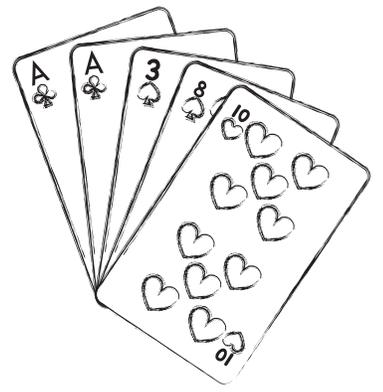


Let's Play Cards

Your Summer Reading Kit includes a deck of cards, which of course are characters in *Alice's Adventures in Wonderland*! Here are a few games to try out.



SPOONS

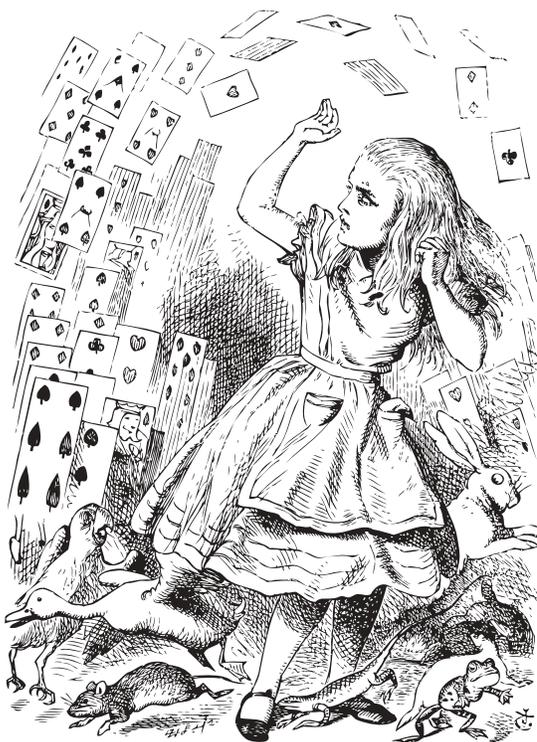
SETUP

Have everyone sit in a circle, facing each other. Shuffle the deck of cards. Place spoons in the middle. There should be one less than the number of players; in other words, if there are seven players, then six spoons should be in the middle of the circle.

<https://www.howdoyouplay.net/category/card-games>

HOW TO PLAY

- Deal each player four cards. With the remaining cards, form a stack.
- To begin a game, the first player takes a card from the deck and places it into his hand. He or she decides whether to keep this card or not. He or she quickly discards one card from his hand and passes it, face down, to the next person in the circle (in clockwise order).
- The goal is to try to get 4 of a kind. Once a person gets 4 of the same rank of card, he or she is now eligible to grab a spoon from the middle. Once anyone takes a spoon from the middle, the rest of the players can now grab a spoon, even if they don't yet have four of a kind.
- In order not to lose, you must grab a spoon in time. The last player (the one who was not successful in getting a spoon) loses and must leave the circle.
- Decrease the number of spoons by one and repeat this process until there is only one winner left.



KEMPS!

SETUP

- First, ensure that you have an even number of people. This is required since this game involves pairs playing together.
- Randomly assign partners.
- Have each pair meet to determine a secret, subtle signal. This signal needs to be non-verbal and nothing too obvious. Some examples might include: puckering lips, winking one eye, scratching one's ear, etc.
- Once all pairs have decided on a good signal, have everyone sit in a circle facing each other.
- Partners should be seated across each other.

HOW TO PLAY KEMPS continued on back...

HOW TO PLAY KEMPS - A SAMPLE ROUND

- Shuffle the cards and deal four cards to each player. Each player holds a maximum of four cards in his or her hand at a time.
- Deal four cards to the middle of the table, face up. Say, "Ready, set, go!" and begin the round.
- Each player can discard a card from their hand and then grab any card from the center of the table. It is an ongoing process without structured turns; players simply exchange single cards from their hand with cards that show up on the table. Again, a player cannot have more than four cards in their hand at the same time.
- The goal is for you (or your partner) to get four of the same rank (e.g., four 8's, or four Queens, etc.). If no players want any of the four cards that are in the center, the dealer can remove the four cards and deal out four new cards and the process continues.
- Once you successfully have four-of-a-kind, use your secret signal to try to get your teammate to yell "Kemps!" If "Kemps!" is called on a person, that person must reveal their hand to show whether or not they have four-of-a-kind.
- If your partner yells "Kemps!" and you have four-of-a-kind (or vice versa), then your team gets a point and wins the round. If your teammate yells "Kemps!" but you don't have four of a kind (or vice versa), then your team loses a point.
- You can also yell "Kemps!" and point to an opponent if you think they have four-of-a-kind. If successful, you also win a point, but if you are wrong, you lose a point.
- Victory is achieved when your team earns four points (or whatever point value you wish).

SPEED

SETUP (2 PLAYER GAME)

- Each player is dealt 20 cards in two piles - 15 cards in one pile, and five cards in the other pile.
- The remaining 12 cards are setup in a horizontal line between the two players with two single cards next to each other, and a five card pile on the outside of each single card.

Be the first player to get rid of your 20 cards into the middle.

GAME PLAY

- Each player holds the five card pile in his/her hand. The game begins with each player flipping up one of the single cards in the middle.
- Players can play cards from their hands that are one number higher or one number lower than the cards in the middle. Players play as fast as they can and do not take turns. Once a card is played into the middle, the player can replace it with a card from the pile of 15 cards.
- The ace links the king and two together. The first player to play all his/her cards into the middle and shouts "SPEED" wins the game.
- Only one card can be played into the middle at a time. A player can have no more than five cards in his/her hand at a time.

