

DAILY BOREDOM BUSTER



Cool Cards

Grab a deck of cards and learn a new game. Cards are versatile and fun, and the best part is the whole family can join in! Check out below and the following pages for instructions on how to play some great kid-friendly card games.

Crazy Eights

You'll need one deck of cards for this game.

Each player is dealt seven cards. The remaining cards are placed face down in the centre of the table to form a draw pile.

The top card of the draw pile is turned face up to start the discard pile next to the draw pile.

The first player must try and add to the discard pile by matching the top card on the discard pile by either suit or rank (ie a heart and a heart, or a jack and a jack) from their own hand.

A player who is unable to match the top card on the discard pile by suit or rank must draw cards from the draw pile until they can play one.

When the draw pile is empty, a player who cannot add to the discard pile then passes their turn.

NOTE—all eights are wild cards and can be played on any card during a player's turn.

When a player discards an eight they must then choose which suit (hearts, diamonds, clubs or spades) is now in play.

The next player must then play either a card of the chosen suit or another eight.

The first player to discard all their cards is the winner.

NOTE—you can play this game with four players and play partnerships. If you do this, then the game only ends when BOTH members of the partnership have discarded all their cards.



P.I.G.

What You Need

- ◆ Deck of cards
- ◆ Pens
- ◆ Pieces of paper to write the letters P I and G on them—enough for each player

How To Play

- ◆ Sort the deck of cards into piles of four of a kind (ie all the aces together, all the 5's together, etc).
- ◆ Then, without looking at the cards, select one pile of four for each player and discard the remainder of the cards.
- ◆ Shuffle the chosen cards well and deal each player four cards.
- ◆ The aim of the game is to collect four of a kind. Players must choose what they want to collect and then discard, face-down, one card at a time each turn. The discarded 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 place a finger on their nose. If another player sees them do this, then 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.
- ◆ Continue playing as before. The first player to received all three letters (P I G) is eliminated. The last player in play is the eventual winner.

WAR

What You Need

- ◆ Deck of cards

How To Play

- ◆ The object of War is to win all the cards in the deck.
- ◆ Aces are high and 2's are low. The tricks are played according to rank only - suits are ignored.
- ◆ All 52 cards are dealt between the players. You do not look at your cards - they are placed in a stack face-down.
- ◆ Holding your stack of cards face-down, each player flips a card from the top of their stack onto the table face-up in front of them.
- ◆ The highest card wins the trick and the trick winner takes all the face-up cards and places them at the bottom of their stack, face-down.
- ◆ In the game of War, a war is a means to break a tie. When two cards of the same rank are played and are the highest ranked on the table, the players with the tied cards break the tie by playing new cards in addition to those already on the table.
- ◆ To play a war, each tied player places a second card face-down on top of their tied card, and then places a third card face-up on top of their other two cards. So the tied players will have the following configuration in front of them: the original tied card, then a face-down card, then a face-up card.
- ◆ The player with the highest face-up card on top wins the war and takes all the other cards played on the table and adds them to their stack.
- ◆ If the second face-up card in a war is also a tie, then repeat the war play-off until the tie is broken.
- ◆ If a player runs out of cards in the middle of a war, they are eliminated from the game.
- ◆ Continue playing until one player has accumulated all the cards - this player is the winner!

ROLLING STONE

What You Need

- ♦ For six players: one standard deck with the 2's removed
- ♦ For five players: one standard deck with the 2's, 3's and 4's removed
- ♦ For four players: one standard deck with the 2's, 3's, 4's, 5's and 6's removed

How To Play

- ♦ 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 (hearts, diamonds, clubs and spades) and then the player to the left of the dealer plays one card face-up in the centre of the table.
- ♦ 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 that player has to pick up all the face-up cards and add them to their hand.
- ♦ The player who picked up the face-up cards then begins the next round with one of their cards of a different suit.
- ♦ The winner is the player who runs out of cards first!

SPIT

What You Need

- ◆ Deck of cards
- ◆ 2 players

How To Play

- ◆ Spit is a game where you need to try and get rid of all your cards as quickly as possible.
- ◆ One you shuffle the cards, deal them all out between the two players.
- ◆ Each player then deals out five piles of cards in a row in front of themselves with all the cards face-down in the following configuration: the first pile has one card in it, the second pile has two cards, the third pile has three cards, the fourth pile has four cards, and the fifth pile has five cards in it.
- ◆ Turn the top card of each pile face-up - this is known as stock piles.
- ◆ Each player will have eleven cards remaining in their hand - these are known as the spit cards.
- ◆ When both players are ready, they say 'spit' together and each player turns his top spit card face-up and places it in the middle of the table between the two rows of stock piles. These two cards are the 'spit piles'.
- ◆ Keep playing as quickly as possible, using only one hand and moving one card at a time.
- ◆ The goal is to move the 15 cards in the stock pile onto the spit piles. Here's how you move them:
- ◆ When an ace is showing on a spit pile, then either a king or a 2 can be played on top of it. When a player moves a card from one of their stock piles to a spit pile, they may turn the next card in the stock pile face-up.
- ◆ If a player has less than five stock piles (because one has been exhausted by playing cards into the spit piles), they may move the face-up card from another stock pile to fill the empty slot. They may then turn face-up the next card that was below the one they moved.
- ◆ A round ends when either a player runs out of stock cards by playing them all, or neither player can make a legal play and both players still have cards remaining in their stock piles (but not their spit piles).