

**Winning the game:**

The winner is the player who wins all the cards!

**Game 5 - Speed (also known as Spit) - a game for 2 players****Object of the game:**

To get rid of all your cards.

**Before you begin:**

Shuffle the cards. In the center of the playing area, place two cards face down next to each other. On either side of them, 5 cards are placed facedown. The rest of the cards are dealt facedown to each player. The players keep these facedown cards in a pile in front of them.

**Playing the game:**

Both players pick up the top 5 cards in their facedown pile and, when ready, both shout, "Go!" They immediately turn the 2 cards in the center of the table face-up, and, as fast as they can, they place cards on top of these cards, either in descending or ascending order, regardless of suit. Either player can place cards on either pile.

For instance, say one of the face-up center cards is a 7. Your opponent is quickest and slaps an 8 atop the 7. Either you or your opponent can play a 9 atop the 8, or another 7.

Whenever you lay down one of the 5 cards in your hand, you can pick up another card from your facedown pile. The most cards a player can hold at one time is 5.

When neither player can place a card on the two piles, the play is stopped. Each player then takes one top card from the stack of 5 cards next to the turned-up cards and places it face-up on top of the other cards.

Play continues as before, with players laying cards descending or ascending onto these new cards. If the pile of 5 cards runs out, the players turn the two piles facedown where the original five cards piles were, turn up the top card and resume play.

**Winning the game:**

Whoever gets rid of his/her pile of facedown cards first is the winner!

**Note:** These cards can also be used to play simple solitaire games!

# Kids' Favorite Card Games

For 2-4 Players · Ages 4 & Up

**Contents:**

52 cards

**Game 1 - Crazy 8's****Object of the game:**

To be the first to get rid of all your cards.

**Before you begin:**

Shuffle the deck. If you are playing with 2 players, deal 7 cards to each player. If there are 3 or 4 players, deal 5 cards to each. Place the rest of the deck facedown in the center of the table, as the draw pile. Turn the top card of the draw pile over and place it next to it. This is the starter card.

**Playing the game:**

The youngest player goes first and has to lay a card atop the starter card that is either the same suit or the same rank. For instance, if the starter card is the ten of diamonds, the youngest player lays down either another diamond or another ten. It is the next player's turn.

If, on your turn, you do not have a card in your hand that can be played, then you must take cards from the draw pile until you draw a card that can be played. All the other cards you took from the draw pile remain in your hand.

**Crazy 8's:**

All 8's are wild and can be played on any other card at any time. After you've laid down an 8, you get to call the next suit, whichever one you happen to prefer, and the next player has to follow that suit.

When the draw pile is exhausted, play continues with players skipping their turns if they cannot play a card.

**Winning the game:**

The player who gets rid of all his/her cards first is the winner. If the stockpile is exhausted and no one can play a card, the game ends in a block.

**Helpful hint:**

8's are the most valuable cards in the game. It is best to keep them for late in the game to help you win.

## Game 2 - Easy-to-Play Hearts

### Object of the game:

To avoid getting points. Points are scored when you collect hearts in "tricks".

### Before you begin:

Shuffle and deal the entire deck to all players.

### Playing the game:

The player who has the 2 of clubs in his/her hand starts the game by laying it out on the table. The other players, in clockwise order, must play a club, if possible. If you do not have a club in your hand, you may play any other card. The person who played the highest club wins all the cards played. This is a "trick".

The player who won this first trick, now plays, or "leads" another card in his/her hand. As before, all players must also play a card from the suit that is "led". The person who played the highest card in the suit wins this trick, and so on.

### Playing Hearts:

Since the object of the game is to avoid collecting hearts, it is important to get rid of any hearts you may have in your hand. One way you can do this is to play a heart when you do not have any cards in the suit that is led. For instance, the card that is led is a diamond. On your turn, you look in your hand and see that you don't have any diamonds. Instead you lay down a heart. The person who laid down the highest diamond collects the trick and earns 1 point for the heart you played.

