

Games Rules

Pairs

The object of the game is to win the most pairs (2 identical cards). Shuffle all the cards and lay them face down in a square grid pattern, and don't peek! A randomly chosen player starts; the others follow playing clockwise. In turn, each player turns over two cards. If you turn over two identical cards then you can keep them and continue by turning over two more. If you turn over two different cards then they are replaced, face-down, and then it's the next player's turn. The game continues in this way until all the cards on the table have been taken. The player with the most pairs wins.

Old Maid

The object of the game is not to have "Old Maid" in your hand at the end of the game. After shuffling, deal the cards in a clockwise direction to all players (it doesn't matter if one player has one card more or less than another). All the players look at their cards and place any pairs in the middle of the table. When all the players have thrown away all their pairs, the player to your left arranges all their remaining cards in their hand like a fan. The back of the cards is shown to the player on the left. That player then chooses one card and if it makes a pair then both cards are placed in the middle of the table. If the player isn't able to make a pair, then the card must be kept and the game continued by offering cards to the next player, always working clockwise. Players who are able to lose all their cards are 'saved' and can stop playing. The player left with the "Old Maid" card at the end of the game, loses the game.