**Have fun indoors or in your garden**

Firstly make sure that the family’s precious ornaments and items are safely stored, just in case players get a bit boisterous. Be mindful not to break the light fittings.

Please ensure that you consider health and safety. If you need to, please move furniture out of the way and make sure you have enough space.

These activities are designed for two players. If you have lots of people you can form teams or play as a tournament.

Don’t worry if you are on your own, a few of the games can be played as an individual. Try to link in with someone else on social media e.g. Skype or Zoom or adjust the game.

Do them for fun or make it competitive so that you can identify a champion.

Ensure that one of the rules is that everyone must tidy up and put things away after the game.

**1. Sock Basketball**

Using some folded up socks and a bucket, you can enjoy a game of mini basketball.

Roll up the socks into little balls and tie them

* Place the bucket in a high place.
* You can then take turns to throw the sock balls into the bucket.
* See how many times in a row you can get the socks into the bucket.

**2. Tip the Lemon (for two or more players)**

* Each person needs two spoons. One in each hand
* Place a lemon on the spoon on each players’ right-hand side (if you don’t have a lemon use any odd shaped article, e.g. plastic eggs, potatoes or tennis balls).
* The aim is to knock off your opponent's lemon while keeping yours intact.

**3. Pitching Pennies**

* Place a large sized paper or plastic cup onto a chair.
* Each player needs 5 coins. You can use ping pong balls or screwed up paper balls in place of pennies.
* Each player needs to stand the same distance away from the cups.
* Throw the coins, one at a time, into the cup.
* The player with the most coins in the cup wins.

**4. Guess the Word**

* Think of a character in a film that your child will know the name of.
* On a piece of paper, draw short lines which correlate with the number of letters in the name. Allow enough space between two words to help the person guessing (the Guesser) to recognise how many words there are.

E.g. Peter Pan would be \_ \_ \_ \_ \_ \_ \_ \_

* The Guesser must suggest a letter that they think is in the answer.
* If the letter is correct you must fill in the letters, (where appropriate) on the short lines.
* The person guessing the word will have ten lives. Write the numbers one to ten on the piece of paper.
* If the Guesser is incorrect cross off a life.

**5. Bowling**

**You Will Need**

* Flat floor space to play
* Ten empty bottles or drinks cans
* Plastic ball or a tennis ball
* Tape
* Marker

**How to Play**

* Using the tape, create a bowling lane
* Arrange the bottles at the end of the lane. You can arrange it like bowling pins or stack them on top of each other to form a pyramid
* Take turns in throwing the ball towards the bottles to see how many you can knock over in one go.

**6. Squiggles**

* Each player needs a piece of paper and a pencil
* Each player scribbles a line of any shape they wish. The line must not be too long as this will restrict the activity.
* Having completed the scribble they pass the paper to the player on their right.
* When all the papers have been exchanged, each player draws a picture of which the original scribble must be an integral part.
* Keep going for as many rounds as you have room for on the piece of paper.

**7. Picture Words**

**You will need**

You will need an egg timer, stopwatch or a watch with a second hand, so that you can set an equal amount of time for each team or player to guess what the picture is.

**How to Play**

* A player needs to draw an image, which other players (Guessers) have to guess within a limited amount of time.
* You cannot use words, letters or symbols. You are not permitted to give verbal clues or use gestures.
* Some suggestions for pictures are Car, bus, boat, tree, telephone, television, tiger, dog, cat, teacher, policeman etc.
* If there are only two of you one person draws a picture and the other guesses what it is. Win a point if you guess it in the time limit.
* If playing as a team one person from the team is the drawer and the other players in that team need to guess the picture. Your team wins a point if guessed in time and if not the other team wins a point. Then the other team takes its turn.

**8. Yes, No or Maybe**

* One person asks their partner a series of questions.
* The partner has to answer but may NOT say the words ‘Yes’, ‘no’ or ‘maybe’.
* Nor may they repeat similar words more than once.
* If they say one of the banned words the game stops and they swap roles.

**9. Lights, Camera Action**

**What You Will Need**

* A set of 5 to 10 props for each person. Props can be anything that you can find around your home. Each set of props must be different.

For example: Set one: Spoons, scissors, string, ball, and a sock.

Set Two: Plastic plates, screwdriver, tea towel, tie and a hat.

