

## Happy Families

Shuffle and deal all the cards, face down. The aim of the game is to make 'families'. A family is made by having 4 matching cards. The player to the left of the dealer begins by asking another player for a specific card. You must have at least one of this 'family' already. For example, if you already have one Eddie card, you can ask for an Eddie card to try and make up your family. If they have the card they must give it to you. You can then ask the next player for a card – this could be Eddie, or it could be for another family. Continue in this way until someone says 'No' when you request a card. When you are told 'No' it is the player to your left's turn to ask for a card. Play continues until all families are complete and the winner is the player with the most complete families.

## Snap

Shuffle cards and deal to all players. Each player makes a pile of their cards, face down, in front of them. Starting with the player to the left of the dealer, one by one, players must turn their top card over (without looking at it first) and place it in a pile in the middle. When a turned card matches that already on top of the pile each player races to call out 'Snap', the first player to do this adds the centre pile of cards to their own. That player then resumes play. If more than one player calls at exactly the same time then the pile remains in the middle and it is the next player's turn to place a card. When a player runs out of cards they are out of the game. The last player with cards is the winner.

## Matching Pairs

Shuffle and place each card face down with no overlaps. The oldest player begins. Take it in turns to turn over two cards, making sure that all players can see the images. If the cards match they make a pair. The player can keep the cards and pick again. If they do not match the player must return the cards, face down again, and the next player picks. Play continues until all cards are picked and the winner is the player with the most pairs.

## Lose the Sheep

The aim of the game is to not get 'caught' with the 'Sheep' card. Remove 3 of the 4 'Sheep' cards, shuffle and deal the pack to all players. Players should take out any pairs they have and place them face down in front of them. The player to the left of the dealer starts. They offer their cards face down to the person on their left, who picks out a card. If they make a pair with an existing card they can place them face down with their other 'pairs', if not they keep it with the cards in their hand. This player then offers their cards to the person on their left. Play continues until there is only one card left, this will be the 'Sheep' card and the player holding it gets caught and loses the game. Baaaaaaa!