

P55021

My Classic Card Games

For 2-4 Players • Ages 3 & Up



Contents:

37 cards

Game 1 - Go Fish

Object of the game:

To have the most sets of animals at the end of the game.

Before you begin:

Remove the opossum card from the deck. Shuffle the rest of the deck and deal 5 cards to each player. Place the rest of the deck facedown in the center of the table, as a draw pile.

Playing the game:

The youngest player begins. On your turn, look over your hand. Choose one of the animals you hold and ask any other player if they have this card in their hand. It does not matter what color border it has. If they do they must give it to you. If they don't they say, "Go Fish", and you must take the top card of the discard pile. It is the next player's turn.

Whenever you collect all 4 like animals, you can show them and lay the set in front of you.

Winning the game:

When all the matches have been made, the player with the most sets of 4 matched cards wins the game.

Game 2 - Rummy

Object of the game:

Players try to form sets of animal cards - 3 of a kind or 4 of a kind. After each round, the first player to lay down all his or her cards can collect points from other players remaining cards. The first player to score 20 points wins.

Note: When playing this game, you are matching animals, not colored borders.

Before you begin:

Remove the opossum card from the deck. Shuffle the rest of the deck and deal six cards to each player. Place the rest of the deck facedown in the center of the table, as a draw pile. Turn over the top card in the draw pile and place it face-up next to the pile, forming a discard pile. During the game, when there are no cards left in the draw pile, shuffle the discard pile, form another draw pile and continue playing.

Playing the game:

The youngest player begins by picking up either the top card on the draw pile or the top card from the discard pile. Any 3 or 4 matching animal cards in his/her hand are then placed face up on the table. The player finishes the turn by discarding one card. It is the next player's turn.

Once there are sets of matching cards laid out on the table, they can be played upon by any player. For instance, if you lay down 3 giraffe cards, and one of your opponents has a giraffe card in his/her hand, it can be laid down, too.

Winning the game:

The first player to get rid of all the cards in his/her hand is the winner of the round and receives 1 point for each card left in all opponents' hands. The first player to get 20 points wins.

Game 3 - Old Maid

Object of the game:

To avoid holding the Old Maid card (the opossum!) at the end of the game!

Before you begin:

Shuffle the deck and deal out all the cards to the players. Players look at their hands and place any animal pairs on the table in front of them. A pair is formed by 2 identical cards - cards that feature the same animal AND the same color border around the card.

When all the pairs are placed on the table, players shuffle their remaining cards and hold them so no other player can see them.

Playing the game:

The youngest player begins. On your turn, offer your hand to the player on your left, who takes one card, sight unseen, from you. That player, in turn, offers his hand to the player on the left and so on. As cards are taken, matches of pairs are formed and laid down on the table.

Winning the game:

When all pairs have been matched, one player will be holding the opossum card (the Old Maid). This player loses and all other players win!

Game 4 - Classic Snap

Object of the game:

To collect all the cards.

Before you begin:

Remove the opossum card from the deck. Shuffle the rest of the deck and deal out all the cards to the players. Players should keep their cards in a pile, face-down.

Playing the game:

All at once, all players turn over the top cards in their piles and place them face-up on the table so that all can see them. Quickly look at all the cards. If there are no matching animals, players once again turn over the top cards in their piles and place them face-up, on top of the first card they played. As long as there are no matches, play continues this way.

If you see a match among the face-up cards, quickly call out the name of the animal on the card. For example, as all players turn up cards, you see that 2 players have laid down giraffe cards. You shout, "Giraffe!" If you are the first player to call out the match, you pick up all the face-up cards and add these cards to your own facedown stack

As you play, watch carefully, because matches can be with 2, 3 or even 4 cards at a time. Note that in this game, you are looking to match animals, not colors. For instance, a blue-bordered giraffe will match a yellow-bordered one.

If you make a mistake and call out a match when there is not one, you must give each player a card from your hand.

Winning the game:

The player who collects all the cards is the winner!

Game 5 - Classic Memory

Object of the game:

To collect the most pairs of animal cards.

Before you begin:

Remove the opossum card from the deck. Place the rest of the cards facedown on the table, in rows.

Playing the game:

The youngest player begins. On your turn, choose two cards and turn them face-up so that all players can see them. If they match, (both animal picture and color border) keep them and take another turn. If they do not match, turn them facedown again in the same position. Watch carefully as other players take turns so that you will remember where cards are on the table. You might find a match on your next turn!

Winning the game:

When all the pairs have been matched, the player with the most wins.

Variation of Play - Advanced Memory

Object of the game:

To collect the most pairs of animal cards.

Before you begin:

Shuffle and place all the cards face-up randomly on the table. All players should look at the cards and try to remember where the different animals are.

Playing the game:

The game is played just as Classic Memory, above, except that players must avoid turning over the opossum card. As soon as a player does turn this card over, the game is over. This player has automatically lost the game.

Winning the game::

The other players count their matches. Whoever has the most sets wins!