

CARD GAMES bicyclecards.com/how-to-play/

WAR AGE: 3+, PLAYERS: 2

THE DEAL

The deck is divided evenly, with each player receiving 26 cards, dealt one at a time, face down. Anyone may deal first. Each player places their stack of cards face down, in front of them.

THE PLAY

Each player turns up a card at the same time and 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 up 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.

HOW TO KEEP SCORE

The game ends when one player has won all the cards.

SPOONS AGE: 4+, PLAYERS: 3, 4, 5+

THE PACK

A standard deck of 52 cards is used plus a number of spoons using one fewer spoon than the number of players playing in the game

OBJECT OF THE GAME

Players take turns trying to collect a four-of-a-kind. Once someone does, everyone tries to grab a spoon. Without a spoon, you get a letter. If a player spells "S-P-O-O-N", they're out! The last player standing wins!

THE DEAL

Arrange the spoons in a small circle in the center of the table and deal four cards to each player.

THE PLAY

Each player tries to make four of a kind. The dealer takes a card off the top of the deck to have five cards in their hand, removes one and passes it face down to the left. Each player discards to the person on their left. The last player places their discard into a trash pile. Cards are picked up and passed quickly around the table until someone gets four of a kind and takes a spoon from the center. Once the player with four of a kind takes a spoon, anyone can take a spoon. The player left without a spoon gets a letter. If at any time the draw cards run out, pause to reshuffle the trash pile and keep going.

HOW TO KEEP SCORE

The winner is the last player remaining. Players move closer to elimination each time they don't get a spoon and take the next letter in the word S-P-O-O-N. Spell it and you're out.

SNAP AGE: 4+, PLAYERS: 2, 3, 4, 5+

OBJECT OF THE GAME

The goal is to win all of the cards.

THE DEAL

Deal out all cards face down, one at a time, beginning to the dealer's left. It does not matter if some players have more cards than others. Each player puts their cards in a pile, face down in front of them.

THE PLAY

The player on the dealer's left turns over the top card of his pile and puts it face up starting a pile of cards next to their 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 calls out "Snap!" and wins both piles. This player adds the cards to the bottom of their face-down pile.

When two players shout "Snap!" at the same time, the two piles are combined and placed in the center of the table face up. 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, they shout "Snap Pot!" and win all of those cards. During the game, if a player runs out of cards in their face-down pile, the cards in the face up pile are turned down and the player continues to play.

CONCENTRATION AGE: 4+, PLAYERS: 2, 3, 4, 5+

THE PACK

The standard 52-card pack is used.

OBJECT OF THE GAME

The goal is to collect pairs of cards of the same rank, such as two sixes or two queens.

CARD VALUES/SCORING

The player who takes in the greatest number of pairs is the winner.

THE DEAL

Any player shuffles the pack and spreads all the cards out, face down all over the table, one at a time, so that no two cards touch or overlap at the corners

THE PLAY

The first player may be decided in any way. The first player turns up any two cards on the table, leaving the first card face up until they have turned the second. If the two cards form a pair, the player takes them and puts them face down in a pile, and then they turns up two more cards. Whenever the two cards turned up do not form a pair, the player, after a pause of at least five seconds, turns both cards face down again, leaving them in exactly the same position on the table. It is then the next player's turn (the player to the left). Play proceeds in the same manner until all the cards have been matched.

SOLITAIRE

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SLAPJACK

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