



Games Sheet

1



CHEAT

OBJECT OF THE GAME: To get rid of all your cards.

PLAYERS & CARDS: 2-10 players.
Standard pack of 52 cards.

HOW TO PLAY:

All the cards are dealt to players. Choose a player to start and continue clockwise.

The first to start must discard Aces, the second player discards Twos, the next player Threes, and so on. After Tens, the order is Jacks, then Queens, then Kings, then back to Aces, etc. When it's your turn, discard one or more cards face down on the discard pile and call out the card rank (e.g. Two Aces).

Because the cards are discarded face down, you can "cheat" and play cards that do not follow the specified order you're calling out. For example, if it is your turn to discard Nines, you can discard any card or mixture of cards you'd like, with the goal of not getting caught in your deception. Say you do not have any Nines; this means you will be forced to play another card while calling out Nines.

Any other player who suspects that your discarded card(s) does not match the rank you're calling out can say "Cheat!". Then the suspected cards are exposed. If you were cheating, you must pick up the entire discard pile, including cards previously discarded by other players. If you weren't cheating, the player who called "Cheat" must pick up the discard pile. After the challenge is resolved, play continues clockwise, resuming where the last player left off (i.e. if Nines was just played, the player to the left continues with Tens).

The first player to get rid of all their cards wins the game. If you play your last remaining card(s), but someone challenges you and the cards you played are not what you called, you pick up the pile and play continues.

For a video tutorial on how to play, click [HERE](#).



Games Sheet

2

WAR

OBJECT OF THE GAME:

To acquire all the cards.

PLAYERS & CARDS:

2-3 players.

Standard pack of 52 cards.

HOW TO PLAY:

Deal out the deck evenly between the number of players, face down. Players keep their cards in a pile without looking at them. Each player turns over one card simultaneously. Whoever turns over the highest card wins the round and picks up all the played cards, placing them face down at the bottom of their pile.

The cards have the normal rank from highest to lowest: A K Q J, and then 10 through 2.

The game continues this way until both players turn over a card of the same rank, which means it's time for war. Each player then puts three face down cards on the table and one card face up. Whoever has the higher face up card takes all the played cards.

If a player runs out of cards in the middle of a war, that player turns their final card face up as the card that will determine whether they win or lose the war. Whoever wins the cards gathers them and places them at the bottom of their pile.

The first person to get all the other players' cards wins.

For a video tutorial on how to play, click [HERE](#).



Games Sheet



SPEED

OBJECT OF THE GAME:

To get rid of all your cards before your opponent.

PLAYERS & CARDS:

2 players.
Standard pack of 52 cards.

HOW TO PLAY:

Deal 20 cards face down to each player. Deal the remaining cards into 4 piles in the middle of the table: 5 cards in the far left pile, 1 card in the middle-left pile, 1 card in the middle-right pile, and 5 cards in the far right pile, all face down.

Each player picks up 5 cards from their respective dealt cards (this makes up their hand), and leaves the remaining as their draw pile. For the rest of the game, each player should always have 5 cards in their playing hand by drawing from their pile.

To begin play, the two opponents must each simultaneously flip the two middle piles in the centre of the table. Looking at their hands (keeping it to themselves), they can play a card face up if it is in sequential order from one of the flipped middle cards, in either ascending or descending order, regardless of suit. (e.g. If one of the middle cards is a 9, a player can play either an 8 or a 10 on top of it.)

The order of cards is 2 3 4 5 6 7 8 9 10 J Q K A, which then repeats. Players continue laying cards on either of the middle piles, and picking up from their draw pile. There are no turns in this game; each player lays down cards as quickly as possible. After a player runs out of cards in their draw pile, they must continue to play all cards in their hand to win. Any time both players cannot play, they each flip over a card from the far left or far-right piles simultaneously.

To win, a player must be the first to get rid of all their cards, slam their hands on the middle piles, and yell 'Speed'.

For a video tutorial on how to play, click [HERE](#).



Games Sheet

4 EUCHRE

OBJECT OF THE GAME:

To win at least 3 hands (aka “tricks”). If the team that determined the trump fails to win 3 tricks, that means they are “euchred”.

PLAYERS & CARDS:

4 players.
Aces through 9s.

HOW TO PLAY:

To determine who deals first, a player will deal cards to each player, face up until the first black Jack is found. Whoever receives that Jack deals first.

The dealer deals 5 cards to each player. Play rotates clockwise. With the four remaining cards in the deck (aka “the kitty”), the dealer flips the top card.

Players are working in teams with the person opposite them. To start the game, the player to the left of the dealer will decide whether they want the suit of the flipped card to be trump, in which case the dealer must pick up that card and discard one of their choice from their hand. If the player does not want the suit of the flipped card to be trump, they pass and it goes to the next player.

The next player then makes the same decision, choosing whether they want the dealer to pick up the card or pass. If at this point the dealer’s partner tells them to pick up the card, that partner must play alone. If every player passes and the play returns to the dealer, they may pick up that card and trump is decided. However, if the dealer decides to also pass, the card is flipped back down and the player to the left selects whichever suit they please to be trump. If this player does not want to call a suit as trump, they may pass. Other players may also pass. If everyone passes this time around, the deck is re-dealt by the person to the left of the dealer.



