

# OUR FAVORITE CARD GAMES

## 2-PLAYER CARD GAME GOLF

How it works: Each of you is dealt six random cards that you play face-down into a grid consisting of two rows of three cards. You each turn two cards face-up to begin, and the aim is to have the lowest total value of cards visible by the time all cards are face-up. Matching cards of the same value in a column cancel each out, while Kings count as zero, and 2s as minus points (a good thing!). On your turn you take the top card of the face-up draw pile (or the top card of the face-up discard pile), and either discard it or use it to replace one of the cards in your grid, thus sending that card to the top of the discard pile. Lots of gameplay variants exist, but start by looking up six-card Golf.

## 3+ PLAYER CARD GAMES SNAP

How it works: Deal out all cards face down, one at a time, beginning to the dealer's left. It does not matter if some players have more cards than others. Each player puts their cards in a pile, face down in front of them. The player on the dealer's left turns over the top card of his pile and puts it face up starting a pile of cards next to their face down cards. The next player to the left does the same and so on around the table. When someone turns up a card that matches a card already face up on another player's pile, the first person to notice the two matched cards calls out "Snap!" and wins both piles. This player adds the cards to the bottom of their face-down pile. When two players shout "Snap!" at the same time, the two piles are combined and placed in the center of the table face up. These cards form a "Snap Pot." Play continues where it left off with the player to the left of the last player who turned over a card. If a player spots a card that matches the card on top of the Snap Pot, they shout "Snap Pot!" and win all of those cards. During the game, if a player runs out of cards in their face-down pile, the cards in the face up pile are turned down and the player continues to play.

## FAMILY-FRIENDLY CARD GAMES MEMORY

How it works: The goal is to form and collect pairs of cards. The player with more pairs at the end wins the game. The cards are laid down on the table, facing down. Each player turns up two cards at a time. If they form a pair, they can collect them from the table. If not, they turn the cards down again. The game is called "Memory" because the player should memorize the position and the number of the cards that were already turned up. That way, when a matching card comes up, they can quickly turn up its pair too.

