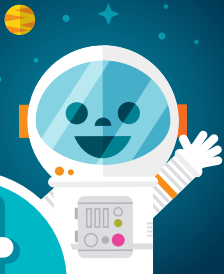


OLD MAID



CRAZY 8s



4

PACK
CARD GAMES



SPOONS



MATCHING

Old Maid

GAME RULES

 2-6

37 Cards

Goal

Get rid of all of your cards so you don't get stuck holding the **Old Maid!**

Setting Up

1. Shuffle and deal all the cards to the players. Some of you may have more than others.
2. Everyone looks at their cards (but don't show anyone!). If you have any matching cards in your hand, place the pair face-up in front of you.

How to Play

1. The player to the **left** of the **Dealer** goes first. They draw *any one* card from the **Dealer's** hand.
 - If it **matches** a card in their hand, they place the pair of cards face-up in front of them.

- If it does **NOT match** a card in their hand, then the player holds on to that card.

Hint: Don't let anybody know if you have the **Old Maid!*

2. The turn is now over and play continues to the left.
3. The **last** player that drew a card now offers their hand to the **current** player.
4. Play continues. When a player gets rid of all their cards they are out of the game and safe from holding the **Old Maid.**

End of Game

The last remaining player holding cards is the loser because they are holding the **Old Maid!**

Play with a twist!

Next time, try playing so the last person holding the **Old Maid** is the winner!

crazy 8s

GAME RULES

 2-5

40 Cards

Goal

Race to be the first player to get rid of all your cards! **Blast off in 3...2...1...!**

Setting Up

Shuffle all the cards and deal 5 to each player. Place the remaining cards face-down in a draw pile. Turn over the top card and place it face-up next to the draw pile. *If it's an 8, draw another card and put the 8 back in the middle of the deck.*

How to Play

1. Players take turns. On a turn, play a card face-up on the card next to the draw pile. It must be the **same number or shape** (Square, Circle, Triangle, or Hexagon).
2. If you can't play a card from your hand, you must draw cards from the draw pile

one at a time until you can play one. Any cards you picked up are now part of your hand.

3. All **8s (Black Holes)** are wild and can be played on any card. If you play a **Black Hole** you then declare which shape the next player must play.
4. Once you play a card your turn is over. The person on your left goes next.
5. If the draw pile runs out of cards, leave the top card and shuffle the cards from the common pile into a new draw pile.

Winning

The first player to get rid of all their cards is the winner! You're out of this world!

Milky Way Rules for Advanced Cadets

- ▶ When a **4** is played, fire up the booster rockets and **skip** the next player.
- ▶ When a **6** is played, the Alien has reversed gravity and the order of play **reverses** direction! If play goes to the left, now switch to the right, and vice versa.

SPOONS

GAME RULES

3-6

41 Cards

Goal

Don't be left without a Spoon in this Farmers' Market delicious dash!

Setting Up

Place all **Spoon** cards in the middle of the group. There is always one less **Spoon** card than the number of players. For example, if there are 4 players use 3 **Spoon** cards. Set aside any extra **Spoon** cards.

How to Play

1. Each player is trying to get **4** of the same card.
2. Shuffle the food cards and deal **4** to each player. The remaining food cards are placed face-down in a draw pile near the **Dealer**.
3. The **Dealer** begins the game by drawing a card from the draw pile. They must decide which 4 cards to keep and pass the extra card face-down to the player on their left.
4. The **Dealer** continues to draw cards from the draw pile one at a time, while passing individual cards to the next player.

5. At the same time, the player receiving the card does the same - picking and passing one card to the player on their left. All players are receiving and passing cards at the same time. *Players can only keep 4 cards at a time.*
6. The last player in the group passes their card into a recycling pile. If the draw pile ever runs out of cards, shuffle the recycling pile to form a new draw pile.
7. Here's the catch! Cards are picked up and passed quickly around the table until someone gets 4-of-a-kind and takes a **Spoon** from the center. Once the player with 4-of-a-kind takes a **Spoon**, anyone can take a **Spoon**. Players now race to grab one of the remaining **Spoon** cards before they're all gone! The person who was not able to grab a spoon is eliminated from the game.
8. The remaining players start a new round with one fewer spoon. Continue playing in rounds until one player remains.

Winning

The last person remaining after all other players have been eliminated is the winner! Don't you **fork**-get it!

MATCHING

GAME RULES

 2-6

39 Cards

Goal

Collect the most pairs of candy by matching the pictures on the cards. It's so sweet!

Setting Up

For standard play, remove the **3 smelly anchovy** cards, shuffle all remaining **36** cards, and lay them face down so cards are not overlapping. You may place them in a grid or randomly - *it's up to you!*

How to Play

1. Players take turns. The youngest player goes first.
2. On your turn, flip two cards face-up. Make sure that the other players can see the cards too.

3. If the two cards match, you get to keep them! Place them in a score pile in front of you. As a reward, you get to go again and flip over two more cards!
4. If you do not make a match, flip the cards back over so they are hidden. Your turn is over.
5. Play continues to the left and the next player takes their turn.

Winning

When all the cards have been picked up, each player counts the pairs of candy they've collected. The player with the most pairs of candy wins! Sweet!

This version stinks!

For more of a challenge, add in the **3 smelly anchovy cards** when you set up. If you turn over an **anchovy**, your turn is over. That stinks, huh?



Questions or Comments?
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