



CRAZY CARDS

Ages 7+ | Individual or Family | 1+ Players

AIM OF THE GAME



- ▶ To try and turn over all your cards in the correct order.

EQUIPMENT



- ▶ A safe space to play in and a deck of playing cards.

HOW TO PLAY



- ▶ Set out one suit of cards per player or team at one end of the playing area. Players start the game at the opposite end of the playing area.
- ▶ Cards should be facing down and jumbled up in a random order. Cards can be laid out in a line or scattered within an area.
- ▶ If playing in teams, one player per team comes out at a time, and turns over a card. Returning to their team after each attempt to let the next player go.
- ▶ Each team needs to turn all their cards over in order, starting at ace and finishing on king.
- ▶ Players need to work together and communicate with one another to turn the cards over in the right order successfully.
- ▶ The team that has turned over all their cards in the correct order wins the game.

- ▶ If playing on your own, play as above but bring the correct card back to the start line once it's been turned over. Only turn over one card per visit, returning to the start line each time.



GAME VARIATIONS

1. Make the game easier by removing picture cards from the suit or only play until a number that you have set (e.g. until card number 9).
2. Make the game harder by combining suits together to add more distractions or choices to the players. You may decide to complete the suits in order i.e. Diamonds ace, Jacks ace, Diamonds 2, Jacks 2 etc..
3. Add in a special cards rule. If you turn over a King at any time you can turn over another card on the same visit. If you turn over a Jack in the wrong order you must turn over all your cards that have previously been turned over, the re-mix up cards and the game restart again.