**How to Play**

* Give each person or each team a set of props.
* They will need to create a small play using the props they have received.
* After 10 minutes preparation time, allow each person or team enough time to showcase what they have planned.
* You could record the play so that the person can see themselves on camera.
* It can be great fun for one person to play more than one part or person in the story.

**10. Treasure Hunt**

**What You Will Need**

* Hints and clues at each hidden location
* Coins or treats for treasure

**How to Play**

* Hide treats or coins in various places like under the bed or in cereal boxes along with clues to the next location, creating a trail
* Give the player a hint to where the first clue is and let them find it themselves.
* Make sure you have some treasure at the end of the trail.

**11. Word Builder**

* Players are given the same starter word, preferably something long like "DICTIONARY" or "Fairy Godmother" or open a dictionary and use the first 10 letter word that you find.
* Players have ten minutes in which to write down as many words as they can using the letters in the starter word.
* Words must be a least four letters long.
* Foreign words, plurals, abbreviations and proper nouns are not allowed.
* A letter can only be used in a word as many times as it appears in the starter word.
* The winner is the player with the most acceptable words. In the case of a dispute, it is advisable to keep a dictionary handy.

**12. Balloon Volley Ball**

**What You Will Need**

* A Balloon.
* A barrier, perhaps a line of chairs or a line of string on the floor.

**How to Play**

* Players or teams stand either side of the line.
* Each team must tap the balloon over to the other side of the line.
* If the balloon touches the floor in the other players or teams side then you will win a point. If it touches the floor on your side the other players or teams win the point.
* You can only tap the balloon twice whilst it is on your side.

**13. What is in the Box?

What You Will Need**

* A box large enough to put your hand and an object into. Objects which vary in shape and texture e.g. Cutlery or Kitchen utensils (not sharp), fruit, toilet roll, stationery, keys etc.

**How to Play**

* Cut out a hole in the shoe box big enough for the player to fit their hand inside.
* Place different items in the box and ask your player to identify them by touch alone.
* **Make it creepy** (but emphasise that it is only for fun and they are props, not the real thing). Place a blindfold on the player or players. Pretend that you are performing and operation and describe the item as you pass it to the player or players to feel.

Eyeballs (Grapes), Brains (half a raw cabbage), veins (cooked spaghetti), Lungs (a partially inflated balloon), lips (two long jelly type sweets), Congealed blood (jelly), hair (Strands of knitting wool).

The reactions of the players are great fun to watch. If it is permissible in your group, it would be fun to record players’ reactions and play it back to them.

Be mindful that some players may be taken by surprise and drop or throw the item across the room.

**14. Guess the Character**

* Choose a theme which all players will know e.g. Walt Disney film characters, or Harry Potter film characters, superheroes etc.
* All players write the name of a character on a piece of paper and keep it with them.
* Each player takes it in turns to be quizzed by the other players.
* The questions can only be answered with the word yes or no. e.g. Is the character male? Is the character human? Is the character a princess?
* The other players can ask up to 20 questions about the character and then can make a guess.
* A point is awarded to a player whose character is not identified or each of the other players if the character is identified.

**15. Rock Paper Scissors**

* Two players make the gesture of rock, paper, or scissors with their hand simultaneously.

Rock – folding your hand into a fist.

Paper – outstretched palm.

Scissors – a V shape using your index and middle finger.

* The person who makes the action that trumps the other person’s action wins a point.

Rock trumps scissors – It blunts the blades.

Paper trumps rocks – Paper wraps the rock.

Scissors trumps papers – It cuts it.

**16. O and X**

* Players draw a circle repeatedly in the air with one hand.
* They draw a cross repeatedly with the other.
* Easy? But can they do it at the same time?
* If they master this, can they swap hands/actions?

**17. Telegram**

Many years ago, telegrams were very short messages which used to be sent through telegraph wires and then delivered in written or printed form. Today’s equivalent is a text message.

* Each player calls out a random letter of the alphabet until there are at least 12 of them or open a dictionary at any page and select a word of 10 letters or more.
* Each players has 15 minutes to compose a telegram, each word beginning with the chosen letters in that order. So if the letters called out were T.H.G.W.T.T.P.I.F.D.O.A.H.F, the telegram could read: **T**he **H**ungry **G**irls **W**addled **T**o **T**he **P**antry **I**n **F**ancy **D**ress **O**utfits **A**nd **H**ad **F**ood.
* The winner could be the person who came up with the funniest or cleverest telegram.

