



Object of game: Be the first to get rid of all your cards.
(This game is the letter version of "I Doubt It".)

Number of players: 2 - 6

Grade level: All ages.

Materials needed: One or two decks of Alphabet Playing Cards. Omit the ant cards.

To begin game: Shuffle all the cards together. Deal them out as evenly as possible. (It's fine if some players have one card more than other players.)

Gameplay: The first player plays one or more cards from his hand, face down, starting a discard pile in the middle of the table. He says, "One A," or whatever number is appropriate (i.e. the number of cards he played).

The second player plays one or more cards from his hand, face down, on top of the discard pile. He says, "Two B's," or whatever number is appropriate (i.e. the number of cards he played).

This continues with each subsequent player moving up the alphabet -- so the third player would say "C's," the fourth "D's," the fifth "E's," and so on. Once the letter "z" is stated, play continues with "a".

It is perfectly legal, and in fact necessary, for players to sometimes play cards that are not what they say. For example, a player might play a "G" and a "K" but say, "two M's." The only penalty comes if such a player is caught (see "No Way," below). If a player is caught naming the wrong letter(s), (i.e. says "Two M's" when he should have said "Two P's"), that player must take all of the cards from the discard pile and add them to his hand.

No Way: After each discard, any other player can say, "No Way".

The last player's discarded cards are then turned face up. If any card in that set is not of the stated letters, the player who discarded them must take the entire discard pile into his hand. If all of the cards in that set are of the stated letters, the player calling "No Way" must take the entire discard pile into his hand.

NOTE: The first player to say "No Way" is the official challenger. If more than one player says "No Way" at the same time, the player closest to the left of the one who made the discard is the official challenger.

Winning: The first player to get rid of all his cards wins. The last play is always made face up, because other players will inevitably call "No Way".

