

6 Fun Family

Card Games



by Nina Lewis

Dear Readers,

Family fun time together! That's what this e-book is all about.

I've gathered 6 card games that are easy to learn and fun to play. Once kids know their numbers and colors, they can start playing!

My main purpose here is to provide fun activities that will help families build strong bonds. That happens when they spend time together. And what better way to spend time together than playing fun card games?

I hope that your family will create lots of fond memories playing these games and that you become strong and united! Families that love each other and support each other are the best things in the world!

Warmly,
Nina Lewis

TRASH



Note: this game is best for kids 8 years old and older.

For a 2-player game, you'll need one deck of face cards. If you have 3 to 4 players, you need 2 decks. You'll need 3 decks for 5 or more players.

The goal of the round is to be the first person to place cards face up from numbers 1 (or ace) to 10 in their correct positions.

Select someone to be the dealer. The dealer deals out 10 cards face down to each player. The players do not look at their cards.

They arrange their cards in 2 rows with 5 cards in each row. One row is above the other one.

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These face down cards 'represent' the numbers 1 through 10 or ace through 10 where the ace represents the number 1. See the order of the numbers in the following picture.



The remaining cards are placed face down in the middle of the table. This is the draw pile.

The player to the left of the dealer takes a card from the top of the draw pile. If it is a jack or a queen, she discards the card because it can't be used. That is the end of her turn.

But let's say she draws a card with a number 6 on it. She puts that 6 card in the correct location in the layout where a 6 would go.

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The player picks up the card that was face down in the 6 location and looks at it. She can put it in the spot that corresponds to the number on the card if there isn't a card already face up in that spot.



Play continues until that player gets a card that cannot be played. She discards that card face up next to the pile of draw cards. This is the discard pile. The next player to the left goes next.

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Let's say a player draws a king. That is great! Kings are wild and can be used in any location. Wahoo!

If a card is drawn that corresponds to the numerical position where a king is, the player may put that numerical card in its correct location. Then, she can take the king and place it wherever she chooses.

When it's the other player's turn, she can draw either from the discard pile or the draw pile. If it's a card she can use, she puts it in the correct location. She continues playing until she gets a card that she can't put in any of the locations.

She discards her card and it's the next person's turn.

Play continues until one player has all 10 cards face up and in numerical order. She is the winner of that round.

The cards are shuffled and dealt out again.

But! Oh boy! This is where things start to get fun.

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In this round, the winner is dealt one less card. Which means in the second round she has only 9 cards face down in front of her. Which means she has less cards to put in order. Which means it might be easier for her to win. Yipee!

Continue playing more rounds until one person has one card face down in front of her. When she replaces her one face down card with either an ace or a king, she is the winner of the entire game of Trash!

If both players have only one card, the winner of the entire game is the first person to replace her face card down with an ace or a king.

RIPPLE



Note: this game is best for teenagers or older.

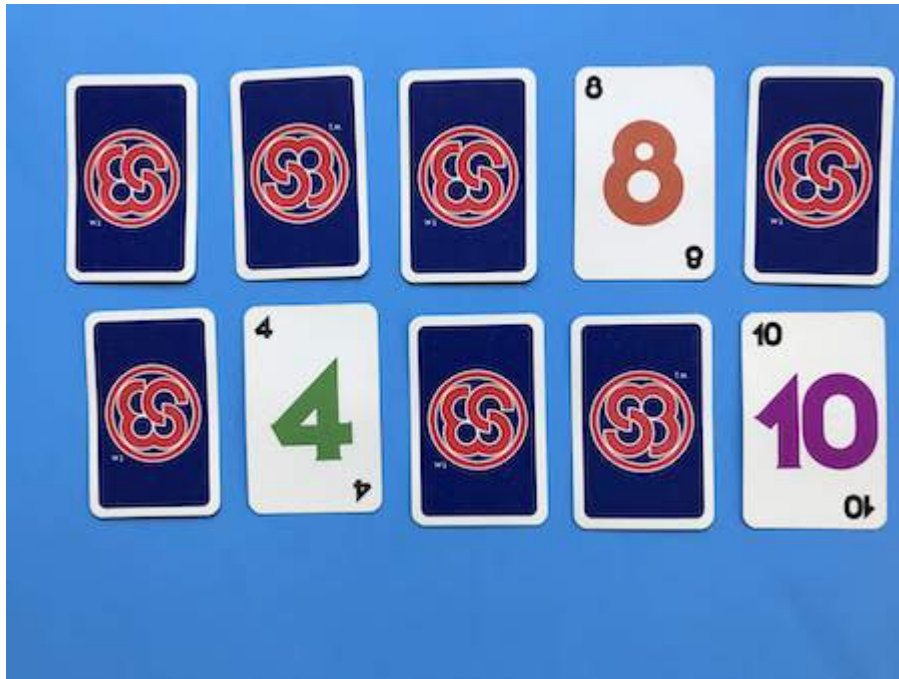
To play Ripple, you'll need one set of Skip-Bo cards for 4-5 players. If you have more players, you'll need two decks. (But I wouldn't recommend having more than 5 people playing together. It takes a long time for your turn to come around. I suggest you divide into 2 groups if you have more than 5 players.)

