Walmart’s Playing Cards
The four suits of the Mamluk deck were Cups, Coins, Swords (Scimitars), and Polo Sticks.

Europeans would maintain the deck structure (four suits) and the suit signs with modifications. Cups became Hearts, Coins became Diamonds, Swords became Spades and Sticks became Clubs.

The oldest cards are believed to have originated in China and they are thought to have been paper currency with Chinese ideograms to mark their rank and suit. From China, playing cards spread to India and Persia. From Persia they are believed to have spread to Egypt during the era of Mamluk control (Mamluks ruled Egypt and Syria from 1250 until 1517, when their dynasty was extinguished by the Islamic Ottoman Turks).
Playing cards entered Southern Europe in the 14th century, most likely from Mamluk Egypt. Wide use of playing cards in Europe can, with some certainty, be traced from 1377 onward. In the late 14th century, Europeans changed the Mamluk court cards to represent European royalty and attendants. Packs of 56 cards (as in tarot) containing in each suit a King, Queen, Knight, and Knave.
Excluding Jokers, the French 52-card deck preserves the number of cards in the original Mamluk deck.

The 52-card deck includes 13 ranks of each suit with reversible “court” cards. Each suit includes an Ace, depicting a single symbol of its suit, a King, Queen, and Jack, as well as ranks (numbers) two through ten. Commercial packs often include between one and four jokers, or wild cards. In the late 14th century, Europeans changed the Mamluk court to represent European royalty and attendants. Packs of 56 cards (as in tarot) containing in each suit a King, Queen, Knight, and Knave.
Background, Shuffling Cards

Watch Tom Interval’s tutorial on how to shuffle playing cards five different ways, ranging from easy to a bit more difficult:

• Overhand shuffle
• Riffle shuffle
• Dealer’s shuffle
• Weave shuffle
• Hindu shuffle

How to Shuffle Playing Cards: 5 Ways
https://www.youtube.com/watch?v=hB2fWViqtdg
Card Games

Card games that anyone can play include:

• **Go Fish** (2 to 6 players)
• **Crazy Eights** (any number of players)
• **Concentration** (any number of players)
• **Rummy** (2, 3 or 4 players)
• **Egyptian Ratscrew** (2 to 5 players)
• **Kings in the Corner** (2, 3 or 4 players)
Go Fish

This game requires a standard 52-card deck. Remove the Jokers from the deck. If there are three or more players, each player is dealt five cards. If there are only two players, deal 7 cards to each. The remaining cards are placed in a pile between all the players.

Game Objective
Players try to form sets of four-of-a-kind. When they do, the four cards are immediately placed on the table face up. Play continues until all books have been made. The player who makes the most books wins.
Go Fish (continued)

How to Play
One of the players deals the cards and each player gets five cards. If you are dealt a four of a kind, or get four of a kind during game play, those cards are removed from your hand, and you get a point. Moving clockwise, players take turns asking a specific player for a given rank of card.

Starting with the player to the left of the dealer, each person takes a turn asking the selected player if they have a certain rank of card (e.g. “John, do you have any nines?”). If asked for a rank he has in his hand, a player must hand over all of the cards of that rank.
Go Fish (continued)

How to Play (continued)
If the asker successfully retrieves any cards, he/she gets to take another turn. If a player (who is asked for cards) has no cards of the requested rank, he responds, “Go fish.”

The asker then draws a card from the pile. If he happens to draw the card he was requesting, the asker shows the card to the group as proof and then takes another turn.
Crazy Eights

This game requires a standard 52-card deck. Remove the Jokers from the deck. 2 to 5 players can play with one deck (shuffle in a second deck for more players).

Game Objective
The first player who runs out of cards wins the game.

