

# **CARD GAMES**

## **Memory**

**How to Play:** Deal out all the cards facedown on the table. Players take turns to flip over 2 cards. If they flip over a pair that matches, they win the pair and get to have another go. If not, the next player takes a turn. If you are playing with a standard set of cards, you can either allow matching the same number and same color card or just the same value. At the end, the player with the most cards wins. You can also play Memory as a one-player game. Use a timer to try and get as many pairs as possible in 3 minutes. Try and beat your own score (or someone else's).

## **Snap**

**How to Play:** Play Snap with traditional playing cards, or buy a set of themed Snap cards. If you use traditional playing cards, the aim is to match cards with the same number (ignore the suits). Deal out the cards around all the players so each player has a pile of cards which they place facedown. The first player turns over the card at the top of their pile and starts a pile in the center. The next player to their left turns over the card at the top of their pile and adds it to the center pile, and so on. If there are two cards that match, the first player to yell 'Snap!' wins the cards in the middle. If a player runs out of cards, they lose. Appoint a referee to rule in the event of disagreements about who called 'Snap!' first

## **Go Fish**

**How to Play:** Shuffle the cards and deal them out to the players. For 2 players, deal each player 7 cards; for 3 players, deal 6 cards; and for 4 players, deal 5 cards. Place the remaining cards randomly in the middle of the table. Each player looks at their cards secretly. The first player to take a turn chooses another player and asks them if they have any cards of a certain value. They must have a card of the number they ask about in their hand. For example, they must have one or more Kings to ask for a King. If the player who is asked has any cards of the value requested, they must hand them over. The player who asked for the cards can then take another turn and ask for another card. If the player who is asked has no cards of the requested value, they must tell the player to 'Go fish.' The player must then take a card from the center. At any point, if a player collects a set of 4 of the same kind, they win the cards and put them aside in their winner's pile. Play continues until all sets of 4 cards have been collected. The winner is the player with the most sets of 4 cards at the end.