Here's another way to try to avoid getting points from hearts: When it is your turn to lead, you lay down a low heart. Since you led a heart, all other players have to play heart cards from their hands, too (if they have any). If you play a low enough card, chances are someone will lay down a higher heart, and get the trick.

### Winning the game:

When all the cards have been played, count up your points. Shuffle the cards and play again. When a player reaches 100 points, he/she automatically loses, and the player with the least points is the winner.

Note: This is the simplest version of this classic game. In more standard versions, there are several other rules that make the game more strategic, but at the same time, more complicated for young children. Rules for standard Hearts can be found on-line or in books about card games.

## Game 3 - I Doubt It!

### Object of the game:

To be the first to get rid of all your cards.

### Before you begin:

Shuffle and deal the entire deck of cards to all players. It does not matter if the deal is not even.

### Playing the game:

The youngest player begins the game by laying, FACEDOWN, all the aces (or one's)

in his/her hand. As they are placed down, the player calls out what is played. For instance, "2 ace's". The next player must now discards all the 2's in his/her hand, atop the aces, the next player 3's, the next player 4's and so on. After tens come Jacks, Queens, Kings, and then back to Aces.

Since the cards are always played facedown, you do not in fact have to play the cards you claim you are playing! You, instead, can try to bluff the other players. For instance, say it is your turn to discard 7's and you don't have any in your hand. You can discard any card or mixture of cards, and SAY they are 7's.

### I Doubt It!

Any player who suspects that cards discarded by a player do not match the cards they claim to have played, can challenge the player. Call out, "I Doubt it!" The cards played by the challenged player are exposed and one of two things happens:

1. If the cards are, in fact, the cards that the challenged player said they were, then the challenger must pick up the WHOLE DISCARD PILE.
2. If the cards are different from the cards the challenged player said they were, then the challenged player must pick up the WHOLE DISCARD PILE.

These cards are added to his/her hand and play continues, with the next player laying down the next rank, in the normal rotation.

### Winning the game:

The first player to get rid of all his/her cards and survive any challenges resulting from the play of these cards, wins the game. If you play your last remaining card(s), but someone challenges you and the cards you played were not what you called, you must pick up the whole discard pile and play continues.

## Game 4 - War

### Object of the game:

To win all the cards.

### Before you begin:

Shuffle and deal all the cards to the players. It does not matter if the deal comes out equally. Players leave their cards facedown in front of them, in a pile.

### Playing the game:

Every player at once, turns over the top card of their pile. The person who played the highest card wins all the cards played. These cards are added to the bottom of this players pile.

If 2 or more players put down the same number card, and this card is the highest played, it's time for War! All players who played the highest cards lay 3 more cards FACEDOWN and a 4th card face-up. The player whose 4th card is the highest wins all the face-up cards on the table, PLUS the facedown cards.

Play continues with everyone placing the next card from their facedown deck face-up on the table.

<b>Preparation</b>	<ul style="list-style-type: none"> <li>- Place spoons (one less than the number of players) in the center of the table.</li> <li>- Shuffle a deck of 52 playing cards.</li> <li>- Deal 4 cards to each player.</li> </ul>
<b>Game Play</b>	<ul style="list-style-type: none"> <li>- Dealer takes the top card from the deck (on their right) and discards a card to their left.</li> <li>- All other players take a card discarded by the player on their right and subsequently discard a card to their left.</li> <li>- Play continues until a player has four of a kind.</li> </ul>
<b>The Spoons</b>	<ul style="list-style-type: none"> <li>- The first player to have four of a kind picks up a spoon.</li> <li>- All other players attempt to grab a spoon once the first player has done so.</li> <li>- The player who does not get a spoon is eliminated from the game.</li> </ul>
<b>Later Rounds</b>	<ul style="list-style-type: none"> <li>- Remove a spoon and play another round with the remaining players.</li> <li>- Continue until only two players (one spoon) remain.</li> </ul>
<b>Winning the Game</b>	<ul style="list-style-type: none"> <li>- The first person to get four of a kind and secure a spoon, when only two players remain, is the winner.</li> </ul>