**How To Play Old Fashioned Card Games**

Website Reference: <https://www.kidspot.com.au/>

**1. Crazy Eights: A game that requires both focus and patience, in Crazy eights concentration is key. The winner is the clever shark who gets rid of all his cards first! Ages: 5 +**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |

#### How to Play:

Each player is dealt seven cards. The remaining cards are placed face down in the center of the table, forming a draw pile. The top card of the draw pile is turned face up to start the discard pile next to it.

First player adds to the discard pile by playing one card that matches the top card on the discard pile either by suit or by rank (i.e. 6, jack, ace, etc.). A player who cannot match the top card on the discard pile by suit or rank must draw cards until he can play one. When the draw pile is empty, a player who cannot add to the discard pile passes his turn.

All eights are wild and can be played on any card during a player's turn. When a player discards an eight, he chooses which suit is now in play. The next player must play either a card of that suit or another eight.

The first player to discard all of his cards wins.

**2. Go Fish: The perfect way to learn about numbers, and patterns, this is a great ‘first’ game for little ones who love the thrill of winning. Ages: 4+**

How to Play:

Five cards are dealt to each player if three to six players are involved. With only two players, seven cards are dealt to each. All remaining cards are placed face down in a pile.

First, choose a player to go first. On each person's turn, ask any player for a specific card rank. For example: "Sarah, please give me all your 9s." You must already hold at least one card of the rank you ask for. If the player you ask has any cards of the requested rank, she must give all of her cards of that rank to you. In the example, Sarah would have to give you all of her 9s. If you get one or more cards from the player you ask, you get another turn.

It starts again and you may ask any player for any rank you already hold, including the same one you just asked for. If the person you ask has no relevant cards, they say, "Go fish." You then draw the top card from the draw pile. If you happen to draw a card of the rank asked for, show it to the other players and your turn continues. Otherwise, it is the next player's turn. You add the drawn card to your hand.

NOTE: The "next player" is the one who said "Go fish." When you collect a set of four cards of the same rank, immediately show the set to the other players and place the four cards face down in front of yourself. That is a "match".

Go Fish continues until either someone has no cards left in their hand or the draw pile runs out. The winner is the player who then has the most matches (sets of four). For younger children you can deem "matches" a pair of a rank (2 cards instead of 4) which allows them to "win" a few extra times and keeps the game moving.

**3. Pig: Collect four-of-a-kind in this quick and rather hilarious game for kids of all ages. Get ready for laughter aplenty. Ages: 5 +**

#### What You Need:

* Deck of cards
* Pens
* Cards for letters P, I, G

#### How to Play:

Sort the deck of cards out into piles of four of a kind. Set aside one pile for each player. Discard the remainder of the piles. Shuffle the chosen cards well. Deal until each player has four cards.

The aim of the game is to collect four of a kind. Players must choose what they want to collect and discard, face-down, one card at a time each turn. This card is passed to the player on their left who also discards a card to the next player on their left and so on.

Once a player has collected four of a kind, the player must immediately put a finger on their nose. If another player sees them do this, they too put a finger on their nose even if they don't have four of a kind. The last player to notice the others and place a finger on their nose gets the letter “P” given to them.

The first player to receive all three letters: P, I, G, is eliminated. The last player in play is the winner.

**4. War: The aim of this card battle is to snare the entire deck by always playing a higher card than your opponent. Easier said than done, when the pressure is on. Ages: 5+**

How to Play:

The object of War is to win all the cards in the deck. Aces are high, 2s are low. The tricks are played according to rank; suits are ignored.

All 52 cards are dealt to each player (if you have two players, each player has a total of 26 cards). You do not look at your cards - they are placed in a stack face-down.

Holding the stack of cards face-down in one hand, you use the other hand to flip the card face-up on the table in front of you. Each player flips a card, so if you have two players you will have two cards facing up in front of you.

The highest card wins the trick and the trick winner takes the 2 cards and places them at the bottom of his or her stack of face-down cards.

You continue play like this until one of you has accumulated all the cards. In the game of War, a war is a means to break a tie. When two cards of the same rank are played, you break the tie by playing new cards in addition to those already on the table.

The player with the highest-ranking new card wins the tie breaker and all the played cards. If you both play a card of the same rank - let's say you both play a Jack - you have to have a war.

You leave the Jacks face-up on the table and put one card on top of your Jack - face-down - and then another card face-up on top of the face-down card. So you'll have the following configuration of cards in front of you: the tied Jack, a face-down card, and a face-up card.

The person with the highest face-up card takes all the cards on the table and places them face-down at the bottom of their stack. If the top card is another tie, you place another face-down card, then a face-up card - basically, you keep going until someone wins the war. This is the best and fastest way to accumulate cards.

If one of you runs out of cards in the middle of a war, the other player wins.

**5.   Snap: This old-fashioned, fast-paced game is a great introduction to the world of cards. Get set, be ready and fine-tune your reflexes as you set about trying to win the entire deck of cards! Ages: 3 +**

How to Play:

One player deals out all the shuffled cards around the group until there are no more left. The players don’t look at their cards, but hold them in a stack in front of them, face down.

To begin, the player to the left of the dealer takes his top card, turns it over and places it face up next to his own pile. Then, the next player does the same, starting a pile of his own.

If, at any point, a player runs out of face-down cards, he simply overturns his face-up pile and starts again. This is continued until a player notices that two cards on top of any of the face-up piles are the same, such as two fives or two eights.

If a player notices this, he says “snap!”. The first to do so receives all the cards in both of the matched piles and adds them to the bottom of his own face-down pile.

The game then continues and the winner is the player who ends up with all the cards.

### Notes:

* You can also play the easy snap game. This variation of the game has only one central, face-up snap pile.
* You can also play speed snap a very fast version of the game, with everyone turning their cards over at the same time, instead of in turn.

**6. Old Maid: Perhaps one of the most popular kids’ card games of all time, this game of pairs is lots of fun… unless you’re stuck with the Old Maid! Ages: 4 +**

How to Play:

Before you begin the game remove one of the queens from the deck of playing cards. Deal all the cards face down to each player. Players then sort their cards keeping them hidden from all other players.  
  
If there are pairs of matching cards, with the same number or picture they should put them down face up. If anyone has three matching cards, only put down one pair and keep the spare card. If anyone has four matching cards, put down two pairs.  
   
The player to the left of the dealer then fans his cards in his hand so he can see them all, although he keeps them hidden from the other players. He offers them to the player on his left, who cannot see them, but takes a random card from the fan. If the card he picks matches any he already he has, he puts down the pair. If not, he keeps it in his hand. Then, he fans his cards and offers them 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.

### \*Note: This game can also be played as the 'Old Boy'. The Old Boy is the Jack of Spades. Remove a jack from the cards before playing to play the Old Boy game