WAR

Setup

Shuffle the deck and deal each player half of the cards. Each player places their stack of cards facedown, in front of them.

You win War by having higher cards than your opponent and taking all of their cards.

Play

Each player turns over the top card from their stack at the same time. The player with the higher card takes both cards and puts them, facedown, on the bottom of her stack. A is considered the highest card, above K.

If the cards are the same rank, it is War. Each player then draws one card facedown and one card faceup. The player with the higher faceup cards takes both piles (6 cards). If the turned-up cards are again the same rank, each player places another card facedown and turns another card faceup. The player with the higher card takes all 10 cards, and so on.

Winning

The players keep playing, putting cards they win on the bottom of their stack. The game ends when one player has won all the cards.

Player stack
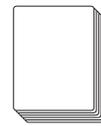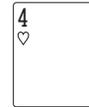
Player stack

Setup

Shuffle the deck of cards and deal each player a hand of 7 cards. Put the rest of the cards in the center of the table as the draw pile. Turn over the top card and put it faceup next to the draw pile as the first card in the discard pile.

You win Duo by being the first player to get rid of all of the cards in your hand.

Play

The youngest player goes first and players alternate turns. On your turn, you play one card from your hand onto the discard. Your card must match the top card of the discard pile either in number or in suit. For example, if there is a 3♢ on the top of the discard, you can play any ♢ card or any 3 card (♣, ♠, or ♡).

You must play a card from your hand if you can. If you cannot play a card, you must draw a card from the draw pile into your hand. Once you play a card or draw a card, your turn is over.
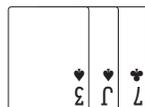
Player's hand (kept hidden)
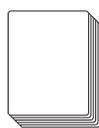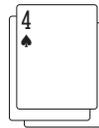
Draw pile   **Discards**

Player's hand (kept hidden)

duo
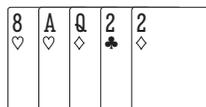
Special cards

The face cards (J, Q, K) are special cards. Playing a special card still requires that you match with the top of the discard pile in color or number (except for K). Playing them has the following special effects:

J = Draw 2 cards
When you play a J, the other player must immediately draw 2 new cards from the draw pile into their hand

Q = Play again
After playing a Q, you can take another turn

K = Wild
You can play a K on any other card (Note that the next card must match the K in suit or be another K)

Winning

The first player to play the final card from their hand wins the game. If players go through the entire draw pile and both players have cards in their hands, the player with fewer cards in their hand wins.

MEMORY

Matches found

4♠ 4♣
J♦ J♥

K♠ K♣
A♠ A♣
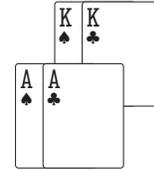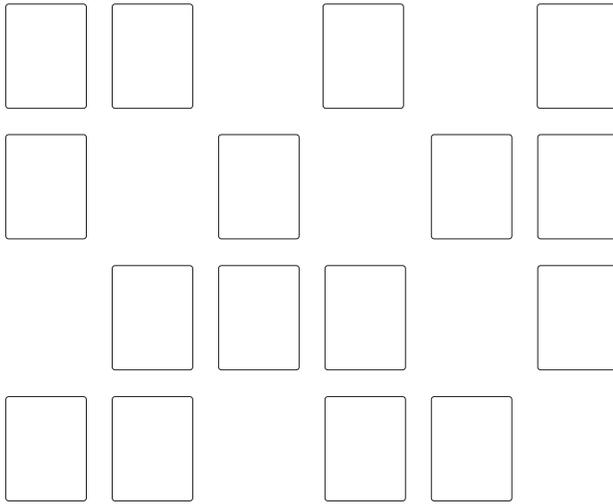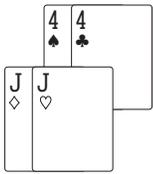
Matches found

Setup

Shuffle the deck and deal the cards facedown in a random grid. You win Memory by finding more card matches than your opponent.

Play

Players alternate taking turns. The younger player plays first. On your turn, reveal 2 of the cards by turning them faceup. If your 2 cards are the same number and color (such as 7♡ and 7♢, or Q♠ and Q♣), then you have found a match. Keep the 2 matching cards and put them in your scoring pile. If they do not match, turn them back facedown.

Winning

When the players have taken all of the cards, the game is over. Count the cards in your scoring pile. The player with more cards is the winner.

G.O.P.S.

Prizes won

♦ 7

Spades player's hand (kept hidden)

K♠ Q♠ 10♠ 9♠ 8♠ 7♠ 6♠ 5♠ 3♠ 2♠

Prizes deck   **Current prize**

7♦

Discards

4♠ 6♣

Prizes won

Clubs player's hand (kept hidden)

A♣ 2♣ 4♣ 5♣ 6♣ 7♣ 8♣ J♣ Q♣ K♣

Prizes won

J♦

Setup GOPS (Game of Pure Strategy) is for 2 players, using 3 suits from a standard 52-card deck. Cards rank from A (the lowest at 1 point), 2–10 (worth their face value), J 11, Q 12, and K 13 (highest).

The cards are sorted into suits: diamonds, hearts, spades, and clubs. Diamonds is shuffled and stacked facedown as a prize pile. Each player takes one of the black suits (spades and clubs). You can look at all 13 of your cards in your hand. Hearts are not used in the game at all.

You win GOPS by using your cards to bid on the prize pile cards that come up each turn.

Play The top card of the prize pile is turned faceup. Then each player selects any card from their hand with which to bid for it and places it facedown. When both players are ready, the bid cards are revealed simultaneously, and the higher bid wins the prize card. The bid cards are then discarded and the prize card is placed faceup beside the player who won it. The next card of the prize pile is turned faceup and players bid for it in the same way.

If the bids of the 2 players are equal, the bid cards are discarded but the prize card remains on offer. A new prize card is turned faceup and the next bid is for the 2 prize cards together, then for 3 prize cards if there is another tie, and so on. If the players' last bid cards are equal, the last prize card (and any others remaining from immediately preceding tied bids) is not won by either player.

Scoring When players run out of bid cards the game ends. Each player totals the value of the diamonds they have won in bids (A is worth 1 point, 2–10 face value, J 11, Q 12, and K 13), and the greater total wins the game.