War and Double War:

- these newly turned, face -up cards, wins all six cards on the table Each player turns one card face down and one card face up. The higher of
- The higher of this second round of newly turned- up cards wins all 10 cards! declared which means each player turns another card up and another face down. If, by chance the newly turned -up cards match again, then double war is

Game Over:

Play continues until one player has all the cards and is declared the winner.

WAR FOR MORE

You can play war with three players

- is the same except that all three players turn a card up in each round To do so remove one card from the deck and deal 17 cards to each player. Play
- war by all turning one card up and one card face down. The highest card wins all If two of the cards match in rank then everyone gets involved in the ensuing nine cards on the table.
- again turn one card up and one face down. The owner of the highest value card in this double war then takes all 15 cards. If there is another match when the new face up cards appear, all three players

A Three-Way Tie:

cards takes the whole lot. If by some remarkable chance, there is a tie again, Sometimes all three of the turned up cards will be the same rank, i.e. all are players go back to a single war and turn one card up and one face down, the face down and one card face up in front of them. The highest of these turned up fives. In this case all three players play double war. They each turn two cards highest of the bunch taking all the cards

BEGGAR MY NEIGHBOUR

What to Expect:

picture card appears. A game of great suspense where players pay when a

Skills Taught: Learning Curve: Rowdy Richter Scale:

Medium

Age Suitability:

Simple mathematics

7 years +

Number of Players:

1 Pack of Playing Cards

The person who wins all the cards.

Getting Started:

Winner:

What's the Deal?

Deal each player half the deck

Playing the Game:

- places another card tace up on top of the first one. the card is a numbered card, i.e. 2 through 10, then the dealer takes his turn and The person who didn't deal puts one card face up in the middle of the table. If
- Play continues like this until a Jack, Queen, King or Ace is turned up

- the following cards:didn't turn up a picture card) must pay up by dealing face up on top of the pile As soon as one of these cards come up, the other player (i.e. the player who
- 1 card for a Jack
- 2 cards for a Queen
- 3 cards for a King
- 4 cards for an Ace
- As long as the cards that are paid out are number (spot) cards, the owner of bottom of his stack. the picture card takes the whole pile of cards and puts them face down at the
- only spot cards are turned up in payment for a picture card. When this happens the entire pile is won by the player currently receiving payment. has just been played. Payout cards continue to be played on the same pile until tables are turned, and the other player must now pay out for the picture card that However, if a picture card is turned up while payment is taking place then the
- picture card appears Play then continues with each player turning up a card, in his turn, until another

Game Over:

The game is over as soon as one person has won all the cards.

Age Suitability: Learning Curve: Skills Taught: Rowdy Richter Scale: What to Expect:

Number of Players:

A relatively quiet game with a bit of strategy

Medium

7+ years Recognising suits, numerical ordering, light strategy.

3+ Players

winks as counters. (About 15 per player for a three 1 Pack of Playing Cards. You'll also need a handful of player game, fewer if there are more of you) toothpicks, buttons, coins, wrapped sweets, or tiddly

The player to get rid of all their cards first

Winner

Getting Started

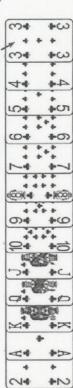
What's the Deal?

 Deal all the cards one at a time between the players. It doesn't matter if they come out evenly. Distribute an equal number of counters to each player.

Playing the Game:

- The person to the dealer's left goes first and puts down one card from their make a wise choice hand, face up on the table. It can be any card but see Strategy below to help you
- in the same suit, they must pay one counter into the middle of the table instead next player must play a 4 of clubs. (If a King of Clubs is played the next player with the next highest card in the same suit i.e. Player 1 plays a 3 of clubs so the Play continues in a clockwise direction. The next player however, must follow must play the Ace of Clubs) Whenever a player cannot follow with the next card
- The player who finishes the sequence by laying down the 13th card of the suit has the right to begin the next suit.

CARDS IN THEIR PROPER SEQUENCE



COINS PAID WHEN A PLAYER CAN'T PLAY A CARD SEQUENCE

FIRST CARD PLAYED.... AND SO ON ...

Ending the Game:

must put one counter in the middle of the table for every card they have left in The game is over when one player is out of cards. At that point each player

> be a good ideal) their hand. The winner takes all the counters. (That's why wrapped sweets migh

- pay with a counter It's easy to follow suit. If you have the right card you play it and if you don't yo
- If you have two or more cards in the same suit, play the highest card first as five of hearts, play the five first. eventually you will be able to play the lower ones. i.e. if you have a four and a
- It makes sense to get rid of suits where you have the most number of cards, first, again playing the highest number first if you are leading off.

MY SHIP SAILS

What to Expect: variations A game for young children with two shorter, easier

Rowdy Richter Scale.

Learning Curve:

Skills Taught: Observational skills.

Age Suitability: Number of Players: 4-7 Players 5 years +

1 Pack of Playing Cards

The first person to get seven cards of the same suit.

Getting Started

Winner: Cards:

What's the Deal?