The object of the game is to have the lowest score.

Deal out 10 cards to each player.

Without looking at the cards, the players put their cards face down in front of them in 2 rows with 5 cards in each row. One row is above the other row as seen in the picture above. This is your 'hand.'

Players turn over any 3 cards.



The remaining cards are placed face down in the middle of the table. This is the community draw pile.

Scoring

Cards 7, 11, or Skip-Bo are wild cards. They are worth zero points. The points on the other cards equal their face value so if you have an 8 card it is worth 8 points.

Matching cards. If you draw a card that has the same value of a card that is face up in your 'hand,' use it to replace the card that is either above or below the card with the matching value. The score of the two matching cards is zero.

In the example below, the matching 4s, 5s, and 8s are worth zero points because the value of the card in the top row equals the value of the card directly below it. The Skip-Bo and 11 cards are worth zero points. So the final score for this round is 3 plus 1 which is 4 points.



Double matching cards. If you have two sets of matching cards that are side by side, you subtract 20 points from your score for that round.

In the example below, the matching 8s are worth zero points. The Skip-Bo and the 11 cards are worth zero points. Add 3 plus 1 to get 4 points. Subtract 20 points (for the double set of matching 4s) to get a minus 16 points for your score for that round. (People can have a negative score.)



Triple matching cards. If you have three sets of matching cards that are side by side, subtract 30 points from your score for that round.

In the example below, the matching 8s are worth zero points. The 11 is worth zero points. The 1 is worth one point. The triple sets of matching 4s equal a minus 30 points so the score is a minus 29 for that round (a minus 30 and a plus 1 equals a minus 29 score).



Quadruple matching cards. If you have four sets of matching cards that are side by side, subtract 40 points from your score for that round. It is SUPER hard to get quadruple matching cards! If you get them, you are very, very lucky!

Now you need to know how to 'ripple' your cards.

If you draw a card that matches one of your cards that is face up and the card either above or below it is still face down, exchange the card that you drew with the **face down** card.

When you turn over that face down card and see that it matches another card that is face up and there is a card either above or below the matching card that is face down, exchange the newly turned over card with the card either above or below the matching card that is face down.

You can continue to 'ripple' as long as the card that you turned face up can be exchanged for one that is **face down**. (You cannot ripple a card that was turned face up with a card that is already face up.)

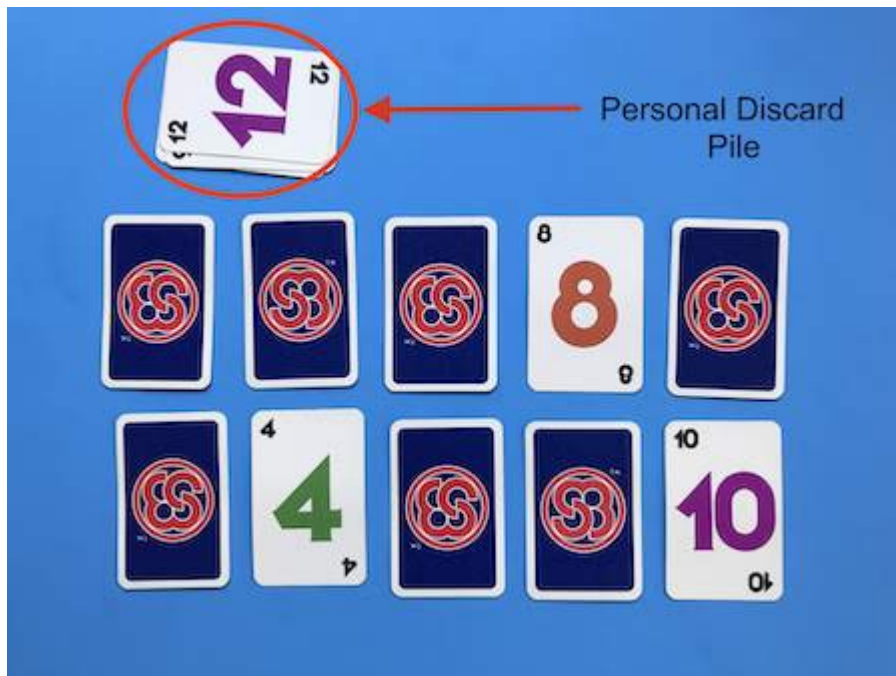
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You can watch a very short YouTube video clip that demonstrates a ripple:
<https://youtu.be/rd0gk7WE4-A>.

