

# Card Games

The royal characters in *Alice in Wonderland* personify several different playing cards in a standard deck of cards, such as the King and Queen of Hearts. There are many fun card games to share with your family and friends. Try these two games with a standard 52 card deck.

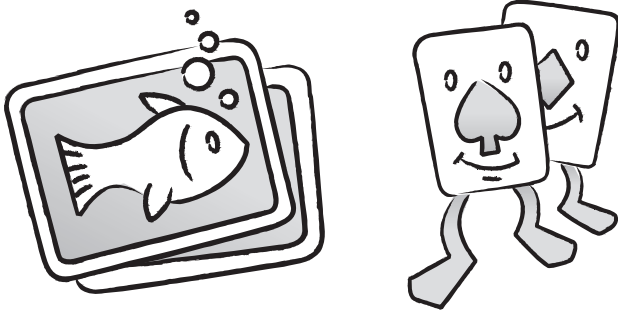
## Go Fish

This game is best for three to six players, but it is possible for two to play. The dealer deals five cards to each player (seven each for two players). The remaining cards are placed face down in a stack.

The player to dealer's left starts. A turn consists of asking a specific player for a specific rank. For example, if it is my turn I might say: 'Mary, please give me your jacks.' I must hold at least one jack to say this. If Mary has any jacks, she must give all of them to me. I get another turn and may ask any player for another rank I hold.

If the person asked does not have any cards of the named rank, they say 'Go fish!' I must then draw the top card of the undealt stack. If the drawn card is the rank asked for, I show it and get another turn. If the drawn card is not the rank asked for, I keep it, but the turn now passes to the player who said 'Go fish!'

As soon as a player collects a book of four cards of the same rank, they should show it to everyone and discard it face down. The game continues until either someone has no cards left in their hand or the stack runs out. The winner is the player who then has the most books.



### Want to try a more active game?

The Queen invites Alice to play croquet, an outdoor game that involves hitting a heavy ball with a wooden mallet through metal hoops (wickets) planted in the ground. The sport was invented in Ireland in the 1800s and was quite popular among aristocrats. Check the closet in your school's gym or your grandparents' house for a croquet set. Then gather your friends and family, find a nice open space to plant the wickets, and enjoy a game of croquet!

## Hearts

Hearts is most commonly played by four people. There are no formal partnerships, though there are times when players will find it in their interest to help each other. Each heart is worth one penalty point and the queen of spades is worth 13 penalty points. The other cards have no value.

The object is to avoid scoring points. The game is ended by someone reaching or going over 100 points, and the winner is the player with the lowest score at this point.

All the cards are dealt clockwise one at a time, so that everyone has 13. On the first hand, after the deal, each player passes any three cards facedown to the player to their left. When passing cards, first select the cards to be passed and place them facedown; only then may you pick up the cards passed to you. Look at these cards and add them to your hand.

On the second hand, each player passes three cards to the player to their right, in the same way. On the third hand, each player passes three cards to the player sitting across from them. On the fourth hand, no cards are passed. The cycle then repeats until the end of the game.

The person who holds the two of clubs starts by laying out a card. The other players, in clockwise order, must play a card of the same suit, if possible. If they do not have a card of that suit, they may play any card. The person who played the highest card of the correct suit wins the trick and begins the next trick.

You cannot lead a heart until after a heart has been played (as a discard) to another trick, unless your hand contains nothing but hearts. Discarding a heart—thus allowing hearts to be led in future—is called breaking hearts. In general, discarding a penalty card on a trick is called painting the trick.

A player whose hand consists entirely of hearts may lead any heart. Although it is illegal to lead hearts until they are broken, players are permitted to lead spades. It is common to lead lower spades to try to drive out the queen, sometimes known as smoking out the queen.

Normally, each player scores penalty points for cards in the tricks that they won. Each heart scores one point and the queen of spades scores 13 points. However, if you manage to win all the scoring cards (known as a slam or shooting the moon), your score is reduced by 26 points, or you may choose instead to have all other players' scores increased by 26 points.

The game continues until one player has reached or exceeded 100 points at the conclusion of a hand. The person with the lowest score is the winner.

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