



Square Deal

The dealer is a very important person. He or she is responsible for distributing the correct number of cards among the players before and during play. Dealing is usually done clockwise – to the dealer's left. The dealer holds the cards face down in one hand and removes cards from the top of the deck with the other hand to distribute to players. These are placed face down on the table in front of the players to whom they are dealt. The dealer should prevent players from seeing the faces of the cards. Different games can have different rules for dealing. Some games require that cards are dealt one at a time to players; others require that cards are dealt in groups.

Shuffle Up

Before beginning any game it is usually necessary to mix up the cards – otherwise called shuffling. This ensures that the cards are in a different order for each new game. There are different methods of shuffling. One of the easiest ways is to take the pack in your left hand (that is if you are right-handed, of course!) and remove half the cards with your right hand. Hold those that remain quite loosely in your left hand with the long edges upright. With a sharp motion, flick the cards from your right hand into the left. Repeat the process several times.



Cut to the Chase

In some games, after shuffling the cards and before dealing, the dealer offers the deck to another player to 'cut' - usually the next player to the left. The invitation to cut is made by placing the pack, face downward on the table in front of the player who is to cut. They roughly divide the pack in two by lifting cards from the top of the deck (top portion) and placing them alongside the remaining cards (bottom portion). The bottom portion is then replaced above what was the top portion.

Cutting may also be used as a way of choosing a dealer.

Learn the Lingo

Becoming an ace card-player is not just about learning the games, you know; it's also about learning the language. Here's our quick start guide:

- | | |
|--------------------|---|
| Discard | To get rid of a card during play. |
| Follow Suit | To play a card of the same suit as the one lead by the first player. |
| Hand | The set of cards that a player holds;
The play that results from any one deal. |



House Rules

Modified rules for a game, agreed and adopted by a group of players

Lead

The first player plays a card, which establishes the suit for that hand that other players should follow.

Meld

Grouping cards of the same rank or in sequence into sets (usually of 3 cards).

Trick

The cards collected, one from each player, during a single round of play.

Trump

A card of the trump suit, which is a suit chosen to outrank the other three suits for a particular round. Any trump card will beat any card from any other suit.

Did You Know?

Playing cards originated in China in the 9th Century but are thought not to have appeared in Europe until the late 1300's – when they appeared in a form very similar to those used today.

On the Web

http://en.wikipedia.org/wiki/Card_games

http://en.wikipedia.org/Category:Card_tricks



CARD TRICK

Circus Card Trick

- Before performing this trick you need to take note of and remember the bottom card of your deck.
- Ask a spectator to select a card and to memorise it but not to show it to you.
- Now, ask them to place it back face down on the top of the deck.
- Cut the deck. The card which was at the bottom of the deck (the one you noted before starting the trick) will now be on top of the card the other person selected.
- Next, deal through the deck, turning cards face up onto the table. Deal the cards out, several cards past the selected card, making sure that the spectator sees their card dealt out as it is passed. Then stop and say: "The next card I turn over will be yours!" The spectator, having seen you pass their selected card, will think you are going to fail.
- Instead you reach down to the table and turn their selected card face down.





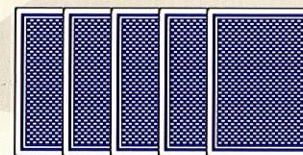
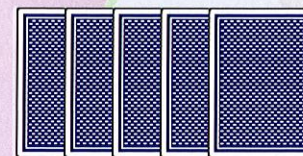
CARD TRICK

Fifteen Card Trick

- Pick 15 cards from the pack at random. Return the other cards to the pack or leave them to one side. You will not need them for this trick.
- Fan out the cards and hold them face out to the other person. Ask them to pick a card but not to tell you which one it is. You are going to guess what card they picked.
- Now, deal the cards out into three piles, one card at a time, face down, and from left to right. You should have five cards in each pile.
- Take up the first pile and fan the cards, face out towards the other person. Ask the person to simply say 'Yes' if the card they picked earlier is in this pile, otherwise they should say 'No'. If their card is not in this pile, move on to the second pile and do the same thing again. If the card is not in the second pile move on to the third pile and repeat. Whenever the other person says 'Yes', stop. Place the pile with the selected card between the other two piles – one pile on top, the other on the bottom. The order doesn't matter so long as the pile with the selected card is in between the other two.
- Deal the cards into three piles of five cards, as before. Again, show each pile to the other person and ask them to say if it contains their card. As soon as they say 'Yes' place that pile between the other two piles.
- Deal the cards into three piles of five once more.



