

Card Game Quick-Rule Cards

War

2 players

Deal: Deal all 52 cards, 26 each, face down.

Play: Both flip a card. Higher card takes both. Tie = "War": each puts one card face down and one face up; higher card takes the pile.

Win: Win all the cards.

Go Fish

2-5 players

Deal: 7 cards each (5 each for 4-5 players). Rest is the pool.

Play: Ask a player for a rank you hold ("Any 7s?"). If they have it, they hand it over. If not: "Go fish" - draw one.

Win: Most books of four wins.

Old Maid

2+ players

Deal: Remove one queen. Deal all cards.

Play: Put down any pairs. Take turns drawing one card from your neighbor and pairing it if you can.

Win: Do not be left holding the last queen.

Concentration

2+ players

Deal: Spread all cards face down on the table.

Play: Turn up two cards. A matching pair (same rank) is yours - go again. No match: turn them back over.

Win: Most pairs wins.

Snap

2+ players

Deal: Deal all cards face down. Each player keeps a pile.

Play: Take turns turning your top card face up onto your own pile. When it matches the top card of another pile, call "Snap!"

Win: First to call it wins both piles.

Crazy Eights

2+ players

Deal: 5 cards each. Turn one card face up.

Play: Play a card that matches the top card by suit or rank. Eights are wild - name a new suit. Cannot play? Draw.

Win: First to play all cards wins.

Card Game Quick-Rule Cards

Rummy

2-6 players

Deal: 10 cards each for 2 players, 7 for 3-4, 6 for 5-6.

Play: Each turn: draw, lay down sets (3 or 4 of a kind) or runs (3+ in a row, same suit), then discard one.

Win: First to get rid of all cards wins.

Gin Rummy

2 players

Deal: 10 cards each.

Play: Draw and discard to build sets and runs. Knock when your unmatched cards total 10 points or less.

Win: All cards matched = "Gin" bonus.

Kings Corner

2-4 players

Deal: 7 cards each. Four cards face up in a cross.

Play: Play cards in descending order, alternating red and black. Kings go in the four corners.

Win: First to empty their hand wins.

Spoons

3+ players

Deal: 4 cards each. One fewer spoon than players in the middle.

Play: Pass cards to the left quickly, keeping four. Got four of a kind? Grab a spoon - then everyone grabs.

Win: No spoon = a letter. Spell S-P-O-O-N and you are out. Stay seated; no lunging.

I Doubt It

3+ players

Deal: Deal all cards.

Play: In order (aces, then 2s, then 3s...), play cards face down and say what they are. Anyone can call "I doubt it!"

Win: Caught bluffing? Take the pile. Wrong call? The doubter takes it. First out wins.

Blackjack (for fun)

2+ players

Deal: Each player and the dealer get two cards.

Play: Take more cards ("hit") or stop ("stand"). Face cards count 10; aces 1 or 11. Over 21 is a bust.

Win: Beat the dealer without going over 21. Use points or tokens, never money.

Card Game Quick-Rule Cards

Hearts

Usually 4

Deal: 13 cards each.

Play: Follow suit if you can. Highest card of the suit led wins the trick. No trump.

Win: Each heart = 1 point, queen of spades = 13. Lowest score wins.

Spades

4 players

Deal: 13 cards each.

Play: Bid how many tricks you will win. Spades are always trump. Follow suit if you can.

Win: Make your bid: 10 points per trick bid. Game to 500.

Euchre

4 players, 2 teams

Deal: 24-card deck (9s through aces). 5 cards each.

Play: Choose trump. The jack of trump is the highest card. The team that picks trump must win at least 3 of the 5 tricks.

Win: First team to 10 points wins.

Canasta

4 players, 2 teams

Deal: 11 cards each.

Play: Draw, meld cards of the same rank, discard. Jokers and 2s are wild. A canasta = 7+ cards of one rank.

Win: First team to 5,000 points wins.

Cribbage

2-3 players

Deal: Use a cribbage board to keep score.

Play: Each player gives cards to the "crib." Play cards in turn, counting up to 31, and score points for pairs, runs and 15s.

Win: First to 121 points wins.

Solitaire (Klondike)

1 player

Deal: Deal 7 piles; top card of each face up.

Play: Build down in alternating colors. Move aces to the top and build each suit up from ace to king.

Win: Win by moving every card to the four suit piles.