

A game that requires both focus and patience, in Crazy eights concentration is key. The winner is the clever person who gets rid of all their cards first!

Ages: 5 +

This card game is a fun game that allows players to use their concentration skills to get through the game.

You need one deck of cards

Activity

- Each player is dealt seven cards.
- The remaining cards are placed face down in the center of the table, forming a draw pile.
- The top card of the draw pile is turned face up to start the discard pile next to it.
- First player adds to the discard pile by playing one card that matches the top card on the discard pile either by suit or by rank (i.e. 6, jack, ace, etc.).
- A player who cannot match the top card on the discard pile by suit or rank must draw cards until he can play one.
- When the draw pile is empty, a player who cannot add to the discard pile passes his turn.
- All eights are wild and can be played on any card during a player's turn.
- When a player discards an eight, he chooses which suit is now in play.
- The next player must play either a card of that suit or another eight.
- The first player to discard all of his cards wins.

Note

You can play this game with four players and play partnership. If you do this, the game ends when both members of a partnership discard all their cards.

Snip, Snap, Snorem



This is a popular - and noisy - card matching game, suitable for younger children and mixed age groups.

Number of players: 3+

Age: 4+

Cards: Standard deck of cards

Instructions

- Deal the cards out completely (don't worry if some players get more than others). Players sort the cards in their hands by rank: the object of the game is to get rid of all your cards.
- The player to the left of the dealer starts by placing any card down on the table. The next player looks to see if they have a card of the same rank. If they do, they place it down on top of the card, saying "Snip". If they have another card of the same rank, they place it down too, saying "Snap". If they don't, play passes to the next player, and so on. Whoever places the final card of that rank says "Snorem" and wins the right to start the next round with the card of their choice.
- Children will soon learn that it is best to lead with a card in which they have more than one of a kind.