- Show each pile to the other person, and place the pile containing their card between the other two piles for the final time.
- Now deal out seven cards face down onto the table. Deal the eighth card face up – this will be the card they picked earlier. Watch their amazement as they wonder how you did it!





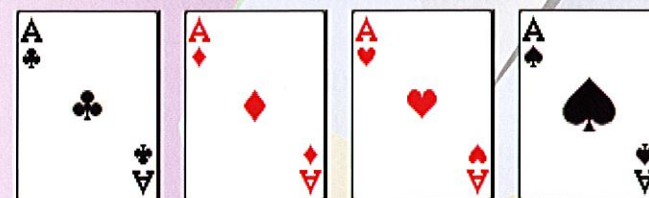
1 PLAYER

Aces Up

- This game is easy to play, but not so easy to win! Your aim is to be left with just a row of four Aces on the table. In this game, Aces have a higher value than Kings.
- Start by taking a full pack of cards, minus the Jokers. Shuffle the pack and deal out four cards in a row, all face up. If any of the cards belong to the same suit, remove the one(s) with the lower value(s) and put them to one side. For example, if you had a Queen of Hearts, a Two of Hearts, a Four of Clubs and a Five of Hearts in a row, you would remove both the Two of Hearts and the Five of Hearts as these have a lower value than the Queen of Hearts. Fill any gaps with new cards from the upturned deck. Again, if any of the cards belong to the same suit, remove the lower value cards. Continue in this way until you have a row of four cards, each of which belongs to a different suit.
- Now, deal out another four cards on top of the first row. The game continues as before. If any of the cards belong to the same suit, you remove the lower value cards. This time, however, if you are left with any gaps you must fill them by removing a card from a pile that has two cards before taking new cards from the deck. When you are unable to remove any more cards and all of the gaps are filled, deal out another row of cards on top of the others. Continue to remove cards, fill gaps, and



deal out new cards on the top of the piles until: (a) there are no cards left in the deck to deal; (b) you can't move any more cards from the piles; or (c) you are left with just a row of Aces on table, in which case you have won the game! Congratulations.





1 PLAYER

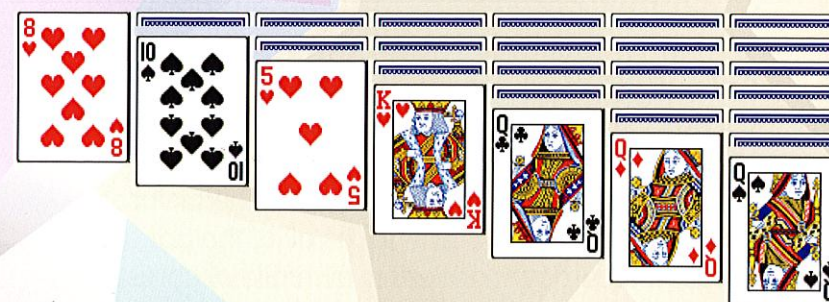
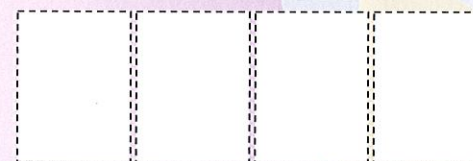
Klondike

- This is a version of solitaire.
- Deal one card face up, followed by six cards face down all in a single row.
- Deal one card face up onto the second card in the row, then deal one card face down onto each of the five remaining cards in the row.
- Deal one card face up onto the third card in the row, then deal one card face down onto each of the four remaining cards in the row. Continue in this way until you have a triangular layout of seven columns of cards. The first column on the left has a single face up card and the seventh pile column has six face down cards and one face up card.
- Place the rest of the cards face down into a pile on the table to form the stock.
- The aim of this game is to build up the four suits of cards in numerical sequence from their respective Aces. Aces should be placed separately in a row of four as you find them to form foundation piles. Twos of the same suit can be placed on top of Aces and so on, so that each suit is gradually built up. Once you transfer a card to its foundation pile it can't be moved again.
- Meanwhile, you need to try to build the cards in your layout into sequences of alternating red and black cards in descending numerical order by moving your face up cards from one pile to another. All face up cards in a pile must be moved as a unit. Whenever a card (or set of cards) is moved from one pile, the face-down card that was beneath it can be turned over.



