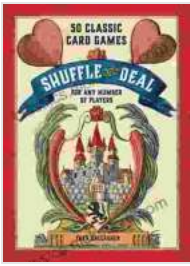


# 50 Classic Card Games for Any Number of Players: A Comprehensive Guide to Timeless Entertainment



Card games have been a staple of human civilization for centuries, bringing people together across cultures and generations. With an endless array of options to choose from, there's a card game out there for every occasion and any number of players. Whether you're looking for a casual family get-together, a competitive tournament, or a quiet night in, this comprehensive guide will introduce you to 50 classic card games that will entertain and engage players of all ages and skill levels.



# Shuffle and Deal: 50 Classic Card Games for Any Number of Players

by Jim Zub

★★★★☆ 4.3 out of 5

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Screen Reader : Supported  
Enhanced typesetting : Enabled  
Print length : 160 pages



## Games for 2 Players

### 1. Go Fish

**Players:**  
- 2-6

**Goal:**  
- Collect the most sets of 4

**Setup:**  
- Deal each player 5 cards  
- Remaining cards go in draw pile

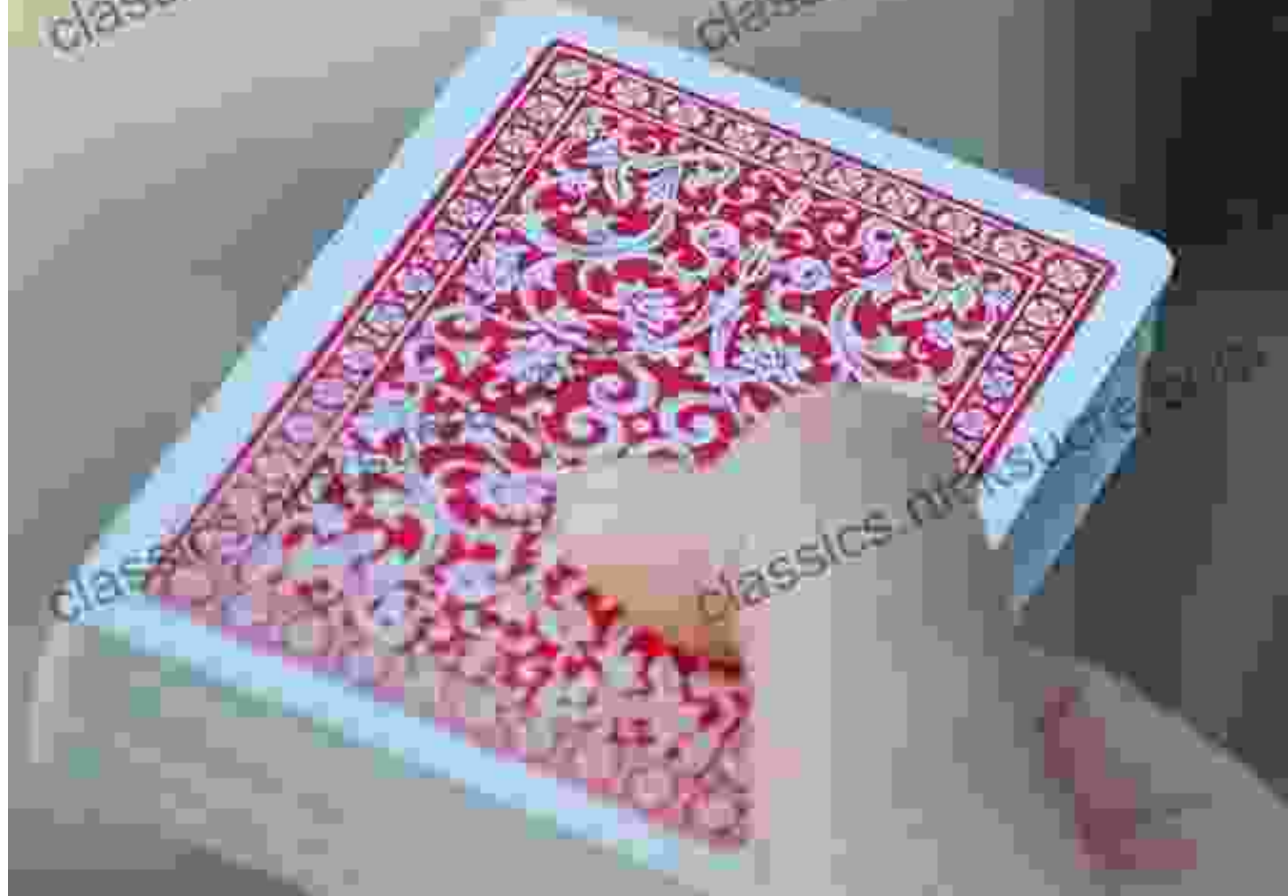
**Rules:**  
- Player 1 asks another player for a card rank. That player must give away cards asked for, if they have it.  
- Player 1 receives cards & asks again.  
- If the player doesn't have the cards asked for, they say "Go Fish". Player 1 draws a card and asks for a card.  
- Play sets of 4 once you have them, game continues until a player runs out of cards

