

What's Playing in the Community!

Families throughout the community are enjoying family time again. Some of your friends and neighbors sent in a few suggestions that you and your family may enjoy too!

Apples to Apples, Battleship, Blokus, Candy Land, Chutes and Ladders, Clue, The Game of Life, The Game of Things, Guess Who?, Hedbanz, Monopoly, Pie Face!, Pretty Pretty Princess, Say What?!, Scene It?, Scrabble, Sorry!, Twister, Trouble, and UNO

No board games? No problem! Below we have some ideas and explanations of games you can play with a plain deck of cards. If you have a fun board game or family activity that you want to share, please email it to Hayley at hparker@wplodge.com.

The first ten residents to send in a board game or family activity suggestion will receive Lodge Wilder-bucks to spend at the Lodge.

What is a Lodge Wilder-buck you ask?

When the Lodge reopens, a Lodge Wilder-buck may be used in place of the US Dollar to purchase items from the Wilderness Lake Preserve General Store and for DVD rentals.

To minimize the exposure of transmitting the COVID-19 virus, the Lodge Staff will maintain a Wilder-buck database in lieu of mailing out the Wilder-bucks.



Card Games to Play With a Regular Deck of Cards

Rolling Stone

If six players: One standard deck with the 2s removed.

If five players: 2s, 3s, and 4s removed.

If four players: 2s, 3s, 4s, 5s, and 6s removed.

Aces are high.

The players cut the deck and the highest card deals all the cards the group clockwise until each player has eight cards. The players sort their cards by suit and then the player to the left of the dealer plays one card face up. The next player then has to play a card which is of the same suit. Play continues until a player cannot place a card, at which point they have to pick up all the face up cards and add them to their hand. They then start the next round with one of their cards *of a different suit*.

The winner is the player who runs out of cards first.

War

The object of War is to win all the cards in the deck.

Aces are high and 2s are low.

The rounds are played according to rank; suits are ignored.

All 52 cards are dealt to each player (if there are two players,
each player will have a total of 26 cards).

Players do not look at their cards - the cards are placed in a stack face down.

Holding the stack of cards face down in one hand, the player uses the other hand to flip
their top card face up on the table in front of them.

Each player flips a card. The highest card wins the round and the winner takes the
cards and places them at the bottom of their stack of face down cards.

Play continues until one of the players has accumulated all the cards.

In the game of War, a war is a means to break a tie.

When two cards of the same rank are played, the players break the tie
by playing new cards in addition to those already on the table.

The player with the highest-ranking new card wins the tie breaker and
all the played cards.

If the players both play a card of the same rank -

(Two players both play a Jack - they face off or have a war.)

the player leaves the Jacks face up on the table and places one card
on top of their Jack - face down - and then another card face up on top
of the face down card.

The players will have the following configuration of cards in front of them:
the tied Jack, a face down card, and a face up card.

The player with the highest face up card takes all the cards on the table
and places them face down at the bottom of their stack.

If the top card is another tie, they place another card face down,
then a card face up - the players will continue until one of them wins
the war. If one of the players runs out of cards in the middle of a war,
the other player wins.

Slapjack

The card game where you want all the cards!

Have everyone sit in a circle around a table or on the floor.

Deal clockwise until you run out of cards. Everyone holds their cards face down without looking at them.

Going around the circle, each player draws a card from the top of their deck (face-out, so that the player cannot see the card before it is played) and places that card in the center of the circle. Each player continues to place their cards in the center.

When a Jack card is turned face up, the goal is to be the first player to "slap" it, or cover it with their hand. If several players slap at once, the player whose hand is most in contact with the Jack adds all the cards to their pile.

If a player incorrectly slaps a card, they must give the top card in their pile to the player who placed the slapped card.

That player adds the extra card to the bottom of their deck.

When a player runs out of cards, the player is out unless they can slap a Jack laid by an opposing player. At that point, the previously "out" player is back in and can play with the cards collected from the pile.

Play continues until one player wins all of the cards. For a shorter version, stop play when the first player runs out of cards. The player with the the most cards in their hand is the winner.

Crazy Eights

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.

The 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 a card can be played.

When the draw pile is empty, a player who cannot add to the discard pile passes their turn.

All 8s are wild and can be played on any card during a player's turn.

When a player discards an 8, they determine which suit is now in play.

The next player must play either a card of that suit or another 8.

The first player to discard all of their cards is the winner.

Snip Snap Snorem

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 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 and state, "Snip." If they have another card of the same rank, they place it down too and state, "Snap."

If they don't, play passes to the next player, and so on.

The player that places the final card of that rank states, "Snorem" and wins the right to start the next round with the card of their choice.

It is best for a player to lead with a card in which they have more than one of a kind.

Go Fish

3 - 6 players, deal 5 cards to each player.

2 players, deal seven cards to each player.

All remaining cards are placed face down in a pile.

First, select a player to go first.

On each player's turn, ask any player for a specific card rank.

For example: "Sarah, please give me all your 9s."

The player must already hold at least one card of the rank they ask for.

If the player they ask has any cards of the requested rank, they must give all of their cards to the player making the request.

In the example, Sarah would have to give the player making the request all of their 9s.

If the player making the request receives one or more cards from the opposing player, they get another turn.

Play begins again and they may ask any player for any rank they already hold, including the same one they just asked for. If the player they ask has no relevant cards, the opposing player states, "Go fish."

The requesting player then draws the top card from the draw pile.

If the requesting player happens to draw a card of the rank asked for, they show it to the other players and their turn continues. Otherwise, it is the next player's turn. The drawn card is added to their hand.

NOTE: The "next player" is the one who said, "Go fish."

When a player collects a set of four cards of the same rank, they immediately show the set to the other players and place the four cards face down in front of them. That is a "match."

Go Fish continues until either a player has no cards left in their hand or the draw pile runs out.

The winner is the player who then has the most matches (sets of four). For younger children you can deem "matches" a pair of a rank (2 cards instead of 4) which allows them to "win" a few extra times and keeps the game moving.

Old Maid

Begin by removing one of the queens from the deck of playing cards.

Deal all the cards face down to each player.

Players then sort their cards keeping them hidden from all other players.

If there are pairs of matching cards, with the same number or picture they should put them down face up.

If a player has three matching cards, they only put down one pair and keep the spare card.

If a player has four matching cards, they put down two pairs.

The player to the left of the dealer then fans their cards in their hand so they can see them all, although they keep them hidden from the other players.

The player offers the cards to the player on their left.

(The cards cannot be seen.)

The opposing player takes a random card from the fan.

If the card they select matches a card in their hand, they place the pair down.

If not, they keep it in their hand.

Then, they fan their cards and offer them to the player on their left.

This continues until all the cards have been put down in pairs, except the Old Maid, which is left alone and cannot be paired.

The person left holding this card is the Old Maid, and loses the game.

Remember to send your game suggestions and pictures to Hayley at hparker@wlpodge.com.