

# DIS-CARD III

## GOAL

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

## GET READY TO PLAY

1. You will need:
  - a. A deck of regular playing cards (up to 4 players in one location can share a deck)
  - b. The web link to **DIS-CARD**, a virtual platform with screen share capabilities for the leader, and computer access for players. Individual players may also wish to print out their own hard copy of the chart but it's not needed.



2. Choose a leader who will be responsible for marking the chart and keeping track of turns throughout the game. If multiple games are played, the leader will also manage the score board.
3. Players remove any jokers and shuffle their decks of cards. Each player is dealt or selects **15 cards** without looking at them. Players then lay out their cards face up where they are easy for them to see.

## LET'S PLAY!

1. To take a turn:
  - a. A player 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. They announce their choice to the group.
  - b. 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.
  - c. The player holds up their card or cards for all to see (i.e. one set of 3 of a kind) and all other players locate and hold their own cards that fit the category. If a player doesn't have card to fit the category, they give a thumbs-down gesture. 👎 If players have multiple cards or sets that fit the category, they may only play one at a time.
  - d. Next, the player whose turn it is inspects all of their teammate's 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 the t cards onto a discard pile (away from their original 15 cards).
  - e. The leader clicks ( ✓ ) in one of the two boxes of that category on the **DIS-CARD III** chart. Once the second box is checked, that choice is no longer available and it disappears from the screen.
2. Each turn follows the same steps. Turns typically follow in a clockwise direction so that players can anticipate their turn. When playing virtually, a predetermined order should be planned.
3. The first player to discard ALL of their cards is the **winner!**  
When playing multiple rounds, this is the scoring: First out gets 2 points. Players with only one card remaining get 1 point. All others get 0 points. Play multiple rounds to see who can be the first to reach 5 or 10 points!
4. Always 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!



## GET READY

1. Each player gets 15 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 your cards.  
Tell everyone, "I pick \_\_\_\_\_" (ex. 3 of a kind)

4 of a kind 4 4 4 4 2 1 1 1 3 3 3 3 4 4 4 4	3 of a kind 3 3 3 2 2 2 3 3 3 4 4 4	DIS-CARD III	3 of a kind 3 3 3 2 2 2 3 3 3 4 4 4	4 of a kind 4 4 4 4 2 1 1 1 3 3 3 3 4 4 4 4
2 of a kind 2 2 3 3 4 4	Any 2 face cards J Q K A 2 3 4 5 6	Any 2 red cards H S C D E F	Any 2 black cards C D H S E F	
Any card Less than 7 1 2 3 4 5 6	Any card Greater than 6 7 8 9 10 J Q K	Any 8/10/11 8 9 10 11 12 13 14 15	Any 8/10/11 8 9 10 11 12 13 14 15	

- b. Hold up your cards.



- 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!