

GREAT CARD GAMES FOR KIDS

Contents:

54-Card Deck

Game 1: Pig

For 3 or more players

This is a really easy game to play, and both adults and children will find it very humorous! It is best to play in rounds, since the game plays very quickly. Decide before you begin how many rounds you will play.

Object of the game: The object is to be the first player to make a group of 4 of a kind, or not to be the last player to notice when someone else has done so.

Before you begin: The number of cards you use is determined by the number of players. Four cards represent any one rack for each player in the game. So, if 4 players were playing, you would use a 16-card deck consisting of 4 aces, 4 kings, 4 queens and 4 jacks. If you are playing with 5 players, add the 4 ten's. When playing with 6 players, add the 4 nine's, etc.

Choose a dealer who shuffles and deals out 4 cards to each player.

Playing the game: All players look at their hands. Each player passes one card to the left and picks up the card passed by the player on his/her right. This passing continues as quickly as possible so that players have a hard time keeping up. As soon as a player collects 4 matching cards, such as 4 jacks, he/she stops passing

and puts a finger to his/her nose. The other players must immediately stop passing, and they, too, must put their fingers to their noses.

Winning the game: In this game, there is not one winner. However, there is only one loser. The loser is the last person to put his/her finger on his/her nose! It's time to play the next round!

Game 2: Rolling Stone

For 4, 5 or 6 players

Before you begin: For a 4-player game, remove all cards from the 2's through the 6's, jokers also. For 5 players, the 4's, 5's, 6's, and jokers are removed. For 6 players, the 2's and jokers are removed.

When the deck is ready for play, choose a dealer who shuffles and deals 8 cards to each player.

Playing the game: The player to the dealer's left starts the game by leading any card from his/her hand. This card is placed on the table, face up. The next player must follow suit, if possible. A player who cannot follow suit must pick up all the cards played so far (all the cards that are face up on the table) and add them to his/her hand. That player then leads any card to start a new round.

If everyone follows suit, the player who played the highest card collects the trick, and places it in a discard pile. These cards do not count as part of anyone's hand. The only advantage to "winning the trick" is that you can lead the suit of your choice next.

Winning the game: Whoever gets rid of all his/her cards first is the winner.

Game 3: Egyptian Rat

For 2 or more players

Before you begin: Remove the 2 jokers and shuffle

the deck thoroughly (all players can take turns shuffling to be sure it is totally randomized). Then divide the deck into approximately equal piles, one for each player. Each player grabs a pile. Whoever gets the last pile is the dealer.

Playing the game: All players place their piles face-down in front of them. The player to the dealer's left turns over the top card of his/her pile and places it on the table where everyone can reach it. If the card played is a number card (2,3,4,5,6,7,8,9,10) the next player clockwise turns over his/her top card and places it next to the previously played card (overlap the cards a bit) and play continues around the table, with each player turning over the top card in their pile, until a face card (ace, king, queen, jack) is played. When a face card is placed on the discard pile, the next player **MUST** play a face card. He/she has a limited number of chances to play this face card.

For an ace, there are four chances, three for a king, 2 for a queen and 1 for a jack.

The player now turns over cards, until either he/she has turned over a face card within the above mentioned number of plays, or he/she has turned over all the above mentioned cards and is not successful in playing a face card.

- If the player is able to play a face card, then the next player must also follow the above rules to place another face card.
- If the player fails to play a face card, the previous player (the one who played the face card) picks up the entire pile and places it on the bottom of his/her stack and play begins again, with this player turning over the top card of his/her hand.
- If, during play, you run out of cards, you are not out of the game, for you can still take part in slapping!

Slapping: During the game players can slap the discard pile of cards in an attempt to win the pile.

This can be done when:

- The two top-most cards form a pair

- The 4 top-most cards form a four-in-a-row sequence

If you are the first player to successfully slap the discard pile in either of these 2 above cases, you get to add the entire pile to the bottom of your deck.

You can also slap the discard pile of cards when the three top-most cards form a triple. This means that no one slapped a double when it showed. In this case, when you slap a triple you automatically win the game!

Winning the game: Assuming no one slaps a triple during play, the winner is the player who has all the cards at the end of the game.

Game 4: Tossing Cards in a Hat

For 2 or more players

This simple but popular card game requires physical skill – something not often associated with playing cards! If you don't have a hat, use a bowl or a wastebasket.

Object of the game: To get the most cards inside the hat.

Before you begin: Deal the cards evenly among the players. If there are any left-over cards, set them aside.

Playing the game: The hat should be placed with the brim up, either on the floor or on a low table. Players sit or stand equidistant away from the hat. Each player takes a turn flipping a card toward the hat, trying to get it to land inside.

One point is scored for each successful flip. If you are using a brimmed hat, then you are awarded 1 point if a card lands on the brim of the hat. However, if another player knocks the card in while flipping another, that player gets 2 points!

Winning the game: When all players have flipped all their cards, the player who gets the most in wins.

Game 5: Thirty-One

For 2 or more players

This game is traditionally played with pennies, but peanuts, (or toothpicks or jellybeans) can be used instead.

Object of the game: The player who has the most peanuts wins!

Before you begin: Remove the 2 jokers and choose a dealer who shuffles and deals 3 cards to each player. The deck is then placed on the table facedown to form a draw pile. Each player must start with 5 peanuts. At the beginning of each hand, each player puts one peanut in the middle of the table (the "pot") The top card of the draw pile is turned face-up to form a discard pile.

Playing the game: The player to the dealer's left begins and turn passes clockwise around the table. A normal turn is:

1. drawing the top card either from the draw pile or the discard pile;
2. then, discarding one card on top of the discard pile. At the end of each turn, you should have 3 cards in your hand.

The object is to have a hand that is worth more points than you think other players' hands are worth. The value of the cards you hold is figured by adding up the value of any one suit. Therefore, you try to get three cards of the same suit as you play. Cards are counted at face value (a 2 is worth 2 points, 3 worth 3, etc), Jacks, Queens and Kings are worth 10, and an Ace is worth 11. The maximum hand value is 31, consisting of the ace and two ten-point cards in the same suit.

Two cards of one suit in your hand may be worth more than another player's 3-carded suit hand, so you should be aware of the points in your hand as you play.

If you choose to take the top card from the discard pile, you are not allowed to discard it. You must keep this card and discard another. However, you are allowed to discard the card you took off the draw pile if you choose.

Knocking: If at the start of your turn, you think that your hand will have a value that is higher than any your opponents can achieve with one more turn, you can knock on the table instead of taking your turn drawing a card. Knocking ends your turn. You must keep the hand you had when you knocked. All other players get one more turn to draw and discard, hoping to increase the value of their hands.

When the turn reaches the player who has knocked, then all players reveal the cards in their hands.

The person with the highest card value wins the pot.

Declaring 31: If after drawing and discarding, or with the cards you were originally dealt, your hand equals the value of 31, you can show your hand immediately and claim victory! You immediately win the pot and another round is started.

- When you run out of your 5 peanuts, you are out of the game. Play continues for those players who still have peanuts.

Winning the game: The game continues until only one player has not been eliminated. This player is the winner and gets all the peanuts!



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