

# Classic Card Games!

ALL YOU NEED IS A DECK OF CARDS!

Military OneSource

ROAD TRIP  
GAMES

## RUMMY

This game is for two to six players.

### To deal:

The dealer deals each player 10 cards (for two players) or seven cards (for three or more players). Next, the dealer places the remaining cards facedown and turns the top card up beside the deck. This becomes the discard pile.

### To play:

The player to the left of the dealer begins. The player draws either the top card from the deck or the top card from the discard pile. The player adds the new card to his or her hand and discards a card onto the discard pile. If the player picks up the card from the discard pile, he or she may not discard that card during the same turn. Each player continues play, in turn.

Players try to create sets or runs of cards. A set is a group of at least three cards with the same number (for example, 2♣, 2♠ and 2♦) and a run is a set of three or more cards in a row in the same suit (for example, 8♠, 9♠ and 10♠). A card can belong to only one set or run at a time – a player cannot use the same card in both a set and a run.

Players may lay down their sets or runs, face up, during their turn. Players may play off their own or another player's cards. For example, if one player lays down a 7♣, 7♠ and 7♥, another player may lay down the 7♦, but only after he or she lays down at least one set or run.

### To win:

A player wins when all his or her cards are matched into sets or runs. If all the cards are matched, the player may lay them down without discarding on the final turn. Players may lay their sets or runs down during the game, or save their cards to lay down all at once. If a player goes out by laying his or her cards down at one time, it's called "rummy" and the winning player gets double points.

### To score:

When the winning player goes out, all the other players add up the value of the cards remaining in their hands. Face cards are worth 10 points each, aces are worth one point each and all the other cards are worth their face value. The total points of all the players' cards are added to the winning player's score. The game continues until one player reaches a designated score, such as 100.



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## CRAZY EIGHTS

This game is for two to six players.

### To deal:

The dealer deals seven cards to each player (for two players) or five cards (for three or more players). The dealer places the remainder of the deck facedown and turns up the top card next to the deck. This is the discard pile. If an eight is turned up, it is buried in the middle of the deck and the next card is used.

### To play:

The player to the dealer's left begins. The first player begins by placing one card face up on the discard pile. Each card played must match the top card on the discard pile either in suit (♠, ♥, ♦ or ♣) or in number. For example, if the 7♠ is the top card on the discard pile, the player must play either a spade (♠) or a seven. If a player cannot play, he or she must draw from the deck until a card can be played. If they deck is exhausted, the player may skip and the next player takes a turn.

Eights are wild! A player may play an eight, in turn, and specify the suit for the next player. The next player must play either a card from that suit or an eight.

### To win:

Players work to get rid of all the cards in their hands. The first player to run out of cards wins the game. If no player can play and the deck is exhausted, the player with the lowest score in his or her hand wins the game.

### To score:

When one player goes out, all the other players add up the value of the cards remaining in their hands. Eights are worth 50 points each, face cards are worth 10 points each, aces are worth one point each and all other cards are worth their face value. The total points of all the other players' cards are added to the winner's score. The game continues until one player reaches a designated score, such as 100.



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## GO FISH

This game is for two to five players.

### To deal:

The dealer deals seven cards to each player or five cards (for four or more players). The dealer places the remainder of the deck facedown.

### To play:

The player to the dealer's left begins. That player "fishes" by asking another player for cards by rank, from aces down to twos. The player might say, "Give me all your queens." The player may ask only one player at a time. The player who is fishing must have at least one card of that rank in his or her hand. The player who is addressed must hand over all the cards requested. Or, if the player addressed has none, he or she says, "Go fish!" The first player then takes the top card from the deck.

If the player gets the card or cards asked for, either from another player or from the deck, his or her turn continues and the player may ask for other cards. Once a player does not receive the requested card, it is the next player's turn.

### To win:

Players work to match cards in their hands. When a player has four of a kind, such as four queens, the player places those cards down, face up. When all the cards have been matched into four of a kind, the player with the most matched cards wins.



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## OLD MAID

This game is for two or more players.

### To deal:

The dealer removes one queen from the deck. Then, the dealer shuffles the deck and deals all the cards, one at a time, until all the cards are dealt. Some players may end up with more cards than others.

### To play:

To begin, the players remove all matching pairs from their hands. The matching pairs are discarded, face up. Holding the hand so the other players cannot see the cards, the dealer allows the player on the left to draw one card. If the player draws a card that matches a card in his or her hand, the pair is discarded. If the card does not match another card, it is added to player's hand. Play continues to the left until only one card is left - the odd queen. The player holding the odd queen is the Old Maid!



## SNAP

This game is for two or more players.

### To deal:

The dealer shuffles the deck and deals all the cards, one at a time, to the players. The cards are placed facedown in front of each player. It's OK if some players have more cards than other players.

### To play:

The player to the dealer's left begins by turning the top card from his or her hand over and placing it next to the hand. The next player continues, in turn. When a player turns over a card that matches a face-up card on another player's pile, any player may call out "Snap!" The first player to call out "Snap!" gets both piles of cards added to his or her hand. If two players say "Snap!" at the same time, the two piles are combined and put in the center, face up, to make the Snap Pot. If a player notices a card that matches the top card in the Snap Pot, that player may say "Snap Pot!" and add those cards to his or her hand.

### To win:

The game continues until one player has won all the cards. That player is the winner!



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