Okay. Now let's look at how to play this card game!

First, determine how many rounds you will play.

The first player takes a card from the community draw pile. She may exchange it with one in her 'hand.' If she doesn't want the card that she drew, she places it above her rows of cards. This is her personal discard pile.



The player to the left goes next.

That person can take a card from the community draw pile or from any other player's personal discard pile. If she draws a card and doesn't want to use it, she places it in her personal discard pile.

After she has finished her turn, play goes to the person on her left.

Play continues until one player has all of her cards turned over.

The remaining other players get one more turn.

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That is the end of the round. Players add up their score. (You add up the players' scores after each round.)

Continue until you've played all of the number of rounds that you have decided upon. The winner is the person with the lowest score.

GOLF



Note: this game is best for kids 8 years old and older.

You'll need 1 deck of face cards for 2 to 3 players. You'll need 2 decks for 4 or more players.

Make sure that you include the joker cards. They are VERY important to the game!

This game is similar to the outdoor game of golf in that the players try to get the lowest score and that 9 'holes' (or rounds) are played. (A round is when players are dealt a hand of cards and they play until one person goes out.)

To play, the dealer gives each player 6 cards face down. Players arrange their cards in 2 rows of 3 cards. (See the following picture.)

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Players select two cards to turn face up. Those two cards must be in a vertical column with one above the other. (The face up cards can be in any of the three vertical columns.)



Players cannot look at their other cards that are face down.

The remainder of the cards are placed face down in the middle of the table. This is the draw pile. Turn over one card and place it beside the drawing pile. This is the discard pile.

The player to the dealer's left goes first. She chooses a card from either the draw pile or the discard pile. She may swap that card for one of her 6 cards or discard it.

Players swap out their high scoring cards with cards that have lower point values.

If the card is swapped for one of the cards that is face down, the new card is placed face up. The player discards the card that was swapped out.

When all of one player's cards are face up, the other players turn over any of their cards that are still face down. They get one more turn. However, at this point, the players cannot pick up a card that is discarded.

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This is the end of one round (hole).

Scoring:

An ace is 1 point.

A joker is minus 2 points.

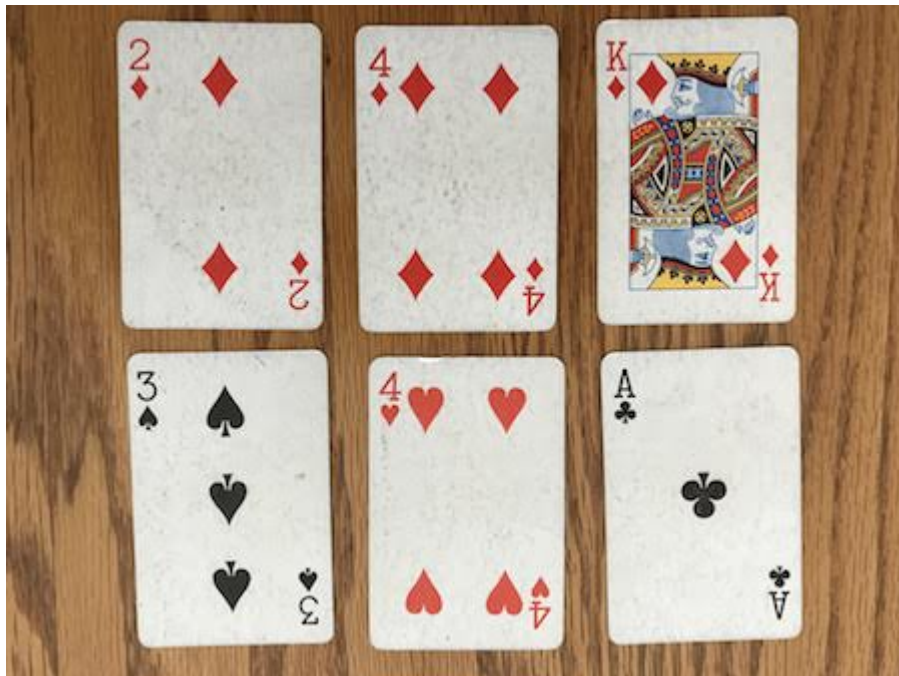
Numerical cards are face value.

A jack or queen is 10 points.

A king is zero points.

A pair of cards that are the same number and are in the same vertical column scores zero points.

In the picture below, the score is 6.



If a player gets 4 cards that are all of the same number and are side by side (as shown in the picture below), the other players add 10 points to their score at the end of the round. The score below is 1.

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Cards are shuffled and dealt out again for the next round.

Play ends when 9 rounds have been played. The winner is the player with the lowest score.

KINGS IN THE CORNER



Note: This game is best played with kids 7 years old and older.

