G.O.P.S. - Game of Pure Strategy

Setup

The game is for two players, using three suits from a standard 52-card pack. Cards rank Ace (low), 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K (high). As a prize, the Ace is worth 1 point, cards 2-10 face value, Jack 11, Queen 12 and King 13.

The cards are sorted into suits (diamonds, hearts, spades, and clubs). Diamonds is shuffled and stacked face down as a prize pile. Each of the other players takes one of the black suits (spades and clubs). You can look at all 13 of your cards in your hand.

You win GOPS by using your cards to bid on the prize pile cards that come up each turn.

Play

The top card of the prize pile is turned face up. Then each player selects any card from their hand with which to bid for it and places it face down. When both players are ready, the bid cards are revealed simultaneously, and the higher bid wins the prize card. The bid cards are then discarded and the prize card is placed beside the player who won it. The next card of the prize pile is turned face up and players bid for it in the same way.

If the bids of the two players are equal, the bid cards are discarded but the prize card remains on offer. A new prize card is turned face up and the next bid is for the two prize cards together, then for three prize cards if there is another tie, and so on. If the player's last bid cards are equal, the last prize card (and any others remaining from immediately preceding tied bids) are not won by either player.

Scoring

When both players run out of bid cards the play ends. Each player totals the value of the diamonds they have won in bids (ace=1, 2-10 face value, J=11, Q=12, K=13) and the greater total wins the game.
War

The Deal

Shuffle the deck. The deck is divided evenly, with each player receiving 26 cards, dealt one at a time, face down. Anyone may deal first. Each player places his stack of cards face down, in front of him.

You win War by having higher cards than your opponent and taking all of their cards.

The Play

Each player turns up a card at the same time and the player with the higher card takes both cards and puts them, face down, on the bottom of his stack.

If the cards are the same rank, it is War. Each player turns up one card face down and one card face up. The player with the higher cards takes both piles (six cards). If the turned-up cards are again the same rank, each player places another card face down and turns another card face up. The player with the higher card takes all 10 cards, and so on.

Winning

The players keep playing, putting cards they win on the bottom of their stack. The game ends when one player has won all the cards.
Memory

Setup

Shuffle the deck and deal the cards face-down in a random grid.

You win Memory by finding more cards matches than your opponent.

Play

Players alternate taking turns - the younger player plays first. On your turn, reveal two of the cards by turning them face-up. If your two cards are the same number and color (such as the 7 of hearts + the 7 of diamonds, or the queen of spades + the queen of clubs), then you have found a match. Keep the two matching cards and put them in your scoring pile. If they do not match, turn them back face-down.

Winning

When the players have taken all of the cards, the game is over. Count the cards in your scoring pile - the player with more cards is the winner.
Uno

Setup

Shuffle the deck of cards and deal each player a hand of 7 cards. Put the rest of the cards in the center of the table as the draw pile. Turn over the top card and put it face-up next to the draw pile as the first card in the discard pile.

You win Uno by being the first player to get rid of all of the cards your hand.

Play

The youngest player goes first and players alternate turns. On your turn, you play one card from your hand onto the discard. Your card must match the top card of the discard pile either in NUMBER or in COLOR. For example, if there is a 3 of diamonds on the top of the discard, you can play any diamond card or any 3 card (club, spades, or hearts).

You must play a card from your hand if you can. If you cannot play a card, you must draw a card from the draw pile into your hand. Once you draw a card or play a card, your turn is over.

Special cards

The face cards (JACK, QUEEN, KING) are special cards. Playing a special card still requires that you match with the top of the discard pile in color or number. Playing them has the following special effects:

- JACKS are DRAW 2 cards: When you play a Jack, the other player must immediately draw 2 new cards from the draw pile into their hand.
- QUEENS let you PLAY AGAIN: After playing a Queen, you can take another turn.
- KINGS are WILD: You can play a King on any other card.

Winning

The first player to play the final card from their hand wins the game. If players go through the entire draw pile and both players have cards in their hands, the player with fewer cards in their hands wins.