- When a space is made in the layout it can only be filled by a King or a sequence beginning with a King.
- When no movement is possible, you can draw cards from the stock pile. If you turn over a stock card and then can't use it, you place it face up into another pile called the talon. When the stock pile is used up, you can turn over the talon and use this as stock BUT only once! If no further movement is possible the game is lost. To win you must collect each suit in ascending order on top of its respective Ace.

Foundation Piles





2+ PLAYERS

Beggar My Neighbour

- Though classically for two players, there's no reason why more can't play.
- Deal the cards face down in piles in front of each player.
- The player to your left puts one of his cards face up into the middle of table to form the 'pot'. The next player to the left turns one of his cards face-up onto the pot, and so on around the table until a player turns up a picture card (King, Queen or Jack) or an Ace. As soon as this happens the next player to the left must turn up 'forfeit cards' onto the pot, as follows:
 - 1 card for a Jack
 - 2 cards for a Queen
 - 3 cards for a King
 - 4 cards for an Ace
- If, while paying the forfeit, the player turns up a picture card or an Ace then the next player to the left has to make a forfeit.
- However, if a forfeit is paid out entirely in spot cards, then the player who turned up the picture card – causing the forfeit – takes all of the pot and places it face-down under his own pile of cards.
- A player is out when he or she runs out of cards. The winner is the player who ends up with all of the cards.



2+ PLAYERS

Crazy Eights

- Deal five cards to each player.
- Place the remaining cards in a face-down pile in the centre of the table to form the stock pile.
- Turn the top card from this over and place it face-up beside the stock pile to start the discard pile.
- The player to your left goes first, trying to match a card from his hand with the face up card. This may be a card of the same suit or value. For example, if the face up card was a Nine of Spades, then a nine of any suit or a Spades of any value would give a match. This is placed on top of the face up card and the game moves to the next player to the left, who must seek a match for the new face up card, and so on around the table.
- If you can't match a card from your own hand you keep drawing cards from the stock pile until you find a match or there are no cards left.
- The four 8 cards are considered 'wild'. This means they can be any suit you want them to be. For example, if the 6 of Hearts was face up and you had neither a 6 nor a Hearts card but you did have an 8 of any suit, you could play this and name the suit that the next player has to follow with.
- The first player to get rid of all of their cards wins.





2+ PLAYERS

Old Maid

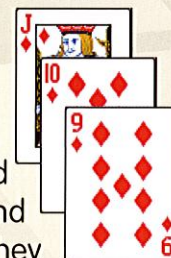
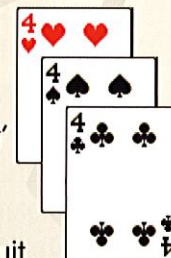
- Remove the Queen of Clubs from the standard pack and deal the remaining cards out, one at a time to each of the players. It doesn't matter if the cards come out unevenly.
- Each player looks at the cards they have been dealt and tries to match them into pairs of the same value, e.g. two threes, two Queens etc. The player places any pairs they have in front of them on the table, but keeps the remaining cards in their hand until they can find matches for these.
- Once all of the players have sorted and placed their pairs on the table you should fan out your remaining cards, face down so no one can see what they are. Offer these to the player on your left, who chooses one of your cards. If this matches any of the cards in their hand they can place that pair in front of them on the table. They then fan out their remaining cards, face down and let the next person choose a card.
- Play continues in this way with each player offering their cards to the player on their left, who hopes that the card they choose will allow them to make another pair.
- A player is out of the game when they play their last card or make their last pair. If this happens they can breathe a sigh of relief as the main aim of the game is to avoid being the player left with the odd Queen – that player is called 'Old Maid'.