 Choose who will be the dealer. That person shuffles the deck and deals seven cards face down to each player

Playing the Game:

- After carefully examining their cards each player chooses one card from their left at the same time hand and passes it, face down, to the player to their left. Everyone passes a car
- Play continues like this with players keeping an eye on their cards, the object being to collect seven of the same suit
- table and shout, "My Ship Sails!" This ends the game. As soon as someone gets seven cards of the same suit they lay them on the

- cards of at the beginning of the game. Decide which suit(s) you will try to collect. Start with the suit you have most
- preferred suit comes along, you might want to start collecting another suit as Someone else may be trying to collect the same suit as you. If none of your
- along the line. Usually if you have four cards in one suit it is best to stick with that suit as your favoured one. Eventually another player may pass the remaining cards in that suit

Here are shorter variations on 'My Ship Sails' if time is a problem.

My Star Twinkles.

Everything is the same as 'My Ship Sails'. Deal seven cards to each player and pass cards to the left.

to collect five cards of the same suit (plus two odd cards) to win the game Difference?? This game takes 2-3 minutes to play through as players only need

My Bee Buzzes

same suit, plus one odd card to win. Again, as 'My Ship Sails' but shorter in that players need only six cards in the

NAPOLEON

What to Expect:

A simple trump game playable by as few as two

Rowdy Richter Scale:

players.

Quick and Easy to learn the basics

Letter sounds and memory

7 years +

Number of Players:

Age Suitability: Skills Taught: Learning Curve:

Cards:

Winner:

1 Pack of Playing Cards

Other Equipment: Counters:- beans, pennies, wrapped sweets, buttons. The player with the most counters after an agreed

number of rounds

Getting Started:

Some Terms You Should Know:

2 of hearts will win over any value of spade, club or diamond. A six of hearts, Trump- A trump is a suit that wins over all the rest. i.e. if hearts are trump then a

however, will win over a 2 of hearts.

Tricks- In trump games players bid how many tricks they are going to take. If

who gets to choose which suit is trump and they get to take the first turn. in order to advance and score. In some games the highest bidder is the player hearts are trump, a player may bid 3 meaning they must take at least three trick

What's the Deal?

- player, say 10 each Deal five cards to each player. Give the same number of counters to each
- opt to pass. Once everyone has bid or passed, the trump is named by the one to five. Each player gets one turn to outbid the previous player or they can they could take if they were allowed to name the trump suit. Players can bid fro The player to the dealer's left goes first and bids on how many tricks they think highest bidder. Anyone who bids five tricks is going for what is called a "Nap". (That's short for Napoleon).

Playing the Game:

- The highest bidder names the trump, say spades, and must lead with a spade can play any card but it is best to play a low card (Cards are ranked from 2 being All the other players in turn must play a spade if they have one. If they don't the lowest, to Ace, being highest)
- suit. All the other players must follow the suit that was lead unless they have no who played the highest trump. which was lead unless a trump has been played in which case it is the player cards in that suit, in which case they can play a trump or discard any other card The player who wins the first trick leads play for the second trick, playing any The winner of that trick is the player who played the highest card of the suit
- 5 tricks). The other players will try not to let the bidder win that number of tricks The bidder (the person who was highest bidder and determined trump) is tryin to win the number of tricks that they predicted at the outset of the game (from 1

Game Over:

number of tricks they bid, or that they have lost in their bid to do so The game is over when it is clear that either the bidder is going to win the

- The person who bid, and won the bid, scores when they win. If they bid 4 case four counters to each player if the bidder doesn't win the number of tricks that they bid, they lose i.e. in this tricks, and won four tricks, they would collect four counters from each player. B
- collect 10 counters from each player for a possible 50 counters if six are playing If someone bids a "Nap" i.e. five tricks and they manage to get all five, they

Game Over:

 Decide at the outset how many rounds of the game you want to play. At the running tally. You can play to an agreed point total like 500, for example end of each, add up the counters each player has. Use a score sheet to keep a

BLACK LADY

What to Expect:

Skills Taught: Learning Curve: Rowdy Richter Scale:

Age Suitability: Number of Players:

Other Equipment: Cards:

this game, just plain Hearts. This is a Hearts game, and in fact a lot of people call

players Strategy by trying to draw cards out from the other Easy to learn, harder to master the strategy.

7 years +

3-7; 4 players is best

A score sheet and pencil 1 Pack of Playing Cards

called "Shooting the Moon" take all the Hearts and the Queen of Spades which is taking the Queen of Spades and any Heart card or to This is an "all or nothing" game. i.e. the idea is to avoid

Getting Started:

What's the Deal?

- Deal out the entire pack of cards so that everyone has an equal number of
- If you are playing with any number other than four players, delete the twos as Ollows
- 3 Players, remove 1 two
- 5 Players, remove 2 twos
- 6 Players, remove 4 twos
- 7 Players, remove 3 twos

Playing the Game:

 Everyone looks at their hand and decides which three cards they want to get everyone passes these three cards to the player on their left rid of. They place these three face down on the table in front of them and then

wins. Aces are highest and twos are lowest. (For tricks, trumps etc see is led. Players must follow suit and the highest card played in the trump suit Note: This game is about scoring tricks. Tricks are rounds where a particular suit NAPOLEON).