This card game requires one deck of face cards. (Make sure you take out the jokers.)

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This card game is for 2 or more players. If you have very many players, divide everyone into small groups. You will need a deck of cards for each group..

(This game is similar to Solitaire. Aces are the lowest cards with the value of 1.)

The object is to be the person to have the least amount of points at the end of the game.

To play, deal seven cards to each player. Place the remaining cards face down in the middle of the table. This is the stockpile.

Turn the four top cards over, placing one on each of the four sides of the stockpile (e.g. north, south, east, and west so that the cards on the table are in the shape of a plus sign). See the picture above. These are the foundation piles that you play on.

The player to the left of the dealer starts the play by drawing one card from the center stockpile and makes an appropriate move.

Valid moves:

1. Place a card on top of one of the foundation cards. It must be the opposite color from the card it is placed on top of. It must also be the next **lower** numerical number. (See picture above for how cards are played.)

For instance, if the card in the foundation pile was a black 5, the next card to be played on top of it has to be a red 4.

2. If you have a king in your hand, lay it in one of the four diagonal corners. Only a king can be placed in a corner. (Because, hey! That's where the name of the game comes from.)

This starts a new foundation. You can then play as many other cards as you can making sure they are valid moves.

3. You can pick up an entire foundation pile and place it on top of another foundation pile as long as it follows the correct number and color sequencing.

4. Put any card from your hand in a foundational pile area if that area is empty (because it has been moved to another foundational pile).

A player can continue laying down as many cards or moving as many foundation piles as she can. When she can't lay down any more, the play goes to the next person to the left. That person draws a card from the stockpile and makes as many valid moves as she can.

If all of the cards in the center stockpile are gone, play continues until either someone runs out of cards or until no further moves can be made.

The first player to get rid of all of her cards is the winner of that round.

Scoring

A person gets one point for every card left in her hand at the end of a round. If she is holding a king card, she gets 10 points for that card. Points are accumulated until a player reaches or exceeds a target score that is agreed upon in advance (say 50 points).

The winner of the game is the person who has the lowest number of points when someone reaches the target score.

SNAP



Note: this game is best played with kids 7 years old and older.

You'll need one deck of face cards for 2-3 players. (For more than 3 players, use 2 decks of cards.)

The object of the game is to be the person with all of the cards.

Choose a dealer. The dealer shuffles the cards and deals them face down to the players until all of the cards are passed out. (Some players might have more cards than other players but that is okay.)

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Players do not look at their cards.

The player to the dealer's left turns over her top card and places it face up next to her stack of cards.

The next player turns over her top card.

Play continues in like manner around the circle of players.

When one player notices that her face up card is the same as another person's face up card, she calls out, "Snap!"

That player takes all of the face-up cards in her stack and that other person's face-up stack. She puts those cards on the bottom of her face down pile of cards.

The game continues with the next player being the person to the left of the last person who turned a card face up.

If a player runs out of face down cards, she shuffles her face up pile and turns them over to use on her next turn.

If two players say 'snap' at the same time, each player puts her pile of face up cards in the center of the table. This creates a snap pool. There can be several piles of cards in the snap pool at one time.



When someone turns over a card that matches the top card of a stack in the snap pool, she says 'snap' and takes the **whole** snap pool and adds the cards to the bottom of her face down pile.

For example, in the picture above, you'll notice that there is a 9 on a stack of cards in the snap pool and a 9 in the face up pile on the right side of the picture.

If the person whose pile is on the right side of the picture said 'snap,' she would take her face up pile and **all** of the piles in the snap pool and put all of those cards on the bottom of her face down pile.

If a player says 'snap' when there isn't a match, her face-up pile is put in the middle of the table and becomes part of the snap pool.

When a player has no more face up or face down cards, she is out of the game. The winner is the player with all of the cards.

SPAZ



Note: this is best played with kids 7 years old and older.

Wanna have a wild and crazy time? Then Spaz is the game to play!

You need a deck of Rook cards. (You can also use Uno card or face cards if you want. Rook was just our preference.)

Deal out all of the cards to the players. The players keep their cards face down in front of them.

Select someone to go first. That person takes the top card from his pile, turns it over, and places it in the center of the table. The next person plays a card — the faster the better.

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But whoa, Nellie! Hold on to your hat when two cards of the same color are played consecutively!

When that happens, everybody has to make the gesture that is associated with that color.

Red – put your hand over your heart.

Black – put both hands over your head.

Yellow – put one hand on your forehead.

Green – slap both hands on the table.

Numbers do not matter. Just the color of the cards.

The last person to do the appropriate action picks up the pile of cards and puts them at the bottom of his stack of cards in front of him.

The object is to be the first person to get rid of all of your cards.

If you decide to use Uno cards, when two similar wild cards are played consecutively, players have to do all 4 gestures.