



Classic Card Game Set

PLAY INSTRUCTIONS

OLD MAID

Number of Players: 2 to 6

Object of the Game: To discard all the cards in your hand and not be left with the Old Maid. In a game with more than two players there will be more than one "winner", since there will only be one person left with the Old Maid.

How to Play: Pick a dealer to shuffle the cards and deal all the cards to the players one at a time.

Each player then places any matching pairs of cards face up on the table.

The dealer begins the game. The player to the dealer's right must offer his cards spread face down to the dealer. The dealer must pick one card and add it to his own cards.

If the dealer can make an additional match he places it face up on the table.

Play continues in a clockwise manner until one player is left with the Old Maid.

Ending the Game: If a player discards all of his cards, then that player is safe and is one of the winners. However, the game continues and the turn passes to the next player. The game is over when one player is left with the Old Maid!

Have a
question
or need help?
Give us a call!
1-800-284-3948

Item #4370

We care about your comments. Please call us!

Melissa & Doug
1-800-284-3948
www.MelissaAndDoug.com

Melissa & Doug products meet or exceed U.S. testing standards and pass our high quality requirements.

© Melissa & Doug, LLC, P.O. Box 590, Westport, CT 06881
MADE IN CHINA

ANIMAL RUMMY

Number of Players: 2 to 4

Object of the Game: To discard all the cards in your hand. This can be accomplished by making a set, a run, or by laying off. A set is a group of three or four cards with the same picture on it. An example of a set would be three lions. A run is a group of three or four cards in numeric order. An example of a run would be four cards with a 3,4,5 and 6 on them (they do not have to begin with 1). A player may also add a card to any set or run on the table. This is called laying off. An example of laying off would be adding a fourth leopard to a group of three leopards, or by placing an 8 at the end of a group of 5,6 and 7.

How to Play: Pick a dealer to shuffle the cards and deal six cards to each player. If only two people are playing, each player receives seven cards. After the cards are dealt, the next card is placed face up on the table to start the discard pile. Place the rest of the cards face down next to the discard pile to form the stock pile.

The player to the left of the dealer begins the game. The player may either draw a card from the stock pile, or take the top card of the discard pile.

If the player has either a set or a run in hand, they may place the group face up on the table. If there are other sets or runs on the table, they may add to

them by laying off (but keeping the layed off cards on their side of the table.) Even if a player lays off, they must place one card face up in the discard pile at the end of every turn.

If there is no winner and the stock pile has run out, shuffle the discard pile and place it face down to create a new stock pile. Draw the top card and place it next to the stock pile to start a new discard pile.

Ending the Game: The first player to end up with no cards in their hand is the winner.

ANIMAL RUMMY 200

Number of players: 2 to 4

Object of the Game: To reach 200 points before your opponent(s).

How to Play: This version is great for those who want to play multiple rummy games in a row. The game is played the same way as Animal Rummy-just the scoring is different! At the point which someone discards all of their cards, they are given the cards still being held by the remaining players. The score is determined by adding up the points on each of the player's cards on the table-and the winner also gets to add in the cards given to them by the other players. Keep a tally of the score and continue playing. The first player to reach 200 points is crowned the winner!

GO FISH

Number of Players: 2 to 4

Object of the Game: To collect the most sets of sea creatures. A set includes four matching cards-for example-four sharks.

How to Play: Pick a dealer to deal each player five cards. If only two people are playing, deal each player seven cards. The remaining cards are placed face down on the table.

The player to the dealer's right starts by asking any player for a specific sea creature. For example, "Chris, do you have any seals?" The player who is asking must have at least one of the cards they are asking for in their hand. If the player who was asked has any matching cards (in this example if Chris has one or more seals), he must give all of them to the player who asked for them. If the asker receives cards from this player, they get to go again and ask any player for another sea creature. The asker can keep asking until they do not receive a match from another player. When a player does not have a match, for example if Chris does not have any seals, he tells the asker to "Go Fish." The player then selects one card from the deck on the table. If the player selects the same card from the deck that they asked for, they show the card to the other players and get another turn.

Once a player obtains a set of four matching sea creatures, they may remove them from their hand and lay them to the side on the table.

Ending the Game: The game ends when one player discards all of their cards, or the deck in the center is empty. The player with the most sets of sea creatures is the winner!

GO FISH MEMORY GAME

Number of Players: 2 or more

Object of the Game: To collect the most pairs of sea creatures.

How to Play: Place the cards face down in 5 rows of 8 cards. The first player turns up any two cards. If they match, they get to keep them and take another turn. The player's turn continues until they turn up two different cards, which are then returned face down in the same spot. The next player's turn continues in the same fashion, trying to recall what was on each card.

Ending the Game: The game continues until all cards are gone. The player with the most pairs wins!