> leads the next trick choosing again what will be the trump suit. they can. The highest card in the suit wins the trick. The winner of each trick The player to the dealer's left leads and other players must follow the suit led

- heart a player has and 13 points if they end up with the Queen of Spades. The person with the lowest score wins in this game. Score one point for every
- they would subtract 26 points from their total If a player gets all of the hearts and the Queen of Spades (Shooting the Moon

 Play to an agreed-to point total. Say 100 points. The person with the lowest sco at that point is the winner. The first one to reach the agreed score is the loser.

PATIENCE

What to Expect:

Age Suitability: Skills Taught: Learning Curve: Rowdy Richter Scale:

Number of Players: Cards:

Winner:

Counting and matching of suits. Quick and Easy to learn the basics

Kids (and adults) can play this addictive game for hour A simple game that is great for solitary, rainy day play.

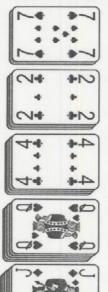
6 years +

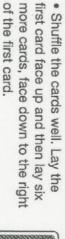
1 Pack of Playing Cards

up as suits on top of the Aces To win you must get rid of all your cards, building then

Getting Started

What's the Deal?





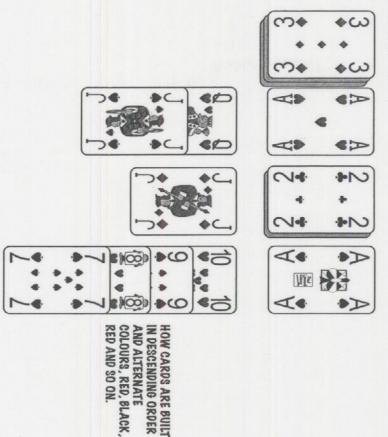


STOCK PIL

- cards to the right of it with a face down card. Then lay a face up card on top of Lay a face up card on top of the second card in the row, then cover each of the the third card in the row and cover each of the cards to the right of it with a face
- Continue in this manner until you have face up cards across all seven cards The first card will be on its own. The card on the far right will have six cards underneath it.
- * The remaining cards are placed face down in a stock pile

Playing the Game.

below the face up cards. If there is a 10 of Hearts, for example, you can play a The idea is to build up cards of alternate colours and in descending order, nine of spades below that, an 8 of hearts below that, and move a 7 of spades below that and so on.



- Cards can be moved from any face up position to one of the other lines.
- Kings are highest. They can only be moved into spaces where all the cards have been removed

of cards. The idea is to build on these base cards so that an Ace of Hearts wou Each time an Ace appears it is moved into one of four positions above the ro through all the cards in that suit ending with a King.. be followed by a 2 or hearts then a 3 of hearts and so on until you have run

Continuing:

- where and when you can. If they are of no use to you, put them face down into moves you may turn up cards from the stock pile one by one, playing them moved around from the table as outlined above. When you can't make any more Once all the cards have been laid out according to 'What's the Deal', cards a
- Once you have run through the stock pile once the game is over

Winning the Game:

To win you must get all four suits built up on top of the Aces

rules, you may count out three cards face up from the stock pile. Only the top card can be used but if you place it, you can then play the card below it if In this variation you can go through the stock pile as many times as possible. possible. Then count three more cards, turn them over, using only the top card Once you have laid out the cards and moved them around according to the

ALPHABET SOLITAIRE

What to Expect:

Rowdy Richter Scale:

Skills Taught: Learning Curve:

Age Suitability: Number of Players:

Cards:

Winner:

A simple game, very quiet game for one

Letter recognition and matching Quick and Easy to learn

5 years

1 Alphabet Pack

You win if you manage to deal the whole deck.

Getting Started:

What's the Deal?

- them out as two rows of five cards Shuffle the pack well and lay 10 cards face up on the table. You could lay
- Put the rest of the alphabet pack face down on the table.

Playing the Game:

 If any of the face up cards are a pair i.e. two A's/Apples, then deal one card from the alphabet pack face up on top of each of them. Continue in this manner until you have covered all the pairs you see.

Game Over:

 The game is over and you "Win" if you managed to deal out the whole memory pack.

Variation:

HAPPY FAMILIES SOLITAIRE

- This game can be played with the Happy Families pack.
- Lay 2 rows of three cards face up on the table. Put the rest of the deck, face
 up in your hand. Each time you see two members of the same Happy Family,
 cover those two cards with two more cards from those in your hand. If there are
 three members of one family showing, still only cover two cards.
- Continue in this manner until you are out of cards. If you cannot get rid of all your cards, count up the cards you have discarded on the table. This is your score. Try to improve upon your score each time you play.

© 2002 BS Randle



© 2002 BS Randle. Paul Lamond Games Ltd. P.O. Box 3353, London N1 1SR.