

Crazy Eights

Ideal Number of Players: 4

How to Play:

1. Deal each player seven cards.
2. The remainder of the deck can be placed face down in the center of the table. This will be the pile of cards that you can draw from throughout.
3. The top card of the draw pie is turned face up to start the discard pile next to it.
4. The first player must add to the discard pile by playing one card that matches the top card on the discard pile either by its suit or by its rank (#, jack, ace, etc.)
5. A player who cannot match the top card on the discard pile by suit or rank must draw cards until he can play one.
6. When the pile is empty, a player who cannot add to the discard pile passes his turn.
7. All cards with a rank of 8 are wild and can be put on any card during a player's turn. Once you discard an 8, you choose which suit is now in play.
8. The next player must either play a card of the newly decided suit or must also play an 8 to change the suit again.
9. The first player to discard all their cards wins.

War

Ideal Number of Players: 2-4

How to Play:

1. The object of war is to win all the cards in the deck.
2. Aces are high, 2s are low.
3. This game only concerns the cards rank (the #, jack, ace, etc) and ignores the suit.
4. All 52 cards are dealt to each player (if you have 2 players for example, each has 26 cards).
5. You do not look at your cards, place them in your hand in a stack face-down.
6. Use your other hand to flip the card face-up on the table in front of you.
7. Each player flips a card at the same time (if you have 2 players, you will have 2 cards face-up on the table).
8. The highest card that was flipped wins the round and the winning player takes the cards from the middle and places them at the bottom of his or her stack of cards that are face-down in their hand.
9. You will continue to play like this until one player has accumulated all of the playing cards.
10. In this game, War refers to breaking a tie.
11. When two cards of the same rank are played, you break the tie by playing new cards in addition to those already on the table. How this works is you will have the tied face-up cards on the table. Place a card face-down on top of the cards you have tied and another card face-up on top of that. The player with the highest face-up card wins and takes all of the cards on the table. This is the fastest way to accumulate cards. If the face-up cards happen to tie again, continue this war until the tie is broken.
12. The war is immediately broken if one of the players runs out of cards, the tie is broken and the player with the most cards wins. If playing with more than two players, continue the game with those who have cards left.

Cheat

Ideal Number of Players: 2-6

How to Play:

1. Deal out all of the cards to the players.
2. The aim of this game is to get rid of all of your cards.
3. One the table in the middle is the discard pile which is empty at the start of the game.
4. Each players' turn consists of getting rid of one or more cards face-down on the pile and calling out their rank.
5. The first player must discard Aces, the second player discards Twos, the next player discards Threes and so on until you reach 10s, Jacks, Queens, Kings. At this point, you start over with Aces.
6. Since the cards are discarded face-down, you do not in fact have to play the rank you are calling.
7. For example, if it is your turn to discard Sevens, you may actually discard any card or mixture of cards. If you don't have any Sevens, you'll be forced to play something else regardless.
8. Any player who suspects that the card discarded by a player do not match the rank that are calling out loud, you can challenge them by calling "Cheat!".
9. Then the cards played by the challenged player are exposed and one of two things can happen:
 - a. If they are true to the rank that was called and the player did not cheat by substituting the rank, the one who called "Cheat" must pick up the entire discard pile.
 - b. OR, if any or all the cards do not match the called rank and the player did in act "cheat", then the person who put the cards down must pick up the entire discard pile.
10. Continue to play in normal rotation—the player to the left of the one who was challenged should play next and call the next rank in sequence. The first player to get rid of all of their cards and survive any challenge resulting from their final play wins the game!

Gin Rummy

Ideal Number of Players: 2+

How to Play:

1. The aim of this game is to collect sets (three or four of a kind, or three or more consecutive cards of the same suit).
2. For this game, King is high, and Ace is low.
3. The game is played over several rounds, so begin by dealing the cards.
4. Shuffle the deck and deal 10 cards to each player.
5. Players should look at and sort their cards.
6. The next card is turned face-up in the middle of the table to start the discard pile.
7. The remaining cards are placed face-down next to the discard pile which forms a pile to draw from.
8. In each turn you do two things: first you must take a card, either from the top card from the draw pile or the top card from the discard pile and secondly, you must discard a card face-up on top of the discard pile.
9. Each player calculates the value of their unmatched cards.
10. If the knocker's count is lower, he scores the difference between the two counts.
11. If the knocker has no unmatched cards, it's known as "gin".

Go Fish

Ideal Number of Players: 3-6

How to Play:

1. Deal 5 cards to each player if there are 3-6 participants.
2. With only 2 players, each can be dealt 7 cards.
3. Place all remaining cards face down in a pile.
4. First, choose a player to go first.
5. On each person's turn, ask any player for a specific card rank. For example, "Sarah, please give me all of your 8s." You must already be holding at least one card of the rank you ask for.
6. If you are being asked for a card, you must give all of your cards of that rank.
7. If you are successful in getting one or more cards on that turn, you get another turn. You may ask the same player or choose a different one for a different rank of card.
8. If you come across a player who does not have any of the cards you're asking for, you say "Go Fish".
9. The player whose turn it is then must draw the top card from the draw pile, and then it is the next person's turn. The next player being the one who said, "Go Fish".
10. When you collect a set of four cards of the same rank, show the other players your match and set it face-down on the table directly in front of you.
11. Go Fish continues until either someone has no cards left in their hand or until the draw pile runs out.
12. The winner is the player who has the most matches (sets of four).

Blackjack (21)

Ideal Number of Players: 2+

How to Play:

1. One of the most important rules of this game is that aces can be counted as either 1 or 11 and you can alter its value every turn.
2. All the face cards (Jack, Queen, King) are counted as 10.
3. All other cards are their stated value (2, 3, 4, etc).
4. Each player is dealt 2 cards face-up, except for the dealer, who is dealt 2 cards, one face-up one facing down.
5. The players each have a chance to "hit" (request another card) or "stand" (decline additional cards) in reference to the sum of their cards (you're trying to get as close to the sum of 21 without going over).
6. The object is to beat the dealer's hand by getting closer to 21, but as stated above, you're disqualified for that round if the sum surpasses 21.
7. After the winner (player closest to 21 of each round) gets a point, both players place their cards aside and the dealer begins again.
8. You can keep track of points by keeping a card or creating a tally on the side of how many rounds each player wins if you wish.

Old Maid

Ideal Number of Players: 4-6

How to Play:

1. Remove one card from the deck so that one card in the deck is “unmatchable”.
2. The point of the game is to get as many pairs of cards in your hand as possible and to not be stuck with the unmatched “old maid” card at the end. Due to the name, the most common card to discard is a queen.
3. The dealer deals out all of the cards to the players.
4. Players then go through their cards and play any pairs that they have (by rank rather than by suit) face-up.
5. Then, starting with the dealer, each player offers the player to the left of them their hand face-down, and that player must draw a card of their choice and add it to their own deck.
6. If it makes a pair in their hand, they can place it down on the table face-up with their other pairs.
7. The process continues until one person is stuck with the unmatchable card.