**18. Monster Consequences**

* Each player needs a piece of paper.
* Fold the piece of paper in half from top to bottom and then in half again, top to bottom.
* Open it out and you will have four folds horizontally across the paper.
* Players draw the head of a monster in the top portion of the paper.
* Fold the top of the paper down to the second line, so that it hides the head of the monster.
* Pass the paper to the player on your right
* Players draw the chest and arms in the second portion of the paper and folds the paper down to the third so that it hides the chest and arms.
* Pass the paper to the player on the right.
* Players draw the stomach and hips in the third portion of the paper and folds the paper down to the forth line, so that it hides the stomach and hips.
* Pass the paper to the player on the right
* Players draw the legs and feet on the fourth portion of the paper.
* When everyone has finished open up the papers and give your monster a name.

**19. Politicians**

* One person sits in front of the family or group.
* They are given a topic which has two sides to it.
* If it will make things easier, give all players a different topic and allow time for them to prepare some notes giving the arguments for and against the topic.
* They start by arguing the case but when another player calls change, they must immediately continue talking but argue the case against the proposal.
* The idea is to see how smoothly can the politician change their stance on the subject?

Ideas for topics are:

* Should I be allowed to eat chocolate three times a day?
* Should the family own a pet?
* Should learning online replace teachers?
* Is exploring space really important?
* Are Zoos beneficial to animals?
* Should we ban wearing school uniform?
* Should I save money or spend it all?
* Should I print all of my digital photos?

**20. Fortunately, Unfortunately**

* One player begins by saying something like: “We went on holiday, last week”.
* The next player must then say something appropriate, starting with the word “Unfortunately”, such as: “Unfortunately we forgot our suitcases”.
* The next player must then say something appropriate, starting with the word “Fortunately”, such as: “Fortunately there was a car boot fair nearby”
* This continues around the group, alternating between “unfortunately” and “Fortunately”.
* If the story is getting repetitive restart the round with a different story.

**21. Copy Cat**

* Players sit opposite each other or in a circle
* One player starts the game by slowly (and solemnly), doing something to the person on their right. This may be poking her elbow, pulling her ear lobe or something similar.
* She then passes the action on to the next player, and so on.
* Anyone who giggles, laughs or smiles is out or loses a life.

**22. Halt!**

* Two players stand back to back.
* One calls “start” whereupon they walk slowly away from each other.
* After a few steps, the first player calls “Halt!” and they stop and face each other.
* The second player then says how many steps it would take them to reach their opponent.
* The opponent responds with a lower figure if they think they can do it in less, or must say “Prove it”.
* Continue with each players taking it in turns to lower the number or say “Prove it”.
* The player who must “Prove it” must stride towards the other (without a run-up).
* If the player does it in the quoted figure or less, they win, if not, they lose.
* If you have more than one pair the winner of each round plays a winner from another round until you find an overall winner.

**23. How agile are you?**

* Put and item such as a small cereal box on its end behind the rear right-hand let of a chair.
* The player must try to pick up the box in their teeth whilst remaining on the chair.
* If the player falls off or touches the ground, they have failed.
* Have a new box for each person.

**24. Chatterbox**

* Two players face each other and start talking about a different subject, each as fast as they can.
* No gestures or physical contact are allowed.
* The first player to either stop talking or burst out laughing loses.

**25. Eyes Shut Balance**

* First players find a space and balance on one leg.
* Their “spare foot” must not be allowed to touch the ground nor rest on the other foot.
* Now, players must shut their eyes tightly and try to balance in the same way for one minute. Most will unbalance after five or ten seconds.
* It is a great spectator activity.

**26. Grandma’s Tea**

* The Leader in charge of the game begins by describing something that Grandma would like for tea.
* Players take it in turn to name more items and the leader says whether or not their assumption is correct.
* They will only be correct, however, if what they say contains two or more of the same letter. Grandma, therefore, would like coffee, truffles, sausages and bananas, but not milk, cream or trifle.
* Play for five minutes or so, until most players have worked out the secret.
* Imagine if someone says ladder or letter and it is accepted!

