

HOW TO PLAY:

GO FISH

KINGS CORNERS

MEMORY



GO FISH

Adapted from: www.entertainment.howstuffworks.com/how-to-play-go-fish.htm

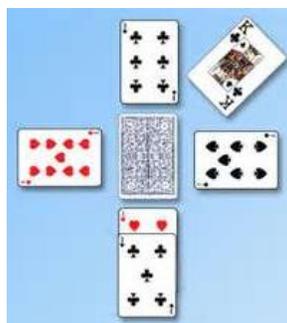
- **Number of players: 2-6**
- **Object of the game: To win the most sets (pairs) of cards**
- **Cards used: A regular 52-card deck** 
- **To play:** When 2 people play, deal seven cards each; if more than 2 players; deal 5 cards each. Leave the other cards face down as a draw pile. Starting with the player at the dealer's left, each player (taking turns clockwise – to the left) asks another for cards of a specific rank. For example: *“Kim, do you have any 6s?”* In order to ask, you must already have at least one of the cards you are asking for in your hand. Kim must give you all of the 6s... she holds in her hands, but the other players do not. Whenever your request for the card is given to you, you get another turn. Continue with your turn, asking any player for cards of a specific rank. When the player you ask doesn't have the card you ask for, you will be told to *“GO FISH”*. This means pick up a card from the draw pile. If the card you pull is the one you need - place it (face up on the table in front of you) with its match - and your turn goes on. Otherwise, if you pull a card you do not need, your turn is over. Continue this way until any one player runs out of cards. At that time, the game ends, and is scored.
- **Scoring:** Whomever has the most pairs wins.



KINGS CORNERS

Adapted from: www.entertainment.howstuffworks.com/how-to-play-kings-in-the-corner.htm

- **Players:** 2 or more
- **Cards:** A standard 52 card pack. K-Q-J-10-9-8-7-6-5-4-3-2-A {Ace low = 1}
- **Deal:** Take turns being the Dealer clockwise (to the left). The Dealer will pass out 7 cards to each player. Put the rest of the cards face down in the center of the table to make a draw pile. Flip 4 cards face-up from the pile and place one on each side of the draw pile. The corners are saved for the Kings.



- **Play:** Players take turns clockwise, starting with the player to the dealers left. Cards are piled on top of each other counting down from highest to lowest and alternating red/black or black/red. At your turn, pick up one card from the draw pile. You are allowed to put down as many cards as you can until you are out of moves. When you are out of moves, the player to your left begins his/her turn until they are stuck/out of moves. Play continues until any one player runs out of cards.

You may make any number of moves of the following moves in any order:

- Play a card from your hand on one of the piles.
- Place a King from your hand to start a new pile in a corner. It will then be possible to build on this King in the same way as on the original piles.
- Move an entire pile onto another pile if the bottom card of the moving pile is one rank lower and opposite in color of the top card of the pile you are moving it to.
- Play any card in your hand on any of the original piles that has become empty (because the cards that were there have been moved to another pile).
- **Notes:** If the center stack runs out, play continues without drawing. The play ends when someone manages to get rid of all the cards from their hand, or when the stack of cards runs out and everyone is unable or willing to play any further cards.

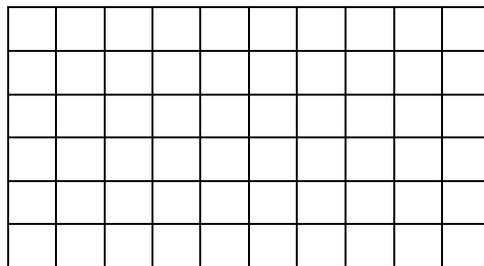


MEMORY



Adapted from: [www.about.com board/cardgames](http://www.about.com/board/cardgames)

- **Players:** 1-6
- **Cards:** Standard 52 deck of cards
(there are specialty theme memory games in stores)
- **Goal:** To collect the most pairs of cards
- **Set-up:** Shuffle the cards and lay them on the table face down in a grid pattern



- **Play:** Usually the youngest player goes first. Then players take turns going clockwise. On each turn, a player turns over 2 cards one at a time; and keeps them if they match (*2,2...3,3...7,7... or K,K...J,J...A,A*). If they successfully match numbers or letters, that player also gets to take another turn. Continue to turn 2 cards over until there is no match made. When no match is made, the turn goes to the player next on the left – clockwise. This repeats until all of the cards are matched and claimed by the players.
- **Scoring:** Players keep each pair of cards they find, the player with the most sets (pairs of cards) at the end wins.