Games Sheet

4 EUCHRE

HOW TO PLAY CONT'D:

Trump supercedes any other suit. Once trump has been established, the player to the left of the dealer leads with whatever they want, face-up. Everyone else must follow the suit that is played. If a player doesn't have the selected suit, they can choose whether they want to play a trump card (if they have one) to try and win the hand, or throw away a card of another suit. Partners must watch to see if their teammate is winning a hand to help determine whether they should play a trump. To win the game, teammates must win three tricks.

HOW TO DETERMINE POINTS:

- If a player's team calls trump and they win three of the five tricks, the team wins 1 point.
- If a player's team calls trump and they win all of the tricks, the team wins 2 points.
- If a player's team calls trump and the other team wins three or more tricks, the other team wins 2 points and "euchres" the other team.
- If a player tells their partner to pick up and thus goes alone, and that player wins all five tricks, that team wins 4 points.

CARD RANKINGS:

The order of highest ranking trumps (for diamonds, for example) is as follows:

- Jack of Diamonds (called the "Right Bower")
- Jack of Hearts (same color as trump, called the "Left Bower")
- Ace of Diamonds
- King of Diamonds
- Queen of Diamonds
- Ten of Diamonds
- Nine of Diamonds

For a video tutorial on how to play, click [HERE](#).



Games Sheet

5 SPOONS

OBJECT OF THE GAME:

To be the last player standing who grabs a spoon.

PLAYERS & CARDS:

3, 4, 5+ players.
Standard pack of 52 cards and spoons (1 spoon fewer than number of players).

HOW TO PLAY:

Arrange the spoons in a circular shape in the center of the table and have the dealer deal 4 cards to each player. The remaining cards make up the draw pile, which sits in front of the dealer. Players pick up their cards.

To play, each player tries to make four of a kind. The dealer begins by taking a card off the top of the draw pile and deciding whether they want to keep or discard it. If they want to keep it, they must discard an unwanted card from their hand and pass it face down to their left. If they do not want to keep the drawn card, they can pass it to their left. The player to the left of the dealer then picks up whichever card is passed over and make the same decision for themselves. The last player places their discard into a trash pile.

Play continues as cards are picked up and passed quickly around the table. When someone gets four of a kind, they can take a spoon from the center. Once the winning player has a spoon, everyone else can now take a spoon, making it a race. The player left without a spoon gets a letter. If at any point a player spells S-P-O-O-N, they're out of the game. Once a player is eliminated, remove a spoon from the table. If at any point the draw cards run out, the game can be paused to reshuffle the trash pile and keep going. The last player remaining after elimination of all other players is the winner.

For a video tutorial on how to play, click [HERE](#).



Games Sheet

FAN TAN (SEVENS)

OBJECT OF THE GAME:	To get rid of all of your cards.
PLAYERS & CARDS:	3-8 players. Standard pack of 52 cards.

HOW TO PLAY:

The dealer shuffles the deck and deals all the cards to players clockwise. During play, cards are added to a face up layout on the table, which will eventually consist of one row for each suit. The seven is in the middle and sequentially builds down towards the two on the left and up towards the Ace on the right.

The player to the dealer's left begins by either playing any seven, which starts a new row for its suit, or any card which is next in sequence (ascending or descending) to a card of the same suit that is already on the layout.

A player who is unable to play a card must pass, which can be indicated by knocking on the table. A player cannot pass if they have a card that can be played into the layout.

The first player to play all of their cards is the winner.

For a video tutorial on how to play, click [HERE](#).



Games Sheet

PRESIDENT

OBJECT OF THE GAME:

To get rid of all of your cards.

PLAYERS & CARDS:

3, 4, 5+ players.
Standard pack of 52 cards.

HOW TO PLAY:

The dealer deals all the cards, one at a time. Starting to the dealer's left, the first player must play at least one card or any set of cards of equal rank (e.g. three threes), face up. The next player must then play the same amount of cards (i.e. if the starting player played three threes, the next player must lay three cards) that are higher in rank. Playing a card is always optional, so you can choose to pass even if you have winning cards. Passing does not exempt a player from playing cards their next time their turn comes around. Play continues for as long as anyone can beat the most recently laid cards. A player wins the round when everyone else passes on their card(s). By winning, they get to begin the next round by choosing how many cards to play and the rank.

Twos are high, threes are low. Any higher single card beats a single card. A higher set of cards can only be beat by a higher set containing the same number of cards. For example, if someone plays two fives, that can be beat by two sevens or two Queens, but not by a single King. The first player who is out of cards is 'out' and is awarded the title of President. Everyone else continues to play until they are also out. The last player out is called the 'Scum'.

Players can then restart the game, except this time before play begins, the President and the Scum must swap cards with each other. The President swaps their lowest card with the Scum's highest card. The President then begins the next round.

For a video tutorial on how to play, click [HERE](#).