

Games to Play with Dice and Cards

Shut the Box

Materials:

2 dice

Deck of cards (one set of the Aces through 9s) or [Labsheet](#) (cross off number instead of flipping over cards)

Number of players: 1+

Object of the game: To try to flip over as many cards to leave the lowest score showing possible

Directions for play:

If multiple players are playing, each player takes turns completing the following steps:

1. Set up the Ace through 9 in a row facing up.
2. Roll the dice. Add the two dice.
3. Flip over a set of cards, the total value of which equals the sum of the dice. (For example, if a 4 and a 6 are rolled, combinations of cards to be flipped must equal 10. This could consist of an Ace + 9, 2 + 8, 2 + 3 + 5, and so on. A single number can be flipped over as well - if a 2 and a 3 are rolled, a 5 can be flipped over.)
4. Continue rolling and flipping cards until there is no set of cards equal to the sum of the most recent roll. (For example, if the sum of the dice is 4 and the only cards showing are the 2 and 8, the round is over.)
5. The player's score is equal to the sum of the remaining cards that did not get flipped over.
6. If the player is able to flip all of the cards over, then they have successfully "shut the box" and their score for that round is 0.
7. After every player has taken a turn, the player with the lowest score wins.

Catch Up

Materials:

2 dice

Counters (could be pennies, bean bags or any other item)

Number of players: 4-8

Object of the game: To be the first player to win three counters

Directions for play:

1. Players sit in a circle around a table or on the floor with the oldest and the youngest players across from one another.
2. Divide the dice so that the oldest and youngest players each have one. Put the counters in the middle of the circle.
3. Everyone says, "One, Two, Three, Roll!" The players with the dice then roll them at the same time. If they roll a 1-5, they get to roll again. If they roll a 6, then they must pass the die to the player to their left.
4. For each roll, everyone repeats the "one, two, three, roll!" to make sure the dice are always rolled at the same time.
5. If a player is still in possession of a die and they receive the second die from the player on his right, he wins the round and collects a counter. The first player to collect 3 counters wins.

Variation:

For groups of 6 or more players, you may wish to increase the passing roll to two numbers - say a 5 and a 6, as this speeds the game up considerably.

Round the Clock

Materials:

2 dice

Number of players: 2+

Object of the game: To be the first player to throw all the numbers from 1 to 12 in order

Directions for play:

1. Each player rolls one die; the player with the lowest roll goes first.
2. The first player rolls both dice, hoping to roll a 1 with at least one of the dice. Players then take turns (in a clockwise direction) trying to throw a 1.
3. On the next round, those players who threw a 1 will try to throw a 2. The 2 can be on either of the two dice, or it can be the sum of the two dice (so a 1 and a 1). Any player who did not throw a 1 in the first round will try again this round.
4. Play continues round-by-round with players trying to throw all the numbers from 1 to 12 in sequence. The number can come from either of the two dice or their sum. (For example, rolling a 3 and a 6 could be counted as 3, 6, or 9.)
5. The first player to go "Round the Clock" - throw all the number from 1 to 12 in order - wins the game.

Variation:

A player can keep throwing the dice during their turn until they fail to get the number for which they are trying.

Race to 100

Materials:

1 die

Number of players:

Object of the game: To score 100 points or more

Directions for play:

1. Each player rolls a die; the player with the lowest roll goes first.
2. The first player rolls the die. As long as he does not roll a 1, he earns the number of points rolled and can continue to roll and add on to his points. The player may stop rolling at any time and end the turn. Once the player ends the turn, the points earned during that turn are part of their total point value and cannot be lost..
3. If a player rolls a 1 during their turn, they lose all points for that turn and their turn is over.
4. The first player to get to 100 points wins.
5. If the first player gets to 100 points on their first turn, the other player(s) may take their turn to try to achieve a better score.

Go Fish!

Materials: 1 deck of cards

Number of players: 2+

Object of the game: To collect the most sets of 4 matching cards

Directions for play:

1. Choose a "dealer" to hand out cards. If there are two or three players, each player is dealt seven cards. If there are more people taking part, each player is dealt five cards. The remaining cards are placed face down in a pile. This is the "fish pond."
2. Each player sorts their cards into groups of the same number, making sure not to show anyone. The "requester" (person to the left of the dealer) starts the game by asking another player for cards that will match his hand. For example, if the requester has two kings, he will ask the other player for kings. If the other player has these cards, he must hand them over. The requester continues asking the same player for more cards until the player does not have the cards he wants. If the player does not have the right cards, he can tell the requester to "Go fish." The requester then has to take one card from the "fish pond." The player who told him to "Go fish" becomes the new requester.
3. Anyone who collects all four cards of a set (i.e. all four eights or all four Queens) puts them face down in front of him. The winner is the first person to have no single cards left, only complete sets. If two people run out of cards together, the player with the most sets wins the game.

Crazy Eights

Materials: 1 deck of cards

Number of players: 2-4

Object of the game: Be the first player to discard all of your cards

Directions for play:

1. In a two-player game, each player is dealt seven cards. In a game with three or four players, each player is dealt five cards. The rest of the deck goes facedown in a pile, with the top card turned up beside it. This is the discard pile.
2. The player to the left of the dealer discards a card from his hand that matches either the number or suit of the top card in the discard pile. For example, if the card is a five of hearts, he could play any heart or any five. If he does not have a matching card, he continues picking up cards from the deck until he gets one that is playable. Eights are wild and can be put down on any suit. For example, an eight could be played to match a heart.
3. The next player must match their card to the number or suit that the eight was meant to cover.
4. Play continues with players matching the card at the top of the discard pile.
5. The first player to use up all his cards wins. If the deck runs out before the game is over, the discard pile can be used.