**27. Tear it up!**

* Each player is given a sheet of newspaper.
* On the word “go”, must try to tear as long a strip of paper as possible in the given time.
* See who can tear the longest unknown strip in, say, four minutes.

**28. Star Tear it up!**



* Each player is given a sheet of newspaper.
* They must tear a five-pointed star within a three minute period.
* See who can tear the biggest and best star.

**29. This is a . . . . . .**

* The first player starts by holding an item, such as a saucepan.
* She says something like “this is a hat”, miming what she has described.
* Player two takes the saucepan and must mime and describe another use for it, such as: “This is a cricket bat”.
* Continue around the players until ideas are exhausted.

**30. Snap Happy**

* All players are given an action to complete.
* They continue to complete the action for about a minute when the leader says “Snap”
* Players must freeze in the position they are in with the expression they are showing.
* If your group/family rules will permit it, take a photo or film then doing the actions.
* Examples of what you might say are:

People riding a rollercoaster

Tasting something you don’t like

Ballet Dancing

Being a fitness instructor

Riding on a ghost train

Being an opera singer

Playing table tennis

Being an ice-skating giraffe

**31. Letter of the Alphabet**

* Players are given a piece of paper and pen or pencil.
* Players must list all the articles they can observe in the room beginning with a certain letter. For example, if the letter C was given, players may list Chair, Couch, Cushion, Curls, Cup, clock and cabinet etc.
* The winner will be the person who lists the most (acceptable) answers.

**32. Ping Pong in the bowl**

* Place a bowl in the middle of a table
* Players need to stand the same distance away from the table.
* Each player has five attempts at throwing the ball into the bowl.
* To be successful the ball must stay in the bowl.
* The winner is the person who can make the ball stay in the bowl the most amount of times during their five attempts.

**33. Marbles**

* On a plate in the centre of a table place about 15 marbles (or round sweets). Please do not eat the round sweets after this activity.
* Each player needs a plate of their own and two pencils each.
* The aim of the game is to be the player who has transferred the most marbles to their plate.
* Players may only transfer one marble at a time
* The marbles must be lifted on the pencils only and must not be touched with your hands or make contact with the table or any other surfaces.

**34. Make a thingamajig!**

* Give each player a collection of small odds and ends, collected at random, such as pipe cleaners, wool, feathers, buttons, ribbon, play dough, modelling clay, glue, sticky tape, cocktail sticks, a small potato or other vegetables etc.
* Each player is asked to make a strange animal or thingamajig.
* Each player must give the thingamajig a name.
* Each player must give a talk on its life history, habits, lifestyle, hobbies, friends etc.

**35. Being Different**

* Each player needs a piece of paper and a pencil.
* Divide the paper into six column across the page.
* At the top of each column write the following headings: Flower, author, Boy’s Name, Girl’s Name, Town, and Animal. You can vary the titles if you wish.
* You then chose a letter such as G, and ask each player to write down a flower, author, boy’s name, girl’s name town or animal beginning with that letter. For example, Geranium, Sue Grafton, George, Geraldine, Glasgow and Giraffe.
* When everyone has finished, take turns in reading out the lists.
* If someone else has the same answer, that answer must be deleted from the players’ lists.
* The winner will be the person with the most answers left.

**36. 20 Ways to Cross the Room**

* One player, in turn, has to go down from one end of the room to the other in a different manner.
* No method of crossing the road can be repeated.
* If the first player runs, the next player could skip, the next crawl etc.
* It is a wonderful game for inventiveness.

**37. Lemon Race**

* Each player has to push a lemon for one end of the garden or room to the other with a pencil. If you don’t have a lemon use any odd shaped object which will roll (but might not roll in a straight line).
* The winner is the first person to reach the end of the garden or room.

**38. Feather Race**

* Players have to blow a feather from one end of the room to the other.
* The winner is the first person to reach the end of the room.
* Try doing it so that the feather is not allowed to touch the floor.

**39. Balloon Race**

* Players have to place a balloon between their knees and walk or run to the other end of the room.
* If the balloon bursts you lose.
* If you drop the balloon you must return to the point where the balloon dropped and try again.
* The winner is the first person to reach the end of the room

**40. Throwing Smiles**

* One player starts the game smiling broadly.
* They pretend to wipe the smile off their face with their hand and throws it to another player.
* As soon as a smile is wiped off, the player must maintain a perfectly plain expression.
* The player who “caught” the smile now smiles broadly and the process goes on.
* There are no winners, it will make everyone laugh, so just try to keep it going as long as possible.

