



DEAL UP

SOME FUN!

SPOONS

(also called Pig)

Objective:

This is a game of elimination. Stay in the game by being the first to collect four of a kind, and by being quick enough to grab a spoon at the end of each round (there are enough spoons for all but one player). The last player standing is the winner.

What you'll need:

- ♣ At least 3 players (5 – 7 work well)
- ♣ Standard deck of cards (no jokers)
- ♣ Spoons (enough for all but one player)

Setup:

- ♣ Arrange spoons in the center of the table.
- ♣ Deal four cards to each player, including the dealer.
- ♣ Stack the remaining cards face down next to the dealer for a draw deck.

How to play:

The dealer starts by taking a card from the top of the draw deck and either keeping it or passing it face down to the player on the left. The player on the left must quickly decide whether to keep the card or pass it to the left. As the dealer continues to pass cards to the left, each player does the same as quickly as possible, making sure they are holding only four cards at one time. The player to the right of the dealer places discarded cards next to the dealer to be reused until the round ends.

The first person to collect four of a kind quietly grabs a spoon from the center of the table. Once the first spoon is taken, everyone else races to grab a spoon. The player left without a spoon is out of the game, and a new round begins using one less spoon than before. In the last round – when only two people are left – the first player to collect four of a kind and grab the one remaining spoon wins.





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CRAZY EIGHTS

Objective:

In this family-friendly game, simply play a card matching the number or suit played by an opponent. Eights are wild, so use them to your advantage. Be the first player to run out of cards and you win.

What you'll need:

- ♦ 2 to 5 players (for more players, shuffle in a second deck of cards)
- ♦ Standard deck of cards (no jokers)

Setup:

- ♦ Deal five cards to each player, or seven cards if there are only two players.
- ♦ Stack the remaining cards face down in the center of the table for a draw pile.
Remove the top card and place it face up next to the draw pile.

How to play:

The player to the dealer's left plays a card that matches either the rank or suit of the face-up card. For example, if the face-up card is a five of diamonds, the player can play a five of any suit, or a diamond of any rank. If the person can't play, he or she must take one card at a time from the draw pile until a card can be played.

When the draw pile runs out, keep the top card from the face-up pile in place, reshuffle the remaining cards to create a new draw pile and continue play.

Eights are wild, so use them when you don't have another card to play or when you want to change the suit in play. If you play an eight, you must call out the suit you want it to represent, and the next player must match it.





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SLAPJACK (ALSO CALLED SNAP)

Objective:

Be quick on the draw to win this fast-moving game. To win, you must collect all the cards. If the game is running too long, set a time limit. When time is up, count the number of cards belonging to each player. The person with the most cards wins.

What you'll need:

- ♥ 2 to 8 players
- ♥ Standard deck of cards (no jokers)

Setup:

- ♥ Deal all the cards. Without looking, players put their cards in a neat pile facedown.

How to play:

The player to the dealer's left begins by placing the top card from his or her stack onto the middle of the table. Each player takes turns doing the same, adding cards to the pile as fast as possible.

As the pile of cards grows, players eagerly watch for a jack to be played. As soon as a jack lands on the pile, the first player to slap the card wins the entire pile.

If a player slaps a card that isn't a jack, he or she must give a card, face down, to the player who laid the last card. As the game continues, players are eliminated when they run out of cards.





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SEQUENCE

Objective:

Be the first player to get rid of your hand by playing cards in sequence according to the suit. This simple game is a fun way to teach counting and sorting skills to young children.

What you'll need:

- ♠ 2 to 8 players
- ♠ Standard deck of cards (no jokers)

Setup:

- ♠ Deal all the cards.

How to play:

The player on the dealer's left starts by placing the lowest card of a particular suit face up in the center of the table. Play does not continue around the table. Rather, the person who has the next highest card in that suit plays it on top of the first card. Then, the next highest card in that suit is played by whoever has it in their hand.

Players continue to pile cards in sequence until the ace, the highest card of the suit, is reached. Whoever plays the ace starts the next round by playing the lowest card of a new suit. The game continues until the winner runs out of cards.





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I DOUBT IT (also called Baloney or Cheat)

Objective:

Be the first player to get rid of all your cards in this hilarious bluffing game. Play your cards face down while you tell your opponents what cards you're playing. Are you telling the truth? If someone doesn't believe you, they shout, "I doubt it!" or "Baloney!"

What you'll need:

- ♣ 3 or more players
- ♣ Standard deck of cards (no jokers)

Setup:

- ♣ Deal all the cards, making sure everyone has the same number of cards. Depending on the number of players, you may have a few leftover cards. Place them face down in the center of the table to start the discard pile.
- ♣ Arrange the cards in your hand so they are in sequence (put all aces together, then twos, then threes, etc.)

How to play:

The person to the dealer's left begins by placing any aces face down in the discard pile. At the same time, the player announces the cards he or she is playing, such as: "One ace."

If the player doesn't have any aces or wants to get rid of more than one card, he or she can play any other cards and bluff through the play. The next person then plays twos, the next plays threes, and so on.

If an opponent thinks a player is bluffing, he or she can call out, "I doubt it!" or "Baloney!" The player being challenged must turn the cards over and show them to the opponent. If a player is caught in a bluff, the discard pile is added to his or her hand. If the person who challenged the player is wrong, he or she takes the entire discard pile.

After Kings have been played, a new round begins with aces. The first person to get rid of all cards wins.





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SOLITAIRE

Objective: In this popular one-person game, your goal is to move the four aces from either your columns or your stock deck to four “foundation” piles, which you will continue to build in sequence (aces through kings) until your columns and stock deck are empty.

What you'll need:

- ♦ Standard deck of cards (no jokers)

Setup:

- ♦ Deal seven cards, one next to the other, to form seven columns. All cards should be face down, except the card in the first column.
- ♦ Continue to deal cards, face down, so the second column has two cards, the third column has three, and so on up to the seventh column, which will have seven cards. Turn the last card in each column face up.
- ♦ Stack the rest of the cards face down in front of you. This will be your “stock deck.”

How to play: To help you build your foundation piles in sequence, you'll need to build your columns in descending sequence, while alternating red and black cards.

How to build your columns: For example, if the card facing up at the end of a column is a black four (spades or clubs) you can lay a red three (hearts or diamonds) on top of it, followed by a black two, if you have it. The next card in the sequence would be a red ace. However, instead of placing it on top of the two, lay the ace face up above your columns. This will be the start of one of your four foundation piles.

How to build your foundation piles: Aces will be at the bottom of your foundation piles. Add cards to your foundation piles in ascending sequence according to suit. For instance, you'd top your ace of clubs with the two through king of clubs.

How to use your stock deck: From your stock deck, deal three cards face up into a waste pile. The top card – the last card you dealt – can be used to build your columns or your foundation piles. Once you've played your top card, you can continue to play the next two waste cards if you can. If you can't play your top card, deal three more cards into your waste pile. When your waste pile runs out, turn the waste pile over and reuse it. Do not shuffle.

How to move cards between columns: The top card from any column may be moved to a different column or to a foundation pile. To build on a sequence within a column, groups of cards in descending order from a different column may be moved over. Whenever face-up cards have been removed from a column, turn the top card of that column face up. As you turn cards face up in columns, move them to other columns or to your foundation piles as soon as you can. When a column no longer has any cards, you may fill the space with a king.

How to win: Continue moving cards between the waste pile and the columns until all cards are facing up – and so all cards can eventually be moved to the foundation piles. Once you've built all four foundation piles, the game ends and you win. If you run out of moves before your foundation piles are completed, reshuffle the cards and start the fun all over.