Old Maid

Materials: 1 deck of cards, but with one queen removed

Number of players: 3+

Object of the game: Avoid being left holding the old maid after all other cards have been paired

Directions for play:

1. All cards are dealt face down to players. Some players may have more cards than others, but this is okay.
2. Each player sorts their cards into matching pairs of the same number, keeping them hidden from other players. Players holding pairs of matching cards lay them down on the table face up. If anyone has three matching cards, he only puts down one pair and keeps the spare card. If anyone has four matching cards, he puts down two pairs.
3. The player to the left of the dealer offers his cards to the player on his left, who cannot see them. That player selects a random card from his hand. If the new card he picks matches any of the cards he already has, he can put down the pair. If not, he keeps it.
4. He then offers his cards to the player on his left. This continues until all the cards have been put down in pairs, except the Old Maid, which is left alone and cannot be paired. The person left holding this card is the old maid and loses the game.

Snap

Materials: 1 deck of cards; 2 decks can be used for more than three players

Number of players: 2+

Object of the game: Get all of the cards in your pile

Directions for play:

1. Choose a card dealer. This player deals all the cards around the group until there are no cards left. Some players may have more cards than others, but this is okay. Players do not look at their cards but keep them face down in individual stacks.
2. To begin, the player to the left of the dealer turns his top card over and places it face up next to his own pile.
3. The next player does the same. (Note: If a player runs out of face down cards, he can shuffle his face up pile and use them.)
4. This continues until a player notices that two cards on top of the face up piles are the same, such as two jacks or two sixes. The first player to notice and shout out "snap!" receives all cards in both of the matched piles and adds them to the bottom of his face down pile.
5. The game continues with a new player turning a card over.
6. If two players shout "snap!" at the same time, they form a snap pool with the two matched piles of cards placed together in the centre. Play continues until someone turns up a card that matches the top card in the snap pool. Whoever shouts "snap pool!" first takes the whole pool and adds it to the bottom of their face down pile.
7. If a player mistakenly shouts "snap!" he has two options: 1) give every player one card from his face down pile, or 2) his entire face down pile becomes a new snap pool.
8. If a player has no more face up or face down cards he is out of the game. The winner of the game is the player with all of the cards.

I Doubt It

Materials: 1 deck of cards

Number of players: 6-12

Object of the game: Be the first player to discard all of your cards

Directions for play:

1. Choose a "dealer" to deal all cards, one at a time, to each player. Some players will have more cards than others, which is okay.
2. Players can organize their hand of cards as they please, but do not show any other players.
3. The player to the left of the dealer begins the game starting with aces. He places the card(s) face down in the centre of the table saying "two aces" or whatever the desired number of cards are. Players can lay up to four cards of the card they are required to discard.
4. The game continues clockwise to the next player, who will discard twos. The following player discards threes, and so on. Players announce their cards as they lay them. Start again with aces after kings have been played.
5. Keep in mind that players don't have to play the cards they announce. They can be lying. Even if you do not have the required card to discard, you must put down and name a card.
6. After each turn, allow a moment to let anyone challenge the player by saying "I doubt it." Remember to challenge a player only if you think he might not be discarding the cards he says he is.
7. When a challenge is voiced, the challenger can look at the discarded cards. If they match what the person who played them said, the challenger picks up all cards in the discard pile and adds them to his personal pile. If the cards are not what the person said they were, the player who discarded them must pick up the entire discard pile.
8. The player to lay down his entire hand of cards first will win the game.

Slapjack

Materials: 1 deck of cards

Number of players: 2-5

Object of the game: Gather all the cards in the deck

Directions for play:

1. Choose a "dealer" to deal the cards face down to each player. Players cannot look at their cards, but instead put them into piles. Some players may have more cards than others, which is okay.
2. The player to the left of the dealer begins by turning the card on the top of his pile face up in the centre of the table.
3. The game continues with each player adding a card to the face up pile.
4. When a jack is turned, players try to be the first to "slap" their hand over the face up pile. Whoever slaps their hand on the face up pile first gets the entire stack of cards and adds it to the bottom of their pile.
5. The player to their left starts a new face up pile and play continues.
6. If a player has no more cards, they have one more chance to stay in the game by slapping the next jack that appears. If they miss this opportunity, they are out of the game for good.
7. The last person in the game is the winner.

Pig

Materials: 1 deck of cards

Number of players: 3-13

Object of the game: Avoid being the first player to reach P-I-G

Directions for play:

1. For each player, take four of a kind (cards of the same number or suit) out of the deck and put aside the remaining cards. For example, if there are three players, take three groups of four matching cards, such as four queens, four sevens and four aces. Shuffle all these cards and deal them so each player has four. Players can look at their cards privately.
2. To begin, each person discards one card from their hand and puts it face down on the table in front of them.
3. When everyone has a card on the table, they will simultaneously pass their card to the player on the left and pick up the new card that has been passed to them.
4. When a player collects four of a kind, he puts his finger on his nose. If another player notices this, they must also place their finger on their nose, regardless of whether they have four of a kind or not.
5. The last player to put a finger on their nose gets a letter - first P, then I, then G.
6. The first player to reach "P-I-G" is the loser.