2-6 PLAYERS

Rummy

- Each player draws a card – the player with the lowest card becomes the dealer.
- Cards are dealt clockwise, face down, one at a time. The number of cards dealt varies according to the number of players:
 - 2 players – 10 cards each
 - 3-4 players – 7 cards each
 - 5-6 players – 6 cards each
- The remaining cards in the deck are placed face down between the players to form the stock pile. The top card is drawn and placed face up beside the stock pile to start the discard pile.
- Play begins with the player on the dealer's left and proceeds clockwise. The objective of the game is to be the first player to 'go out' by getting rid of all your cards. You can do this by 'melding' - grouping three or more cards of (a) the same rank, or (b) the same suit in sequence into sets and placing them on the table. You can also get rid of cards by 'laying off' – adding cards to an existing meld, your own or another player's.
- Each player starts their turn by drawing the top card from either the stock or discard pile. They can then meld or lay off cards. They end their turn by rejecting one card from their hand and placing it face up on the discard pile. If they began their turn by drawing a card from the discard pile, they are not permitted to end their turn by discarding the same card.





- If the stock is used up before any player goes out, the discard pile is simply turned over to form a new stock. It is not shuffled. The top card is drawn from the new stock to start the new discard pile as before.
- A player goes out – and wins the hand – when they get rid of all of their cards, with or without a final discard.
- A player can 'go rummy' if they can meld all of their cards in a single turn without having previously melded or laid off any cards. This attracts double scores!
- Once a player goes out, the hand ends, and the other players count up the value of the cards they are left with: Aces are low (1 point); Jacks, Queens and Kings are each worth 10 points; all other cards are worth their face value. Players' counts are totalled to give the winner's score for the round. This score is doubled if the player went rummy.
- To continue play, the deal should pass to the next player to the left, however, if there are just two players, the winner of one round deals the next.
- The first player to reach a previously agreed total wins the game.

**2 PLAYERS****War**

- Deal the pack, one card at a time, equally between you and the other player.
- Both of you should place your cards in a pile in front of you on the table, face down.
- Now, each of you turns over your top card at the same time and places it in front of your pile. The player with the highest value card wins both cards and puts them at the bottom of his or her pile. (Aces are low in this game.) Play continues until one of you has won all of the cards and is declared the winner ... BUT ... if at any point you both turn over a card of the same value then WAR is declared!
- Each of you must then turn one card face down and one card face up. The player with highest-value face-up card wins all six cards ... BUT ... if these are still of the same value then it's DOUBLE WAR!!
- In this case, each of you must turn over another two cards, face down and one face up. The player with the highest value face up card wins all ten cards.
- Play continues until one player has all the cards and is declared the winner.

War for More (3 players)

Remove one card from the deck and deal 17 cards to each player. All players turn up a card in each round. If two cards match, all players go to WAR!



3-8 PLAYERS

Hearts

- The heart is traditionally the symbol of love BUT not in this game! Here you want to avoid them like the plague as you will be deducted penalty points for each one you have when a game finishes.
- Four is the ideal number of players for this game, but it's no problem if you have more – just remove some cards to keep the hands even. With three players, remove the 2 of Clubs. With five, remove the 2 of Diamonds as well. With seven, also remove the 2 of Spades.
- Shuffle and deal the cards in the usual way, one card at a time, from your left.
- The player to your left leads the play, with the other players trying to follow suit if they can. For example, if the first player leads with a 5 of Spades, the other players must try to follow with any card from the Spades suit. If a player does not have a Spades card in their hand to follow with, then they can discard any card. However, if a player does have a Spades card then they are obliged to play it. Otherwise, the player is known to have revoked and is fined 10 points.
- At the end of the round, the player who played the highest card in the suit wins the trick, i.e. takes the cards played in that round and places them in front of him, and leads the next round. A discard card (non-suit card) cannot win a trick.
- Your strategy for play should be to get rid of any Hearts cards you have been dealt and to avoid winning a trick containing any. As discard cards cannot win a trick, this



is a good time to get rid of your Hearts cards. To avoid taking tricks containing Hearts, you should aim to play a low card if you are one of the first few players in a round.

- When the hands are played, each player examines the cards in front of them and scores 1 penalty point for each Hearts card they have.
- Play continues until one player reaches a score of 30. The winner is the player with the fewest penalty points at the end of play.

