

CARD GAME

RULES



Playing card games is a great way to introduce young children to math and reasoning while encouraging family interaction and how to 'play by the rules.' The best part is that there are endless different games you can play with one single, inexpensive deck of cards! When you are done playing, be sure to store the deck of cards in a zip-lock bag so you don't have to play 52 pick-up!

SLAPJACK

For ages 5 and up | **Number of Players:** 2-8

The dealer shuffles the cards and then deals them out, one at a time face down, to each player in rotation, until all the cards have been dealt. The hands do not have to come out even. Without looking at any of his cards, each player places his hand into a neat pile in front of him.

The goal is to win all the cards, by being first to slap each jack as it is played to the center.

Beginning on the dealer's left, each player lifts one card from his pile, without looking at it, and places it face up in the center of the table. Each subsequent player places his card, face up, on top of the previous card.

When the card played to the center is a jack, the fun begins! The first player to slap his hand down on the jack takes it, as well as all the cards beneath it. The player winning these cards turns them face down, places them under his pile of cards, and shuffles them to form a new, larger pile. He then places the pile in front of him as before.

When more than one player slaps at a jack, the one whose hand is lowest (directly on top of the jack) wins the pile. If a player slaps at any card in the center that is not a jack, he must give one card, face down, to the player of that card. When a player has no more cards left, he remains in the game until the next jack is turned. He may slap at the jack in an effort to get a new pile. If he fails to win that next pile, he is out of the game.

Play continues until one player has won all the cards. That player is the winner.

WAR

Number of Players: Best played with two, but more can join | **Rank of Cards:** K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A. (determine in advance if aces are the highest or lowest ranking card.)

Evenly deal the deck, with each player receiving 26 cards, dealt one at a time, face down. Anyone may deal first. Each

player places his stack of cards face down, in front of him.

The goal is to be the first player to win all 52 cards.

Begin by having each player turn up a card at the same time. The player with the higher card takes both cards and puts them, face down, on the bottom of his stack. If the cards are the same rank, it is War. Each player turns one card face down and one card face up. The player with the higher cards takes both piles (six cards). If the turned-up cards are again the same rank, each player places another card face down and turns another card face up. The player with the higher card takes all 10 cards, and so on. The game ends when one player has won all the cards.

GO FISH

Number of Players: 2-5

The dealer deals the cards clockwise one at a time, face down, beginning with the player to his left. If two or three people are playing, each player receives seven cards. If four or five people are playing, each receives five cards. The remainder of the pack is placed face down on the table to form the stack.

The goal is to win the most "books" of cards. A book is any four of a kind, such as four kings, four aces, and so on.

The player to the left of the dealer looks directly at any opponent and says, "Do you have any kings?" The player who is "fishing" must have at least one card of the rank he asked for in his hand. The player who is addressed must hand over all the cards requested. If he has none, he says, "Go fish!" and the player who made the request draws the top card of the stack and places it in his hand.

If a player gets one or more cards of the named rank he asked for, he is entitled to ask the same or another player for a card. He can ask for the same card or a different one. So long he succeeds in getting cards (makes a catch), his turn continues. When a player makes a catch, he must reveal the card so that the catch is verified.

If a player gets the fourth card of a book, he shows all four cards, places them on the table face up in front of him, and plays again. If the player goes fishing without

"making a catch" (does not receive a card he asked for), the turn passes to his left.

The game ends when all thirteen books have been won. The winner is the player with the most books.

During the game, if a player is left without cards, he may (when it's his turn to play), draw from the stack and then ask for cards of that rank. If there are no cards left in the stack, he is out of the game.

SNAP

For ages: 8 and up | **Number of Players:** Two or more

Any player can deal the cards. All of the cards are dealt clockwise, face down and one at a time, beginning with the player on the dealer's left. It does not matter if some players have more cards than others do. Each player puts his cards in a pile, face down in front of him. The goal is to win all of the cards.

The player on the dealer's left turns over the top card of his pile, puts it face up, and starts another face up pile of cards next to his face down cards. The next player to the left does the same and so on around the table.

When someone turns up a card that matches a card already face up on another player's pile, the first person to notice the two matched cards (two kings, two 10s, two 3s, and so on) calls out "Snap!" and he wins both piles. This player adds the cards to the bottom of his facedown pile. When two players shout "Snap!" at the same time, the two piles are combined and placed in the center of the table face down. These cards form a "Snap Pot." Play continues where it left off with the player to the left of the last player who turned over a card. If a player spots a card that matches the card on top of the Snap Pot, he shouts "Snap Pot!" and wins all of those cards.

During the game, if a player runs out of cards in his facedown pile, he turns his face up cards down and continues to play. Play continues until one player has won all of the cards. The game ends and that player is the winner. A player who calls out "Snap!" at the wrong time, must give up his top card to the player who just played.