

**GO FISH**



**SLAP JACK**



**4**

**PACK**  
CARD GAMES



**WAR**



**PASS & MATCH**

# Go Fish!

GAME RULES

 2-4

40 Cards

## Goal

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Don't get schooled! Collect the most sets of fish to win!

## Setting Up

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Shuffle the cards and deal **5** to each player. Scatter the remaining cards face-down in a random pile between the players. This is your pool of fish!

## How to Play

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1. Players take turns trying to collect sets of **4** fish. The youngest player goes first.
2. On your turn pick any player and ask them if they have a specific *number* card - it **must** be a number you already have in your hand. (**For example, "Bella, do you have any threes?"**)
  - If they do, they must give you **all** of their cards with that number, and you get to take another turn!

3. If they do not have that card, then they tell you to **"GO FISH!"** and you **draw 1 card** from the pool of fish.

- If you happen to draw a card with the number you asked for, show the card to the group, place it in your hand, and **you get to take another turn!**
  - Otherwise place the card in your hand *and your turn is over.*
4. The next player to the left now takes their turn.
  5. When a player collects **4** of the *same* fish, they place them face-up in front of them.
  6. If a player runs out of cards at any point, they draw one card from the pool of fish at the end of the current turn.

## Winning

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When the pool of fish is empty the game is over. The player with the most sets of fish cards wins!

# SLAP JACK

GAME RULES

 2-5

36 Cards

## Goal

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Be the player with the quickest reflexes and win all of the cards.

## Setting Up

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Deal all the cards to players. Keep your cards face down in a stack and **do not** peek at them.

## How to Play

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1. The **youngest** player goes first.
2. On your turn, flip over the *top card* in your stack and place it in the **center** of the group for all to see. This will form a **slap pile**.
3. The next player on the left flips their card and places it on top of the previous card.
4. Players continue to take turns playing one card at a time.

5. When a Jack card appears, players race to slap it with their hand.

Whoever slaps Jack first wins the whole pile. That player adds those cards to the bottom of their stack.

6. Play resumes with the player to the left of the successful slapper.

7. If you run out of cards, you're not out yet! You still play by waiting for the next Jack to appear. If you *miss* the next Jack, then you're out of the game.

## Jack's Rules

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- If a player slaps a card that is **not** a Jack they must give the top card in their deck to the player that put that card down.
- If players miss the Jack card and another card is played on top of it, that Jack can no longer be slapped, you need to wait for the next Jack.

## Winning

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The player that collects all the cards wins the game! Alright! High-5s all around!

# WAR

GAME RULES

2

36 Cards

## Goal

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Be the King or Queen of the jungle by winning all the cards in the deck.

## Setting Up

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Deal all the cards to players. Keep your cards face-down and **do not** look at them.

## How to Play

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1. When ready, both players flip over their top card at the same time.
2. The player with the *higher* number card wins. The winning player takes both cards and places them at the bottom of their stack.
3. If both cards are the same number then a **WAR** begins! Both players lay 3 more cards face-down without looking at them. Then both players flip over one more card face-up.

4. The player with the higher number card wins ALL the cards in the **WAR** and adds them to their stack. *Check out what cards you won!*
5. Players continue to flip cards one at a time until there is a winner.

## Winning

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The player that collects all the cards wins the game! Let them hear you **ROAR!**

## Try playing a Jungle Rumble!

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1. Both players start with a hand of 9 cards (numbered 1-9).
2. On a turn, players look at their cards, choose one, and flip it over at the same time. Highest number wins both cards. They are placed in a score pile. Ties are discarded.
3. Play continues until all 9 cards have been played. (Players can only use each card once.)
4. The player with most cards at the end of the game wins!

# PASS&MATCH

## GAME RULES



36 Cards

### Goal

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Pass and collect cards to be the first to get all 3 cards from the same scene!

### Setting Up

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Shuffle the scene cards and deal 3 to each player. The remaining cards are placed face down in a draw pile. Players look at their cards but keep them secret.

### How to Play

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1. The oldest player starts. They draw a card from the draw pile and decide which **3** cards to keep, then pick the card they **don't** want and pass it face-down to the player *on their left*.
2. The player receiving that card does the same - chooses which **3** cards to keep and which one to pass face-down to the next player.

3. Play continues to the last player in the group. They will pass their extra card into a recycle pile next to the draw pile.
4. Now the starting player draws a **NEW** card from the draw pile to start another round of passing.
5. Continue passing cards until a player collects 3 cards from the same scene.
6. If the draw pile runs out of cards, then reshuffle the recycle pile to form a new draw pile.

### Winning

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The first player to get a complete scene wins the game! Show everyone which scene you've made!

### Who's up for Fast Match?!

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Randomly spread the cards out face-up. Everyone races at the same time to make complete scenes, but each player may only build one scene at a time. Who can collect the most scenes?



Questions or Comments?  
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