

Kid Friendly Card Games Beyond Go Fish

SPOONS: you need a standard deck of cards with no Jokers, spoons-one fewer than there are players, good for any number of players.

Objective: The winner is the last player remaining.

How to Play: Arrange the spoons in a small circle in the center of the table and deal four cards to each player. 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 his hand, removes one and passes it facedown to the left. Each player discards to the person on his left. The last player places his 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 is out. If at any time the draw cards run out, pause to reshuffle the trash pile and keep going. Remove one spoon at the start of each hand so that there is always 1 fewer spoons than players.

The fun part: The player who reaches four of a kind first has a variety of ways he can take the first spoon. A sneaky pull exposes those paying too close attention to their cards. A demonstrative grab leads to a wild free-for-all. Either way, it's hilarious.

SNAP: use a standard deck of cards.

Objective: Be the last player with cards to win.

How to Play: Anyone may deal. Shuffle the cards and deal all the cards out to the players as equally as possible. Players do not look at their cards but keep them in a face down stack in front of them.

The player to dealer's left begins and the turn to play passes clockwise. At your turn you simply turn the top card of your face-down pile and place it face-up alongside. In this way each player forms a pile of face-up cards beside their face-down pile. If at any moment two of the face-up piles have matching cards at the top (for example two sixes or two kings), anyone who notices this shouts "snap!"

The first person to shout "snap!" takes both matching face-up piles and adds them face-down to the bottom of their face-down pile. The game then continues as before, beginning with the player to the left of the last one who turned a card.

If you have no face-down cards left when it comes to your turn, you simply turn over your face-up pile to make a new face-down pile and turn over the top card as before. If you have no cards left at all, you are out of the game.

Tips & Other Rules: When turning up cards, you are not allowed to peek at your card before the other players can see it. To ensure this, cards should be turned over facing away from the player, so that if it is turned too slowly the turning player will see it last.

If a player shouts "snap" in error, when there is no match, that player's face-up pile is taken away and put in the center of the table, where it becomes a **snap pool**. If this happens several times there can be several snap pools. If the top card of any player's pile matches the top card of one of the snap pools, the first player who calls "snap pool" takes both piles.

Crazy Eights

Age: 5+

Number of players: 2-4

Cards: Standard deck of 52 cards

How to play: 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. 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. The next player must match their card to the number or suit that the eight was meant to cover. Play continues with players matching the card at the top of the discard pile. 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.

War

Age: 6+

Number of players: 2

Cards: Standard deck of 52 cards

How to play: All cards are dealt to the two players and kept face down. Neither player must look at their cards. Both players turn over the top card of their piles and put them face up in the center of the table, beside the other player's card. Whoever has turned over the highest ranking card takes both cards and adds them to the bottom of his pile. This continues until two cards of the same value (i.e. two sevens) are put down together. The game is now in a state of "war." To continue, both players take two new cards and put one face down on top of the card they have already placed in the middle and one face up. Whoever puts down the higher ranking face up card wins all six. The game is won by the player who collects all of the cards.

Concentration/Memory

Age: 3+

Number of players: 2+

Cards: Standard deck of 52 cards

How to play: Older children can use the whole deck of 52 cards, but younger children may want to use fewer cards. Make sure the deck you use is made up of pairs.

Shuffle and spread cards face down on a table between the players. Cards can be laid in a random pattern or in a grid. The object of the game is to find matching pairs. Players take turns turning over two cards and letting all the players see them and study them. If they are not a matching pair, try to remember what and where they are, then turn them back over. The next player turns over two cards. If they are a matching pair, that player removes them from the table and keeps them, and then has another turn. When all cards have been removed from the table, each player counts up the number of cards they have collected. The player with the most cards wins.

Rummy

Age: 7+

Number of players: 2-6

Cards: Standard deck of 52 cards

How to play: The object of the game is to get rid of your cards as you group them into “melds.” A meld is a set of three or four of a kind, or a “run” (three or more cards in order of the same suit, such as the three, four and five of hearts).

The “dealer” shuffles the deck and deals the cards one at a time to each player as follows: Two players get 10 cards each; three or four players get seven cards each; five or six players get 6 cards each. The remaining cards are placed face down in the middle of the table and serve as the “stock” pile. The top card of the stock pile is turned face up and set next to the stock pile; this card begins the “discard” pile. Each player then groups all matching cards and runs together in their hand, which makes it easier to see the melds in their hand. Do not show the other players.

The player to the left of the dealer plays first by taking the top card from either the stock pile or the discard pile. If the player has a meld, he will lay it down on the table so all cards in the meld are visible. Then he will discard another card from his hand by placing it face up in the discard pile. Players can also place a card down on any existing meld if they have a card that matches the meld or if they draw a card that matches the meld. For example, a player could lay a queen down onto an existing meld of three queens.

The game continues clockwise around the table with players drawing a card from the stock or discard pile, making melds and laying down a card in the discard pile. The first player to get rid of their cards wins the round. Win the entire game by being the first to win five rounds.

Slapjack

Age: 4+

Number of players: 2-5

Cards: Standard deck of 52 cards

How to play: 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. The player to the left of the dealer begins by turning the card on the top of his pile face up in the center of the table. The game continues with each player adding a card to the face up pile. 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. The player to their left starts a new face up pile and play continues. 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. The last person in the game is the winner.

Pig

Age: 6+

Number of players: 3-13

Cards: Standard deck of 52 cards for up to 13 players

How to play: 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.

To begin, each person discards one card from their hand and puts it face down on the table in front of them. 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. 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. The last player to put a finger on their nose gets a letter - first P, then I, then G. The first player to reach "P-I-G" is the loser.