

Snap (Rules are in the single packs)

Deal:

The dealer shuffles the cards and deals them in a clockwise direction to all of the players. Some players may have one card more than other players. Each player places his cards face down.

Play:

The player on the dealers left goes first taking their top card and starting a new pile by placing face up in the middle. Play then continues in a clockwise direction. Each player on their turn, turns over the top card quickly from their pile placing it on top of the previous card so all players have the same chance to call “Snap”. When a card matches a card already face up, the first player to call “Snap” wins the pile and adds them to the bottom of their pile face down. This player then restarts the game as before.

When a player runs out of cards they are out of the game unless they are the next player to call “Snap” and win the pile.

Winning:

The winner of the game is the player who wins all the cards.

Pairs (Rules are in the single packs)

Object:

The aim is to find two cards that match (same number e.g. 2 x number 50 – 2 Lion cards).

Deal:

Shuffle the cards and place them all face down on the table.

Play:

Each player on their turn, turns over two cards and keeps them if the cards match. By matching a pair the player has another turn and continues until two cards are not matched, those cards are turned face down again in their original places. It then becomes the next players turn and proceeds in a clockwise direction.

Winner:

The player with the most pairs wins the game.