**41. Cascade**

* Each player writes down a word, ideally of four, five or six letters at the top of a piece of paper.
* By changing just one letter at a time, players build a cascade of words beneath the original word. For example if the first word is ‘think’ this could be followed by ‘thick, trick, prick, price etc.
* The same word cannot be used more than once.
* A time limit should be set. The winner being the player with the most (acceptable) words.

**42. Emergency Items**

* Each player needs 12 small pieces of paper.
* On six of the pieces of paper the player needs to write what items they would rescue if they had to leave the house in a hurry.
* On the other six they need to write the reason why they would rescue that item. For example. A rescue card might read “I would rescue my Teddy”. A reason card might read “Because it is soft and cuddly”.
* Rescue cards should be collected in, shuffled and placed in a pile on the table.
* Reason cards should be collected in, shuffled and placed in another pile on the table.
* Players take turns in turning over a rescue and a reason card and reading out the contents.
* The results will be funny if the cards are mixed up enough.

I would rescue my wig, because it is soft and cuddly.

I would rescue my teddy bear, I would be bald without it.

I would rescue my false teeth, they used to belong to my grandmother.

I would rescue my tiaras, they help me to eat and make my smile attractive.

**43. Squares**

* Draw a set of 64 dots in a 8 by 8 square about 1 cm apart
* Players take it in turns to draw one line between two dots anywhere on the grid.
* Lines must be horizontal or vertical but never diagonally.
* Whoever draws a line which creates a square, wins that square and places their initials in the square. They then draw one more line. If more squares are won in that turn they continue to add their initials and make one more line.
* If no square is made after drawing a line, the turn passes to the next player.
* The winner is the person with the most squares with their initials in.

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**44. Drawing in the Dark**

* Each player is blindfolded or just play in a dark room.
* The challenge is to draw a picture of their house; adding on details such as a car, a tree, clouds, a cat, a postman etc.

**45. Kim’s Game**

**You will need**

* A tray
* About 15 small objects
* A cloth

**How to Play**

* Place the object such as a clothes peg, an elastic band, paper clip, pencil sharpener etc. on a tray.
* Cover the items with a cloth
* Gather the players and uncover the objects.
* Allow players 30 seconds to study the items
* Cover the tray and ask players to write down a list of the items.
* Award a point for correct items and deduct points for items that were not on the tray.
* The winner is the person with the most points.

**46. Sales Promotion**

* Players will be asked a series of questions which promote a new product, however, the catch is that they don’t know what the product is!
* The Questions are as follows:

The name of the product

Made of: List the ingredients

It smells like:

When to Use:

How to Use:

Slogan:

Celebrity who uses it:

* When all players are ready or after the allotted time the organiser of the game will tell players what products they are promoting such as Nasal hair clippers, a face mask, drain cleaning rods, a wig, dental floss, a face mask etc.
* Players fill write the type of product at the top of their list and then they take it in turns to present their product and make it sound convincing.
* The end result might be

Product: Dental Floss (this is what they have just been told)

The name of the product: Black Velvet

Made of: List the ingredients Yeast, salt, and flavourings

It smells like: Rotting leaves

When to Use: When you get up in the morning

How to Use: Spread it on your toast or add it to gravy

Slogan: Love it or hate it, you must have it in stock

Celebrity who uses it: The Milky Bar Kid

**47. One Minute Advert**

* Each player is given a relatively boring object such as a beer mat, an ash tray, a ruler, a dictionary, a pen, a pencil, an empty bottle, a book called knitting for beginners, a potato, a bath plug, a rubber duck etc.
* Each player should have a different object.
* Players will have five minutes in which to prepare a script which promotes the product so well that everyone will wish to purchase it.
* The advertisement must between three and five minutes long.
* They must perform their advertisement to the other players.

**48. Go and Get it!**

* One person (The Caller) asks for an item that they know is within reach and is in the home, such as a pair of socks, an alarm clock, the TV remote, the car keys etc.
* The players will gain points by fetching the item and being first to give it to the Caller.
* All players must put the items back where they found them and tidy up at the end of the game.

**49. Teeny-weeny Walk**

* Look through the wrong end of a pair of binoculars and try to walk round the room or garden.