How to Play
One of the players deals the cards giving each player 5 cards. If there are only 2 players, deal 7 cards to each. Place the remaining cards face down in the center of the table. Turn the top card face-up next to the stack.
Crazy Eights (continued)

How to Play (continued)
The player to the dealer’s left will then play a card that matches either the rank or suit of the face-up card (place the appropriate card on top of the cards that are face up). For example, if the face-up card is 4 of Hearts, then the player can add any 4 or any heart. If a player does not have an appropriate card, then he draws face down cards from the stock pile until he finds a playable card. Whenever the stockpile runs out, the cards are reshuffled.
How to Play (continued)

All 8s are wild and players can use them when they don’t have another card to play or at other strategic times. The person who plays the 8 calls out what suit they want it to represent and the next player must play a card of that suit.
Concentration

This game requires at least 2 players and a standard 52-card deck. Remove the Jokers from the deck. Shuffle in a second deck for more players.

**Game Objective**
Turn over more pairs of matching cards than your opponent(s).

**How to Play**
Shuffle one or two decks and lay out the cards, face-down, in rows of 13 cards. Each player takes turns flipping two cards face-up to see if they are of the same number and color.
Concentration (continued)

How to Play (continued)
Examples of matches include:

9♠ and 9♣
Q♥ and Q♦

A player who finds a matching pair wins the pair, picks them up and gets another turn. If the cards are not of the same number and color, they are turned back facedown and it becomes the next player’s turn to pick two cards. The game continues until players have picked up all the pairs; the winner is the player with the most pairs.
Concentration (continued)

How to Play (continued)
Match any number pairing regardless of color.
Rummy

This game is designed for 2 to 4 players, requires a standard 52-card deck and a pad to record scores.

**Game Objective**
The first player to get rid of all his cards by melding or laying off wins a round. No one else may play after a player goes out. The winner receives all the points left in the opponents’ hands, even if a player has valid melds he has not yet laid down. Points are determined by the type of cards held, with numbered cards worth 5 points, face cards worth 10, and Aces worth 15.
Rummy (continued)

Game Objective (continued)

Before playing, the players determine the number of points needed to win (Example: 30).

In order to Rummy, a player must win by laying down all 10 of his cards at once. The risk of going for Rummy is that you get caught with all your cards in your hand if someone else goes out first. The reward is that you get double the points from your opponents if you Rummy successfully (although some house rules just reward a flat bonus like 10 or 25 points).
Rummy (continued)

How to Play
If there are 2 players, each is dealt 10 cards. If there are 3 or 4 players, each receives 7 cards. The dealer then places the remaining cards face down, creating the stockpile, and turns the top card face up next to it, creating the discard pile.

Play goes around the table to the left. Each player has a turn, either taking a face-up card from the discard pile or a facedown card from the stockpile. The player adds this card to his hand and discards another.
How to Play (continued)

Each player is trying to meld runs and sets in their hand. A run is a sequence of at least 3 consecutive cards in the same suit (10♣, J♣, Q♣, K♣). A set is a group of at least 3 cards of the same number (5♣, 5♥, 5♦). Once assembled, individual melds can be placed face-up on the table.

A secondary way to get rid of cards is laying off. A player can lay off a card (or cards) by adding to a run or set already on the table.
Egyptian Ratscrew

This game, also known as Egyptian War, requires concentration and lightning-fast reflexes. The game also requires 2 to 5 players and a standard 52-card deck. Remove the Jokers from the deck.

Game Objective
The player who accumulates all the cards in his hand wins the game. A secondary objective is to keep from breaking fingers and hands. Be careful when slapping!

How to Play
Deal the cards evenly. Stack any remaining cards face-up in the middle of the table as bonus cards.
Egyptian Ratscrew

How to Play (continued)
Players stack their cards facedown in front of them. A player may never look at his cards before they hit the middle pile.

Starting to the left of the dealer, each player pulls one card from the top of his stack — without looking at it — and quickly lays it face-up on the pile. When a player lays a face card on the pile, the next player must lay a face card on top of it. The number of tries he gets to play a face card depends on the face card played. For Jacks he gets only one try, for Queens two, for Kings three, and for Aces four.
How to Play (continued)

If the player is able to play another face card, the problem of playing a face card moves to the next player. If he cannot, the player who put down the face card wins the stack. For instance, if a player has a King played to him and he goes through three of his cards without putting down a face card, then the player who played the King wins all the cards in the stack.

