

5-in-1 Games

5 JUMBO CARD GAMES



INSTRUCTIONS FOR 2-6 PLAYERS

MEMORY GAME

Object of the game: Get the most pairs!

Set-up:

Shuffle all of the cards so they're well mixed. Lay the cards face down in any shape or order you want, but make sure none of the cards are covered by another card. You can put them into a circle or 6 rows of 8, make a face, it's up to you.

Let's do this!

In turn, each player turns over 2 cards. If the cards match, the player gets to keep them and play moves to the next player. If they don't match, both cards are turned back over. It's important to not move their position because players want to remember where they are so they can match them later. You'll want to remember, too!

End of Game:

After all cards are gone, the winner is the player with the most pairs!

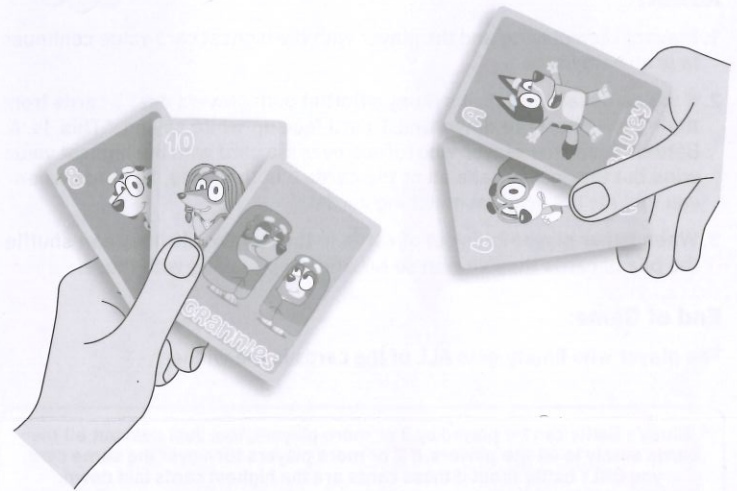


Object of the game: Get rid of all of your cards without getting stuck with the Grannies card!

Set-up:

1. Remember to put the Grannies card back in the deck to play. Shuffle all of the cards so they're well mixed.
2. Deal out all of the cards, one-by-one, to all of the players. (Some players may have more cards than others and that's OK!) This is your hand and you can look at it but don't show it to the other players!
3. At this point or at any other point in the game, players can place any pairs they have in their hand face-up on the playing area in front of them. **Pairs only**, no three-of-a-kind.

Note: The Grannies card is only used in Grannies. Keep that card out of the deck for all the other games.

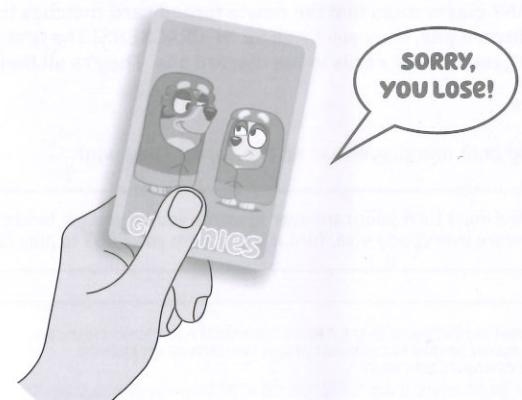


Let's do this!

1. Figure out which player was the last to eat a sandwich. That player goes first by offering their hand, face down, to the player to their left. That player chooses one card, without looking at what it is, and places it in their hand. If they can use it to form a pair, they can put the pair down in front of them.
2. Now it's this player's turn to do the same thing with the player to their left.
3. Keep putting pairs down as you get them and keep the game going.

End of Game:

The last person left holding just the Grannies card loses the game!



BLUEY'S BATTLE (war)

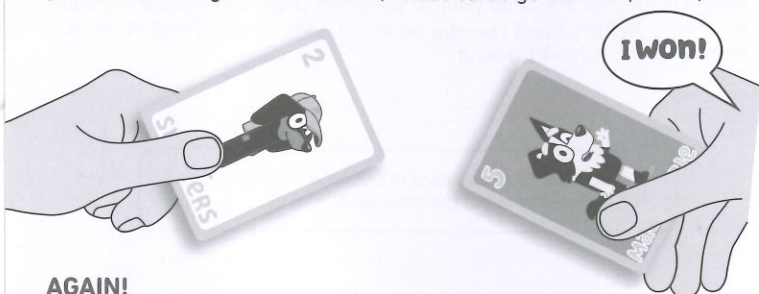
Object of the game: Get all of the cards!

Set-up:

Shuffle all of the cards so they're well mixed. Deal all of the cards out between the two players into a pile, face down, in front of each player.

Let's do this!

At the same time, each player turns over the top card of their pile. The player who turned over the card with the highest value takes BOTH cards. (The ace is the highest in the deck.) These cards go into a separate pile.



AGAIN!

1. Players keep playing and the player with the highest card value continues to grab both cards.
2. If the cards laid match, it's Bluey's Battle! Both players deal 3 cards from their draw pile, face down, and 1 card face up while saying, "This. Is. A. Battle!" Again, the player who turned over the card with the highest value wins but they get to take all of the cards – in this case, 10 cards when you include the original matching cards!
3. When either player runs out of cards in their draw pile, they can shuffle the pile of cards they've won so far and keep playing with those.

End of Game:

The player who finally gets ALL of the cards is the winner!

Bluey's Battle can be played by 3 or more players, too. Just deal out all the cards evenly to all the players. If 2 or more players turn over the same card, you ONLY battle it out if those cards are the highest cards laid down.

CHEESE 'N' CRACKERS (SNAP)

Object of the game: Get all of the cards!

Set-up:

1. Shuffle all of the cards so they're well mixed.
2. Deal all the cards into a face down pile in front of each player. (Some players may have more cards than others and that's OK!)

Let's do this!

1. The player whose first name begins with the letter closest to "A" starts by turning over the first card on their pile and placing it in the middle of the playing area. This is the discard pile that all players will play to. In turn, each player does the same.
2. When ANY player sees that the newly turned card matches the top card of the discard pile, they yell CHEESE 'N' CRACKERS! The first player to shout it gets ALL the cards in the discard pile. They're all theirs now!

AGAIN!

Keep going until one player has all the cards. They win!

And don't turn your card over towards you so you get to see it before everybody else. Turn it away from you FAST to play fair!

CHEESE 'N' CRACKERS (SNAP) continued



GO FRUIT BAT! (GO FISH)

Object of the game: Place the most matching pairs down!

Set-up:

1. Shuffle all of the cards so they're well mixed.
2. Deal 7 cards to each player (or 5 cards if you have more than 3 players). This is your hand and you can look at it but don't show it to the other players!
3. With the rest of the cards, spread them out, still face down, into a messy pile in the middle of all the players. This is your fruit bat colony.
4. At this point or at any other point in the game, players can place any pairs they have in their hand face-up on the playing area in front of them. **Pairs only**, no three-of-a-kind.

Let's do this!

1. The player whose birthday is next starts by asking any other player if they have a particular card they need to make a pair. For example, "Bluey, do you have any 5s?" or "Bluey, do you have any Bandits?"
2. The player asked MUST hand over any of those cards. The asking player's turn keeps going as they keep asking whoever they want for a card they need.
3. If the asked player DOESN'T have any, they say, "Go Fruit Bat!" Now the asking player can choose ONE card from the fruit bat colony. If it's what they needed, they can put the pair down and their turn keeps going. If it's not, their turn is over and play continues with the player to their left.

End of Game:

The winner is the player who gets rid of all of their cards first!