**Objective:** To collect the most pairs of cards.

**Gameplay:** Players take turns asking each other for cards of a specific rank. If the other player has any cards of that rank, they must give them up. If they don't have any, the asking player says "Go Fish," and the other player draws a card from the deck. The first player to collect all four cards of a rank (a pair) lays them down and earns a point.

## **2. Crazy Eights**

# HOW TO PLAY "CRAZY 8S"



**Objective:** To get rid of all your cards first.

**Gameplay:** Each player is dealt a hand of cards, and the remaining cards are placed in a draw pile. Players take turns matching the rank or suit of the card on the discard pile. If a player can't match, they must draw a card from the draw pile. If they draw an "8," they can change the suit and continue playing. The first player to get rid of all their cards wins.

### 3. War



**Objective:** To collect all the cards.

**Gameplay:** Each player is dealt half of the deck. Players simultaneously flip over a card. The player with the higher card wins all the cards that were played and adds them to the bottom of their deck. If the cards have the same rank, a tie occurs. In this case, each player places three cards face down in a pile and then flips over another card. The player with the higher card wins all the cards in the piles. The first player to collect all the cards wins.

**Games for 3 or More Players**

## 4. Hearts



**Objective:** To avoid taking penalty points by collecting hearts and the Queen of Spades.

**Gameplay:** Each player is dealt 13 cards. The first player leads with any card. The other players must follow suit if possible. If they can't follow suit, they can play any card, including a heart. The trick is taken by the player who played the highest card of the suit that was led. Hearts and the Queen of Spades are worth penalty points. The first player to reach 100 penalty points loses.

## 5. Spades





**Objective:** To take the most tricks and bid accurately.

**Gameplay:** Each player is dealt 13 cards. The players bid on the number of tricks they think they will take. The team that wins the most tricks wins the game. However, if a team fails to take the number of tricks they bid, they are penalized.

## 6. Rummy



**Objective:** To be the first player to meld all their cards into sets (three or four cards of the same rank) and runs (three or more cards in sequence).

**Gameplay:** Each player is dealt 10 cards. The remaining cards are placed in a draw pile. Players take turns drawing a card from the draw pile or picking up the top card from the discard pile. They then meld any cards they can. The first player to meld all their cards wins.

## Games for 4 or More Players

### 7. Bridge





**Objective:** To take the most tricks and bid accurately.

**Gameplay:** Bridge is a trick-taking game played by four players in two partnerships. Each player is dealt 13 cards. The players bid on the number of tricks they think they will take. The team that wins the most tricks wins the game. However, if a team fails to take the number of tricks they bid, they are penalized.

## 8. Whist



**Objective:** To take the most tricks and bid accurately.

**Gameplay:** Whist is a trick-taking game played by four players in two partnerships. Each player is dealt 13 cards. The players bid on the number of tricks they think they will take. The team that wins the most tricks wins the game. However, if a team fails to take the number of tricks they bid, they are penalized.

