

## **Rolling Stone**

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This card game for kids can be a lot of fun but also very frustrating: just when you are about to win, you can find yourself right back at square one!



### **Number of Players:**

4 - 6

### **Cards:**

If six players: One standard deck with the twos removed

If five players: Twos, threes and fours removed

If four players: Two, threes, fours, fives and sixes removed.

Aces are high

### **Instructions:**

The players cut the deck and the highest card deals all the cards around the group clockwise, until each player has eight cards.

The players sort their cards by suit and then the player to the left of the dealer plays one card face-up. The next player then has to play a card which is of the same suit. Play continues until a player cannot place a card, at which point they have to pick up all the face-up cards and add them to their hand. They then start the next round with one of their cards *of a different suit*.

The winner is the player who runs out of cards first.

## **Pig card game**

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### *What you need:*

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

### **Instructions:**

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.

## Old Maid

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### What you need:

Deck of cards

2 or more participants Instructions:

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 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.

## **Crazy Eights**

### **What you need:**

Deck of cards

2 or more participants

### **Instructions:**

- Deal 5 cards one at a time, face down starting with the player to the dealer's left.
- Place the rest of the cards face down in the centre of the table, then turn the first card up and place it beside the facedown pile. If an eight is turned, it is buried in the middle of the pack and the next card is turned. The face up cards create a 'starter' pile.
- Starting with the dealer's left, each player places one card face up on the starter pile. Each card played (other than an eight) must match the card showing at the top of the starter pile in suit or denomination. For example, if the king of clubs is the starter, the card played must either be another king, or be any card from the clubs suit. If a player is unable to play a card, the player draws a card from the top of the facedown cards until a play is possible.
- If the facedown pile runs out, the player must pass his or her turn to the next player. At that point, save the card at the top of the starter pile, then shuffle the cards underneath, turn them face down and make a new stock pile.
- All eights are wild. An eight may be played at any time in turn, and the player should only specify a suit for it, not a number.
- The first player without cards wins the game!