**50. Carry on Rhyming**

* The players sit in a circle. In a clockwise direction, conduct a conversation so that the first word of their comment rhymes with the last word of the previous speaker’s sentence.
* Anyone who fails in this task has to drop out or loses a life.
* The last player left talking is the winner.
* A typical discussion might go along the these lines:

“Now is the winter of our discontent”

“Bent – Richard III, his back was bent, I think”

“Drink, don’t mind if I do”

“Sue, I’ll fetch a glass in anticipation”

“Asian Chardonay, with a bit of luck”

**CARD GAMES**

**51. Elevens, Jack, Queen, King**

**You will need a** Standard deck of 52 playing cards. **Number of players:** 1

**How to Play**

* Place the pile of cards face down on the table. This is the stock pile.
* Draw two cards from the pile and place them face up, separately on the table.
* Aces count as 1 and the other cards have their numbers shown on them, apart from the Jack, Queen and King.
* If the cards that are face up, add up to eleven e.g. 1 and 10, 8 and 3 etc then you will draw two cards from the stockpile and place them face upwards on top of the two cards which add up to eleven.
* If the cards do not add up to eleven then your draw one card from the stock pile and place it face up to create a new pile.
* You can create one 9 piles of cards in a round.
* When you have a Jack, a Queen and a King on the top of a pile, then you can draw 3 cards from the stock pile and place them face upwards on top of the Jack, Queen and King.
* If you have nine piles face up cards and cannot place any more cards from the stock pile you have been unsuccessful in this game.
* If you place all of the stock pile cards face up then you have been successful.

**52. Go Fish!**

**You will need a** Standard deck of 52 playing cards. **Number of players:** 2+

**How to play:**

* Choose a “dealer” to hand out cards.
* If there are two or three players, each player is dealt seven cards.
* If there are more people taking part, each player is dealt five cards.
* The remaining cards are placed face down in a pile. This is the “fish pond.”
* Each player sorts their cards into groups of the same number or suit (i.e. group of threes or group of kings), making sure not to show anyone.
* The “requester” (person to the left of the dealer) starts the game by asking another player for cards that will match his hand. For example, if the requester has two kings, he will ask the other player for kings. If the other player has these cards, he must hand them over.
* The requester continues asking the same player for more cards until the player does not have the cards he wants.
* If the player does not have the right cards, he can tell the requester to “Go fish.” The requester then has to take one card from the “fish pond.”
* The player who told him to “Go fish” becomes the new requester.
* Anyone who collects all four cards of a set (i.e. all four eights or all four Queens) puts them face down in front of him.
* The winner is the first person to have no single cards left, only complete sets. If two people run out of cards together, the player with the most sets wins the game.

**53. Crazy Eights**

**You will need a** Standard deck of 52 playing cards. **Number of players:** 2 to 4

**How to play:**

* In a two-player game, each player is dealt seven cards. In a game with three or four players, each player is dealt five cards. The rest of the deck goes face down in a pile, with the top card turned up beside it. This is the discard pile.
* The player to the left of the dealer discards a card from his hand that matches either the number or suit of the top card in the discard pile.
* For example, if the card is a five of hearts, he could play any heart or any five.
* If he does not have a matching card, he continues picking up cards from the deck until he gets one that is playable.
* Eights are wild and can be put down on any suit. For example, an eight could be played to match a heart. The next player must match their card to the number or suit that the eight was meant to cover.
* Play continues with players matching the card at the top of the discard pile.
* The first player to use up all his cards wins.
* If the deck runs out before the game is over, the discard pile can be used.

**54. War**

**You will need a** Standard deck of 52 playing cards. **Number of players:** 2

**How to play:**

* All cards are dealt to the two players and kept face down.
* Neither player must look at their cards.
* Both players turn over the top card of their piles and put them face up in the centre of the table, beside the other player’s card.
* Whoever has turned over the highest ranking card takes both cards and adds them to the bottom of his pile.
* This continues until two cards of the same value (i.e. two sevens) are put down together. The game is now in a state of “war.”
* To continue, both players take two new cards and put one face down on top of the card they have already placed in the middle and one face up.
* Whoever puts down the higher ranking face up card wins all six.
* The game is won by the player who collects all of the cards.

