

GATHER TOGETHER OVER A CARD GAME TO KEEP SPIRITS HIGH



Texas Oncology knows there's nothing better than gathering together with friends and family, evidenced by our community-based care approach that keeps patients closer to home and their support systems. Spending time with loved ones is both healing and rejuvenating. And what better way than over a game! Try out some of these favorites at your next gathering for some memory-making fun.



PLAYERS: 3-13

REQUIRES: A standard deck of cards and spoons (one spoon fewer than the number of players)

DIFFICULTY: Easy

PREP:

- Place spoons in the center of the table.
- Deal four cards to each player.

GAME PLAY:

- Dealer takes the top card from the deck, adds it to his/her hand and discards a card to the left.
- All other players take the card discarded by the player on their right and subsequently discard a card to their left.
- Play continues as players attempt to get four of a kind.
- The first player to have four of a kind picks up a spoon.
- All other players attempt to grab a spoon.
- The player who does not get a spoon is eliminated.
- Remaining players return spoons to the middle of the table, removing one spoon so there is one less than the number of players. Players then start a new round.
- The player who picks up the last spoon wins the game.



PLAYERS: 4 players in 2 teams

REQUIRES: A standard deck of cards, pen and paper

DIFFICULTY: Moderate

PREP:

- Deal 13 cards to each player.
- All cards are dealt face down, except for the final one which is face up to indicate which suit is trump for that round.

GAME PLAY:

- The first player can play any card. Each player after the lead must play a card of the same suit. If unable to follow suit, the player can play any card.
- The highest card of the leading suit wins the round (Ace is high), unless a player uses a trump card. (Trump suit indicated at start of game during deal.)
- Play continues until all 13 rounds are played.
- The team that wins more rounds scores one point for each round they won in excess of six (e.g., if the score is 8 to 5, the winning team gets 2 points).
- The first team to reach five points wins.



CONCENTRATION

PLAYERS: 2+

REQUIRES: A standard deck of cards

DIFFICULTY: Easy

PREP:

- Place cards face down in four rows of 13.

GAME PLAY:

- Play begins by each player taking turns to flip two cards face up. If they are the same number and color then the player wins the pair, removes it from the row and gets a second turn.
- If the cards are not of the same number and color, they are turned back facedown.
- The next player takes his/her turn and play continues until all cards have been picked up.
- The player with the most pairs wins.



SLAPS

PLAYERS: 2+

REQUIRES: A standard deck of cards

DIFFICULTY: Moderate

PREP:

- Deal cards evenly to each player.
- Without looking at the cards, each player squares up his/her hand into a neat pile.

GAME PLAY:

- Play begins with the first player placing his/her top card face up in the center of the table.
- Each player does so in turn until a face card or Ace is played.
- After a face card or Ace is played, the next player has the following number of chances to play another face card or Ace:
 - » **Jack** = one chance
 - » **Queen** = two chances
 - » **King** = three chances
 - » **Ace** = four chances
- If the player does not play a face card or Ace in the designated number of chances, the person who played the initial face card or Ace wins the cards and adds them to the bottom of his/her pile.
- If the player does play a face card or Ace, the next player must try to play a face card or Ace in the designated number of chances.

» Play continues until a player does not play a face card or Ace in the designated number of chances, making the last one to successfully play a face card or Ace the winner of that round.

- Play resumes with the winner of the previous round placing his/her top card face up in the center of the table.
- Players may “slap the pile” throughout the game. The first person to slap keeps all the cards in the pile. Players may continue to slap even if they have run out of cards. Slapping is valid when one of the following appears:
 - » **Double:** Consecutive cards of the same number (e.g., 7, 7)
 - » **Sandwich:** Cards of the same value with a card in between (e.g., 4, 9, 4)
 - » **Tens:** When consecutive cards (or cards with a face card in between) total 10 (e.g., 4, 6 or 3, King, 7)
 - » **Jokers:** When a joker is played
 - » **Four in a row:** When four cards are played in order (e.g., 5, 6, 7, 8)
 - » **Marriage:** When a King and Queen are played in sequence
- If someone slaps a pile that is not slap-able, he/she must “burn” one card from his/her hand by adding it to the bottom of the pile.
- The game ends when all but one player has run out of cards. The player who still has cards wins.



HEARTS

PLAYERS: 3-7

REQUIRES: A standard deck of cards, pen and paper

DIFFICULTY: Hard

PREP:

- 5 players = 10 cards each, remove 2 of diamonds and 2 of clubs
- 4 players = 13 cards each
- 3 players = 17 cards each, remove 2 of diamonds

GAME PLAY:

- Players pass three cards they wish to discard to the player on their left.
- The first player can play any card. Each player after the lead must play a card of the same suit. If unable to follow suit, the player can play any card.

- A player can't lead with a heart until a heart has been "broken." A heart is broken when a player lacks a card in the leading suit and plays a heart instead.
- A player takes the round when he/she plays the highest card of the leading suit. He/she keeps the cards in the pile, places them face down to the side and leads the next round. Play proceeds until all cards have been played.
- Once all cards have been played the penalty points are counted. Note that a player may not want to win a round to avoid penalty points.
 - » Each heart = add 1 point
 - » Queen of spades = add 13 points
 - » Jack of diamonds = subtract 10 points
- The game ends when a player reaches 50 points. The player with the least number of points wins.



RUMMY

PLAYERS: 2-6

REQUIRES: A standard deck of cards (minus jokers), pen and paper

DIFFICULTY: Hard

PREP:

- Remove jokers from the deck
- 2 players = 10 cards
- 3-4 players = seven cards
- 5-6 players = six cards
- Place the remaining cards face down on the table, forming the stock pile.
- Turn the top card face up next to the stock, forming the discard pile.

GAME PLAY:

- Each player begins his/her turn by either drawing a card from the top of the stock pile or taking the top card from the discard pile.
- Each player works to sort his/her cards into groups (melds) of three or more cards and place them face up on the table. There are two kinds of melds:
 - » **Run:** three or more cards of the same suit in sequence (e.g., 3, 4, 5 of hearts)

- » **Set:** three or four cards of the same rank in different suits (e.g., 8 of clubs, diamonds, and spades)
- Players may add cards from their hands to melds previously placed on the table by themselves or other players.
- Players cannot move cards from one meld to another to form new melds.
- There is no limit to the number of cards a player can lay down during a single turn.
- Each player must end his/her turn by discarding one card face up in the discard pile.
- The first player without cards wins the round.
- Points are counted by players adding up their melds. In addition, players must subtract the cards remaining in their hands from their total score and add that same value to the winner's score.
 - » **Ace** = 1 point
 - » **Face card** = 10 points
 - » **Other** = face value (e.g., a 7 is worth 7 points)
- The first player to reach the designated number of points wins.