



Santa's Card Games for Children & Families

1 – Go Fish

4 – War

2 – Steal The Pile

5 – Old Maid

3 – Speed

6 – 3-13

1. GO FISH

Game for 2 or more players and 1 deck of cards.

Take out the jokers. If there are only 2 players, deal 7 cards, otherwise deal 5 cards face down to each player. Place the remaining cards in a stack face down between the players. This is the "Fish Pond".

The player to the left of the dealer starts by asking any other player for a specific card. For example, they might ask another player "Do you have a seven?" The asking player must already hold at least one card like what he asked for.

If the player who was asked has cards of the requested number that player must give all of that number that he has to the person who asked for them. The asking player then gets another turn and may now ask any player for any number card as long as they hold at least one card of that number.

If the player who was asked does not have any of the cards asked for, they say "Go Fish!" The asking player then draws a card from the top of the Fish Pond. If the card from the Fish Pond is the number asked for then the asking player shows it to the other players and receives another turn. If the card from the Fish Pond is not the requested number the asking player keeps the card and it is now the turn of the person on their left.

Once a player collects a set of all four cards of the same number, they place them face down on the table and it is still their turn. If a player is then out of cards, they take the top card from the Fish Pond and that ends their turn. The person on their left is the next to play.

The game continues until the Fish Pond is gone. The player with the most sets on the table is the winner.

2. STEAL THE PILE

Game for 2 or more players and 1 deck of cards.

Take out the jokers.

Place 4 cards face up, side by side, in the middle of the table.

Each player gets 4 cards.

Look for pairs (suits don't matter).

Players may either:

- 1) Match any card in the middle and take that card and add it to their pile in front of them.
- 2) Match the top card of another player's pile and "steal that pile" and put on top of their own pile.

If you can't make a match, put any card face up on the table.

After 4 rounds, the 4 cards are gone so deal 4 more cards to each player.

The person who has the most cards in the end is the winner!

3. SPEED

Game for only 2 players and 1 deck of cards. Take out the jokers.

Lay 4 piles face down in the center of the table — a pile of 5 cards, two piles with 1 card each and another pile of 5 cards. Deal out the rest of the cards.

Put 5 of your cards in your hand. Replenish from your pile as needed to keep 5 cards in your hand while playing.

When ready to start, turn over the two single cards in the middle.

Either place a card higher, a card lower or same card on one of these two piles.

You cannot put 3 of the same card on the pile, only 2. The suit doesn't matter.

If neither person can play, on signal turn over 2 new cards from the piles of cards on either side of the 2 center piles and continue playing.

The player who gets rid of all their cards first wins!

4. WAR

Game for only 2 players and 1 deck of cards. Take out the jokers.

Deal out all the cards. Put your cards face down in front of you. Turn over one card at a time. The highest card takes the "trick."

If both players put down the same card then you have a war. Each player puts 3 cards face down in front of him. The next card is placed face up. The highest card takes all.

The object of the game is to get the most or all of the cards.

To keep the game from going too long, you can set a timer and whoever has the most cards when the timer goes off is the winner.

5. OLD MAID

Game for 3 or more players and 1 deck of cards. Take out the jokers.

Take out one of the Queens and set it aside. Deal out the remaining cards.

Before you begin playing, take any pairs of cards out of your hand and put them face down on the table in front of you.

If you have 3 of something, you can only lay 2 of them down.

The player to the left of the dealer takes a card from the player on his left.

If he can make a pair, he puts it down.

Either way, it is the next player's turn.

Keep playing until someone ends up with the "old maid" — The last queen!

6. 3 — 13

Game for 2 or more players and 2 decks of cards. Take out the jokers.

There is a draw pile and a discard pile. Each turn you take a card from either the draw or the discard pile and discard one card.

First hand deal everyone 3 cards and 3's are wild.

Second hand deal everyone 4 cards and 4's are wild.

Third hand deal everyone 5 cards and 5's are wild.

Each new hand you deal one more card and the wild card is the number of cards in your hand. The last hand of the game will have 13 cards — if your hands are big enough!

You must lay down ALL the cards in your hand at the same time, either 3 of a kind (like 3 aces) or a run of 3 in the same suit (like 4-5-6 of Hearts).

When someone can do that, everyone gets one more round then puts down whatever they can. Cards in their hands are counted against them. Low score wins.

Scoring: Aces are 15, Jacks, Queens and Kings are 10. All other cards are face value