## 9. Euchre

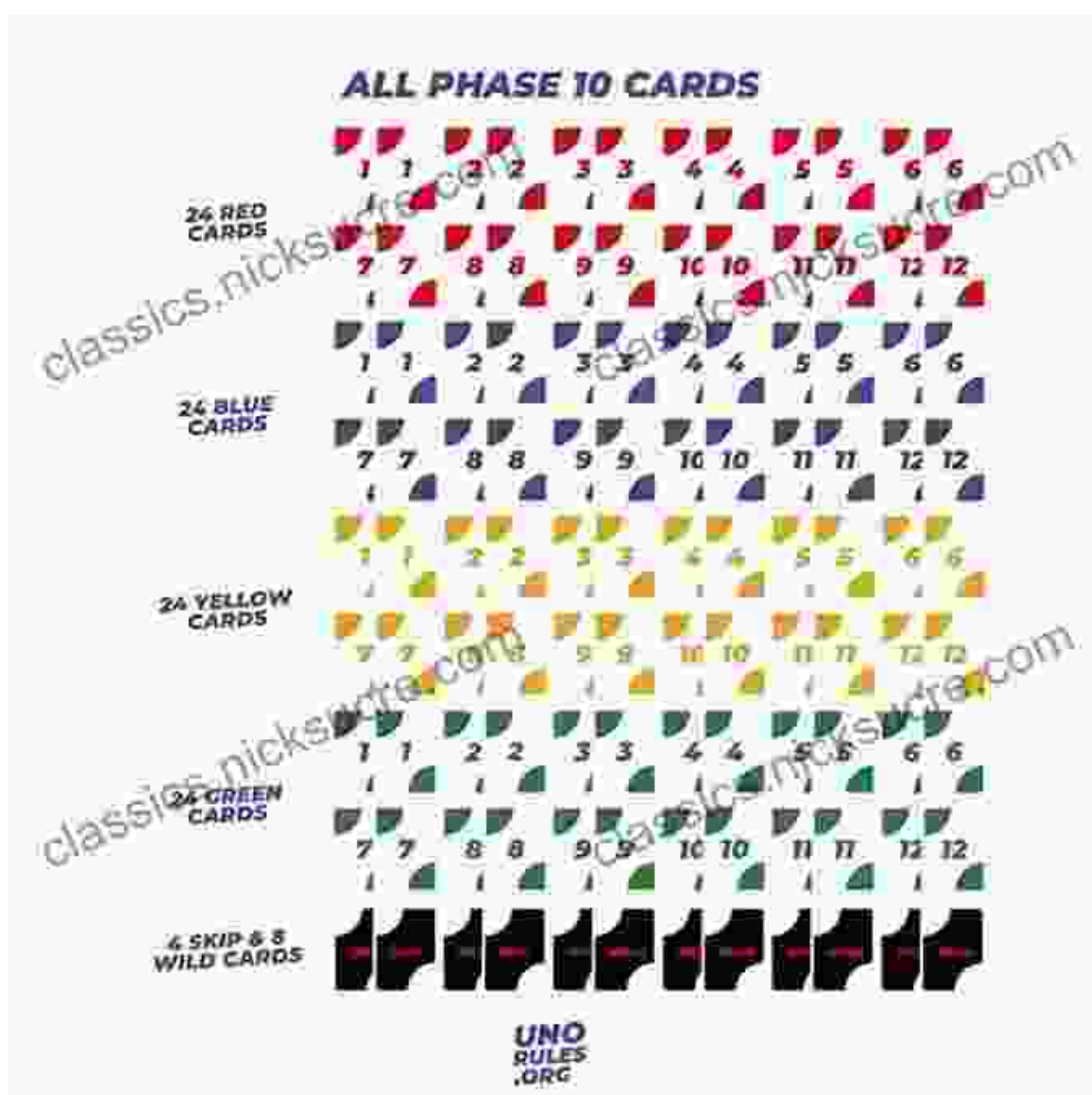


**Objective:** To take the most tricks and bid accurately.

**Gameplay:** Euchre is a trick-taking game played by four players in two partnerships. Each player is dealt 5 cards. The players bid on the number of tricks they think they will take. The team that wins the most tricks wins the game. However, if a team fails to take the number of tricks they bid, they are penalized.

## Games for 5 or More Players

### 10. Phase 10



**Objective:** To be the first player to complete all 10 phases of the game.

**Gameplay:** Each player is dealt 10 cards. The remaining cards are placed in a draw pile. Players take turns drawing a card from the draw pile or picking up the top card from the discard pile. They then discard a card. The phases are progressive, and players must complete each phase in order

before moving on to the next one. The first player to complete all 10 phases wins.

## 11. Canasta

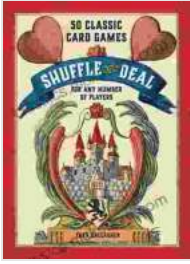


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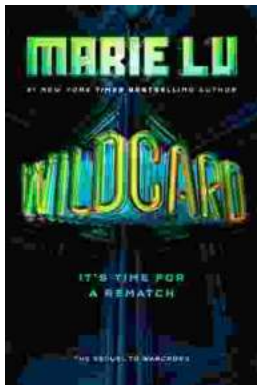
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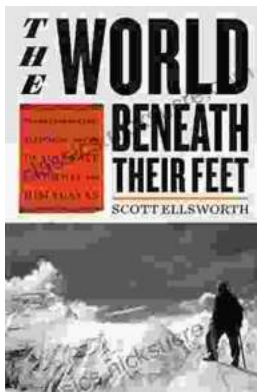


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