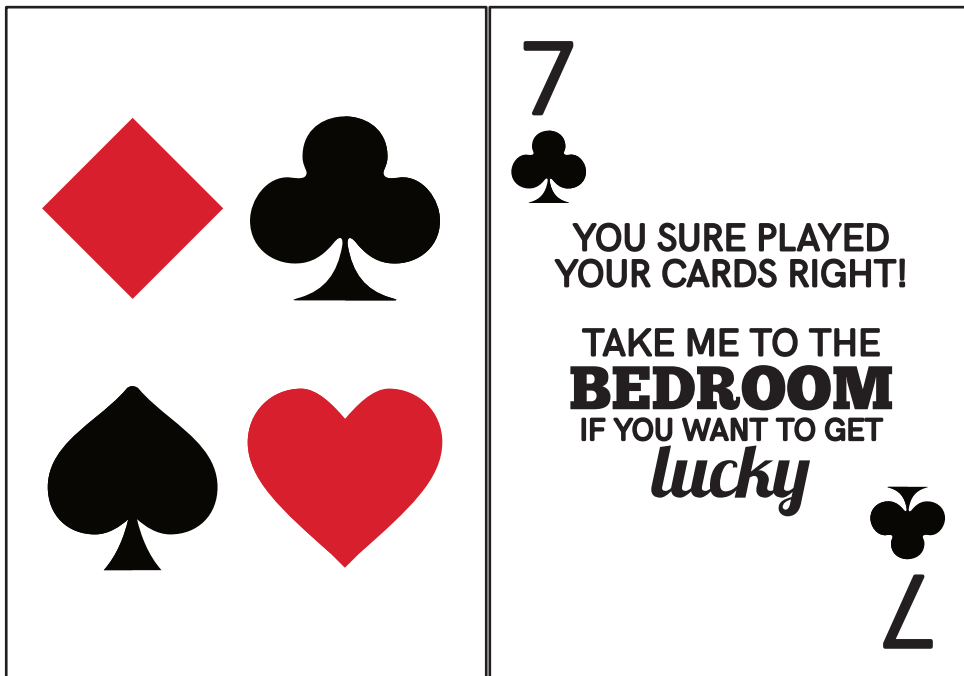


# CARD GAMES

♥♥ for 2



INTIMACY INVITATION



INVITATION



# CRAZY EIGHTS

*A wild and crazy card game that's perfect for two!*

- Using a standard deck, deal seven cards to each player.
- The object of the game is to be able to match the top card of the discard pile (8's are WILD) and be the first player to get rid of all your cards!
- Place remaining cards face down in the center of the playing area, turning the top card over to form a discard pile. If the top card is an 8, it must be placed back into the deck and a new card must be selected.
- Take turns matching the number or suit of the top card of the discard pile by laying a matching card from your hand on top. If a player doesn't have a matching rank or suit, they may play an 8-card. That player picks a new suit for the next player.
- If you can't match the top card and don't have any 8's, you must draw from the deck. Keep drawing until you can play!
- Gameplay ends when someone plays the last card from their hand or no one is able to make a match. If the latter is true, tally up points to determine the winner. 8's - 50 pts. Facecards - 10 pts. All other cards - Face value
- The player with LOWEST score wins!

*Are you game?*



# SNAP!

*A fast-paced game of speed and skill!*

- Using a standard deck, deal all cards equally to players. No peeking!
- The object of the game is to spot and slap matches, trying to collect all the cards!
- Starting with the dealer, players take turns placing one card from the top of their deck face-up in the center of the playing surface.
- The faster the play, the greater the fun!
- Whenever a match appears (same #, suit, or color), each player tries to slap the deck as quickly as possible- claiming those cards as their own.
- Whoever slaps first gets to keep the pair and all cards beneath it. Play continues.
- If the center is accidentally slapped when no match is present, that person must forfeit one of their cards to the other player.
- Whoever runs out of cards first loses.

*Are you game?*



## CARD GAME INSTRUCTIONS

DESIGNED BY CARISA @ [WWW.MESSESTOMEMORIES.COM](http://WWW.MESSESTOMEMORIES.COM)  
EXCLUSIVELY FOR THE DATING DIVAS



# SLAPJACK

*Get ready to focus and get out that aggression with this slap-happy game!*

- Using a standard deck, deal all cards equally to players. No peeking!
- The object of the game is to spot Jacks and 'slap' them as quickly as possible, thereby collecting the most cards and staying in the game the longest.
- Players take turns flipping one of their cards over and placing it in the center of the playing surface.
- Be on the lookout for Jacks! When a Jack is spotted, players try and slap it as quickly as possible. Whoever slaps first gets to keep the Jack and all cards underneath.
- Make gameplay more difficult by choosing to slap pairs (same #, color, or suit) or sandwiches (the same #, color, or suit with a card in between).
- When a player runs out of cards, they may try and slap back in by watching their opponent flip over cards and spotting a match.
- Play continues until both players run out of cards.

*Are you game?*



# CHEAT

*A cardgame for two that puts your truth-telling abilities to the test!*

- Using a standard deck, deal all cards equally to players. The object of the game is to get rid of all of your cards as quickly as possible.
- Play consists of moving through the ranks - Ace, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King - placing a certain number of cards (face-down) from that rank onto the center pile on your turn. But here's the juicy part - lying is permitted!  
\*For example, if on your turn you're supposed to play 3's but you don't have any, you can play any of your other cards. It's up to your opponent whether or not to call your bluff.  
Ex. You: "I'm playing 2 3's."  
Opponent: "I don't believe you. Cheat!"
- If your bluff is called, you must turn those cards over and reveal. If you were cheating, you take ALL cards in the center pile and add them to your hand. If you were telling the truth, your opponent must add the cards to their hand.
- Play continues until someone gains possession of all cards. That player wins!

*Are you game?*



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# MEMORY

*Put your memory skills to the test with this easy to learn game for two!*

- Make sure cards are shuffled.
- Using a standard deck, lay all cards facedown in a grid pattern.  
\*You can make play harder or easier depending on the amount of pairs you have in your deck. Feel free to remove or add pairs to your liking.
- Take turns flipping two cards over. Your goal is to make a match!
- When a player finds a pair, he/she removes those two cards and adds them to their stockpile. They may continue searching for and making matches until they fail. At that point, their turn is over.
- Play ends when all matches are found.
- Whoever has the most matches in his/her stockpile wins!

*Are you game?*



# FISH

*A classic game of draws and guesses!*

- Using a standard deck, deal seven cards to each player.
- Place the remaining cards in the middle of the playing surface.
- The object is to get the most 4-of-a-kinds!
- Gameplay begins with one player (typically the non-dealer) asking their opponent if they possess a certain card. They themselves must have at least one of that card in their hand in order to ask for it. The opponent **MUST** give the asking player any cards that match the request.
- If a card is handed over, the asking player gets to go again, requesting another type of card.
- If no card is available to hand over, the opponent must respond "Fish!" and the asking player then draws one card from the center deck, ending their turn.
- When someone gets 4-of-a-kind, they must remove those four cards from their hand and place them in a pile next to them. Keep your piles separate so they can be easily counted in the end!
- If at any time a player runs out of cards, they must draw seven new cards from the center deck.
- Gameplay continues until all cards have been laid down in a 4-of-a-kind pile.
- The player with the most number of piles wins!

*Are you game?*



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