, just mix up the cards on a table while keeping them face down.) Each player gets **13 cards**. Players may hold their cards in their hands, use card holders, or lay them out face up.

LET'S PLAY!

- To take a turn:
 - Choose a Category** - The player whose turn it is looks at their own cards and then chooses a category from the **DIS-CARD II** chart that matches a card they have. (e.g. If they have a 4 of clubs, they may choose the category of Any club, Any black card, Any card less than 7, Any number card, or Any even number card.)
 - Announce the Category** - The player announces their choice to the group. (e.g. "I pick *any club*")
 - 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** - The player holds up their card for all to see (i.e. the 4 of clubs). All other players locate and hold up one card of their own that fits the category. If a player doesn't have a card 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 then the player announces, "It's okay to dis-card". All players toss that card onto a discard pile, away from their original 13 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 disappears.
- Each turn follows the same steps. Turns follow in the same order so 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 II

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

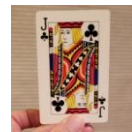
- a. Pick something from the chart that matches one of your cards. Tell everyone, "I pick _____" (ex. clubs ♣)

Any diamond ♦	Any heart ♥	DIS-CARD	Any club ♣	Any spade ♠
Less than 7 (any suit)	Greater than 6 (any suit)		Any picture card (any suit)	Any number card (any suit)
1 2 3 4 5 6	7 8 9 10 J Q K			
Any red card ♦ ♥	Any odd number card (any suit)		Any even number card (any suit)	Any black card ♣ ♠
1 3 5 7 9			1 2 4 6 8 10	

- 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!