**55. Old Maid**

**You will need:** A standard deck of 52 cards is used, but with one queen removed. This leaves a pair of queens in one colour and a single queen (the old maid) in the other colour.

**Number of players:** 3 or more players.

 **How to play:**

* All cards are dealt face down to players. Some players may have more cards than others, but this is okay.
* Each player sorts their cards into matching pairs of the same number or suit, keeping them hidden from other players.
* Players holding pairs of matching cards lay them down on the table face up.
* If anyone has three matching cards, he only puts down one pair and keeps the spare card. If anyone has four matching cards, he puts down two pairs.
* The player to the left of the dealer offers his cards to the player on his left, who cannot see them.
* That player selects a random card from his hand. If the new card he picks matches any of the cards he already he has, he can put down the pair. If not, he keeps it.
* He then offers his cards to the player on his left.
* This continues until all the cards have been put down in pairs, except the Old Maid, which is left alone and cannot be paired.
* The person left holding this card is the old maid and loses the game.

**56. Pairs**

**You will need a** Standard deck of 52 playing cards. **Number of players:** 2 or more

**Cards:** Standard deck of 52 cards. Older children can use the whole deck of 52 cards, but younger children may want to use fewer cards. Make sure the deck you use is made up of pairs.

**How to Play**

* Shuffle and spread cards face down on a table between the players.
* Cards can be laid in a random pattern or in a grid.
* The object of the game is to find matching pairs.
* Players take turns turning over two cards and letting all the players see them and study them. If they are not a matching pair, try to remember what and where they are, then turn them back over.
* The next player turns over two cards. If they are a matching pair, that player removes them from the table and keeps them, and then has another turn.
* When all cards have been removed from the table, each player counts up the number of cards they have collected. The player with the most cards wins.

**57. Snap**

**Number of players:** 2+ **Cards:** Standard deck of 52 cards. Two decks can be used for more than three players.

**How to play:**

* Choose a card dealer. This player deals all the cards around the group until there are no cards left. Some players may have more cards than others, but this is okay.
* Players do not look at their cards but keep them face down in individual stacks.
* To begin, the player to the left of the dealer turns his top card over and places it face up next to his own pile.
* The next player does the same. (Note: If a player runs out of face down cards, he can shuffle his face up pile and use them.) This continues until a player notices that two cards on top of the face up piles are the same, such as two jacks or two sixes.
* The first player to notice and shout out “snap!” receives all cards in both of the matched piles and adds them to the bottom of his face down pile.
* The game continues with a new player turning a card over.
* If two players shout “snap!” at the same time, they form a snap pool with the two matched piles of cards placed together in the centre.
* Play continues until someone turns up a card that matches the top card in the snap pool. Whoever shouts “snap pool!” first takes the whole pool and adds it to the bottom of their face down pile.
* If a player mistakenly shouts “snap!” he has two options: 1) give every player one card from his face down pile, or 2) his entire face down pile becomes a new snap pool.
* If a player has no more face up or face down cards he is out of the game.
* The winner of the game is the player with all of the cards.

**58. Rummy**

**Number of players:** 2-6 **Cards:** Standard deck of 52 cards

**How to play:**

The object of the game is to get rid of your cards as you group them into “melds.” A meld is a set of three or four of a kind, or a “run” (three or more cards in order of the same suit, such as the three, four and five of hearts).

* The “dealer” shuffles the deck and deals the cards one at a time to each player as follows: Two players get 10 cards each; three or four players get seven cards each; five or six players get 6 cards each.
* The remaining cards are placed face down in the middle of the table and serve as the “stock” pile.
* The top card of the stock pile is turned face up and set next to the stock pile; this card begins the “discard” pile.
* Each player then groups all matching cards and runs together in their hand, which makes it easier to see the melds in their hand. Do not show the other players.
* The player to the left of the dealer plays first by taking the top card from either the stock pile or the discard pile. If the player has a meld, he will lay it down on the table so all cards in the meld are visible. Then he will discard another card from his hand by placing it face up in the discard pile.
* Players can also place a card down on any existing meld if they have a card that matches the meld or if they draw a card that matches the meld.
* For example, a player could lay a queen down onto an existing meld of three queens.
* The game continues clockwise around the table with players drawing a card from the stock or discard pile, making melds and laying down a card in the discard pile.
* The first player to get rid of their cards wins the round.
* Win the entire game by being the first to win five rounds.