

Rules of the game

Happy Families, Snap, Pairs, Crazy Eights

Happy Families

Shuffle the cards well and distribute them evenly among the players. The players look at their cards - if someone already has a “happy family” (i.e. all four cards from 1 to 4 with the same letter) this quartet may be laid down immediately. Play moves in a clockwise direction. The person sitting to the left of the dealer begins and asks any player for a specific missing card. If the person asked has this card they must give it up and the player may continue asking for cards. If the person asked does not have the card requested he/she may then ask the players for a card they are missing. The person with the most complete quartets at the end wins.

Happy families can also be played by drawing cards instead of by asking questions.

Kids Version

Each player receives only 4 cards to begin with. The remaining cards are placed in a stack in the middle of the table. Then quartets are collected, and laid out when they are complete, by making requests as usual. If a player does not have the card requested one card may be drawn from the pile in the middle. If all the cards in your hand have been laid out one card may be drawn from the pile. The game ends when the stack in the middle is gone and all quartets have been laid out.

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Snap

Shuffle the cards well and distribute them evenly among the players. Remaining cards will not be needed. Each player looks at their cards - if someone already has a quartet (i.e. all four cards from 1 to 4 with the same letter) this quartet may be laid down immediately. The players now place all the cards face down in a pile in front of them. Play moves in a clockwise direction. The person sitting to the left of the dealer begins and turns the top card on the pile over and places it face up next to the pile. Play continues clockwise. But watch out! Cards must be turned over quickly. When someone notices that the card that has just been turned over is the same suit as the top card of another player this person shouts "Schnapp" and wins all the cards in the uncovered pile. Then everyone checks to see if someone has a quartet which may be laid out. If someone accidentally calls out "Schnapp" he/she must put their own uncovered pile in the middle of the table. The player who uncovers a card matching the suit of the top card in the middle of the table and yells „Schnipp“ wins the pile. If "Schnipp" and "Schnapp" are mixed up your own uncovered pile of cards must also be placed in the middle. The person with the most complete quartets at the end wins.

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Pairs

Only the 1 and 2 cards in each suit are used. The remaining cards will not be needed.

Shuffle the cards well and place them face down on the table. Play moves in a clockwise direction. The youngest player begins and turns over any two cards. The person who finds a pair (e.g. cards 1 and 2 of the same suit) may take the cards and two new cards can be turned over. If the cards do not match they are turned back over and the next person goes. While doing so the other players should remember the location of the cards. Play continues until all the card pairs have been discovered. The person who collects the most complete pairs at the end wins.





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Crazy Eights

Each player receives 7 cards - when there are more than 2 players then players receive only 5. The rest of the cards are placed in the middle of the table face down. The top card is laid next to the pile face up. Play moves in a clockwise direction. Each player discards a card that corresponds to the suit or value (e.g. A1 and D1) of the topmost card on the discard pile. If the player does not have a matching card one must be drawn from the pile. After that the next player is in turn. When playing the penultimate card the player must clearly say „Mau“. If this is forgotten 2 penalty cards must be drawn. Whoever can discard his last card loudly says „Mau Mau“ and wins the game.

Action cards:

-  If this action card is played the player must exchange all their cards in their hand with another person.
-  Skip! The player who was next may not take a turn during this round.
-  Draw one card! The player who is next must draw one card from the draw pile.
-  Change in direction! Starting now play moves counter-clockwise.