The other way to win cards is by slapping. Whenever two cards of the same rank (number or face) are played consecutively, the first
Egyptian Ratscrew (continued)

How to Play (continued)

player to slap the pile wins the cards. Anyone at the table may slap the stack, even if they are out of cards.
Kings in the Corner

This game requires 2 to 4 players and a standard 52-card deck. Remove the Jokers from the deck. The action of this game is competitive and challenges your brain to keep track of all the cards.

**Game Objective**
The first player to lay off (or play) all his cards wins.

**How to Play**
Deal seven cards to each player. Place the remaining cards in the middle of the table as a stockpile. Then turn the four top cards over, placing one on each of the four sides of the deck — to the north, south, east, and west.
Kings in the Corner (continued)

How to Play (continued)

The four cards will be the foundation piles. The cards on the table should make the shape of a cross.

The player to the left of the dealer begins. Kings can be placed in the corners, or played (placed) in an alternating color sequence with lower rank cards on top (see description). If a player has no cards to play, he/she draws a card from the center stockpile. He may make as many valid plays as are possible during his turn to get rid of as many cards as possible from his hand playing either the foundation piles or face cards on the Kings in the corners.
How to Play (continued)

The following sample moves (that are valid) will help you learn:

• Play a card (or sequence of cards) on a foundation pile in the cross. To play cards on a foundation pile, the card played must be immediately below the foundation card in rank and of the opposite color (red or black). For example, if a 9 of Hearts is on the foundation pile, then the next card played must be 8 of Clubs or 8 of Spades. A sequence of cards may also be played, but all the cards in the
sequence must obey the lower rank and opposite color rules. Aces are always the lowest cards.

• Playa “King in the corner,” literally. Kings are the only cards that can be played in the corner spaces created by the cross. Once a King is played, players may then lay off cards on that pile like any other foundation pile.

• Move an entire foundation pile onto another pile, if the move creates a valid sequence. This is often possible when the cards are first dealt.
Kings in the Corner (continued)

How to Play (continued)

• Play any card or sequence of cards on a vacated foundation pile.

Each player begins his turn by drawing from the center stockpile and makes as many valid moves as he can.
Products

MD Sports Solid Wood Gaming Table with Table Top, Chess, Mahjong, Card, Poker Game

- Accessories Included:
  1 set of chess pieces
- Dimensions: 34 x 34 x 30.25 inch (LWH)

MD Sports Solid Wood Gaming Table with Table Top, Chess, Mahjong, Card, Poker Games, Walmart, $158.06
Products

Alston Biedermeier Side Chair (Set of 2)

• Commercial/Residential Use
• Finish: Natural (choose from a selection)
• Vinyl seat, choose from a selection of colors

Alston Biedermeier Side Chair (Set of 2), Walmart, $371.98
Products

Flash Furniture 34” Square Height Adjustable Granite White Plastic Folding Table

• Multipurpose Folding Table
• Adjusts to 24” children’s height, and 29” table height

Flash Furniture 34” Square Height Adjustable Granite White Plastic Folding Table, Walmart, $47.90
Products

Flash Furniture HERCULES Series 800 lb Capacity Premium Plastic Folding Chair, Multiple Colors

- Lightweight
- Easy to clean

Flash Furniture HERCULES Series 800 lb Capacity Premium Plastic Folding Chair, Multiple Colors, Walmart, $12.00
Products

Brushed Above Board Oak 4-Tier Playing Card Holder
Includes Two (2) Wood Holders

- Felt Running on Bottom to Protect Your Table
- Flannel Pouch
- For children and seniors

Brushed Above Board Oak 4-Tier Playing Card Holder Inside a Flannel Pouch - Includes Two (2) Wood Holders, Walmart, $43.17
Brybelly Hands-Free Playing Card Holders

- Set includes two hands-free playing card holders
- Playing cards not included
- For children and seniors

Brybelly Hands-Free Playing Card Holders by, Set includes two hands-free playing card holders. Playing cards not included, Walmart, $14.39
Products

Bicycle Standard Playing Cards

- Since 1885
- Made by the United States Playing Card Company (USPCC) of Cincinnati

Bicycle Standard Playing Cards, Walmart, $2.97