

2
♥

2-6P

Old Maid

Deal:

Remove 2♥

Deal out all cards clockwise

Play:

- 1) Remove any pairs in the hand
- 2) Starting with dealer, offer all cards face down to next player
- 3) Next player selects a card and adds it to hand, if it makes a pair remove pair
- 4) Continue around table, if player has no cards continue with next player

End:

Holder of the last card, a 2, loses

♥
2

3
♥

2P

Gop

Deal:

39 cards (remove all ♥),
one player all ♣,
other all ♠,

All ♦ shuffled and placed face down between players

Play:

- 1) Top ♦ turned over
- 2) Each player selects card to bid with for ♦
- 3) Highest value wins - if equal next ♦ turned over and next bid wins both

Score:

Each card is face value, A=1, J=11, Q=12, K=13

End:

Player with highest total score of ♦ is winner

♥
3

4
♥

4P

Rolling Stone

Deal:

Remove 2-6 of all suits

Deal 8 cards to each player

Play:

- 1) First player lays card
- 2) Each player must follow suit
- 3) If players follow suit, cards are discarded and next round starts
- 4) If any player can not follow suit, they pick up all cards to add to hand, and leads next round

End:

First player to lay all cards in hand

♥
4

5
♥

3-8P

Spoons

Deal:

3-4P 7 cards each, 5-6P 6 cards, 7-8P 5 cards
Turn card over and place to start discard pile

Play:

- 1) Start with player to left of dealer
- 2) Each player follows either suit or rank of card on top of discard pile, if player can't (or doesn't want to) discard a card they must take a card from the stock.
- 3) Player must announce card as it is layed
- 4) If player is seen to break rules, player can be challenged and must take 1 card from stock

(continued on 6♥)

♥
5

6
♥

3-8P

Spoons

(continued from 5♥)

5) Certain cards have effects:

K - player can nominate another player to draw 2 cards

Q - reverse direction of play

10 - player may lay another card, 8 player can declare a new suit

6) Player must announce when holding last card

Score:

First player to play all cards ends round, cards still in hand score - K and Q = 20 points, 8 and 10 = 30 points, other cards 5 points

End:

First player to reach agreed score (eg 250)

♥
6

7
♥

2-6P

Rummy

Deal:

2P - 10 cards each, 3-4P - 7 cards, 5-6P - 6 cards

Turn last card over and place to start discard pile

Play:

- 1) Take top card from stock or discard pile
- 2) Lay cards if desired
- 3) Cards can be group of same rank (eg 7♥, 7♦, 7♣) or sequence, A always low (eg A♥, 2♥, 3♥)
- 4) Discard card
- 5) Game ends when player lays last card (to meld or discard)

Score:

Cards have face value, JQK = 10, A = 1
'Rummy', players lays entire hand without having laid a single card in current deal, scores double points

♥
7

8
♥

2P

Cribbage

Deal:

5 cards to each player

Play:

- 1) Non dealer cuts pack, dealer turns cut card over, this card is the starter
- 3) Discard 2 cards from each player to 'crib'
- 4) Lay one card at a time, not exceeding a total 31

Score:

During deal - if starter is J, dealer gets 2 points
During play - if total equals 15 or 31 2 points, last card 1 point, pair 2 points, run 1 point each card.

At end - pair 2 points, run 1 point for each card in sequence, total 15 = 2 points for each possible 15, all cards same suit 3 points,

End:

First player to reach agreed score wins

♥
8

9
♥

2-6P

Trust Me

Deal:

5 cards to each player

Play:

- 1) First player lays a card face down and declares a rank (eg K, J, 7)
- 2) Next player may then:
 - 2a) Pass - plays no card
 - 2b) Play - claiming a rank that matches the previous rank
- 3) After play any player may challenge a play by touching the stack and saying "I don't trust you"
- 4) After challenge, if player laying card declared correctly then challenger takes all card, otherwise layer of card takes all cards.
- 5) Player to take cards leads next round

End:

First player to lay all cards wins

♥
6

10
♥

2P

War

Deal:

All cards are delt face down to the players

Play:

Players should not look at any of their cards

- 1) First player places top card face up, other player follows
- 2) Player with highest card (A high, 2 low) wins, takes both cards and places them in an other pile, when player runs out of cards, they can use cards won - face down, unshuffled
- 3) If 2 cards are same value each player plays 2 cards, one face down, the other face up. The winner is the player with the highest face up card

End:

The player with all the cards wins the game

♥
10