

GENERAL DIRECTIONS

Strong Learning® SuperDeck™ Card Games

Play up to 15 games with every *Strong Learning SuperDeck* for boredom-proof learning.

Matches Most games call for players to find matches, which can refer to either two cards with the exact text at the top or two cards that complement each other somehow, depending on the game being played. For directions specific to each deck, refer to the Direction Card included with the deck.

Non-Playing Cards Remove non-playing cards, such as instruction or promotional cards, before play. Include the Monster Card only when playing the Monster game. Include the Wild Cards (if any) only when playing Crazy 8s. Note: Some decks contain fun facts or pictures in the center of the playing cards. Those are not part of the game; they are for information only.

2023.06

Play up to 15 Games With Every SuperDeck

| GAME | AGES | Number of PLAYERS | IDEAL TO PLAY | | | |
|---|------|-------------------|---------------|------------|---------|----------|
| | | | IN SCHOOL | WITH TEAMS | AT HOME | REMOTELY |
| Memory | 5+ | 2-6+ | ✓ | ✓ | ✓ | ✓ |
| Go Fish | 6+ | 2-6 | ✓ | | ✓ | |
| Crazy 8s (for decks with Wild Cards) | 7+ | 2-6 | ✓ | | ✓ | |
| 9-Square Bingo | 6+ | 2-30+ | ✓ | | ✓ | ✓ |
| 25-Square Bingo | 8+ | 2-30+ | ✓ | | ✓ | ✓ |
| War | 6+ | 2 | ✓ | | ✓ | |
| Showdown | 8+ | 2-12+ | ✓ | ✓ | ✓ | |
| Monster | 6+ | 2-6+ | ✓ | | ✓ | |
| Gin Rummy | 8+ | 2-4 | ✓ | | ✓ | |
| Line-Up | 4+ | 2-24 | ✓ | ✓ | ✓ | |
| Reading Race | 6+ | 2 | ✓ | | ✓ | ✓ |
| Card-Deck Lotto | 4+ | 2-5+ | ✓ | ✓ | ✓ | |
| Stickman | 7+ | 2-12+ | ✓ | ✓ | ✓ | ✓ |
| Treasure Hunt | 4+ | 2-24+ | ✓ | ✓ | ✓ | ✓ |
| In-the-Doghouse | 4+ | 2-5+ | ✓ | ✓ | ✓ | |

For directions for all game variations and video instructions, visit StrongLearning.com/directions.

DIRECTIONS

SuperDeck™ Memory

Players: 2–6, or more players as teams | **Object:** to collect the most matches | **Use:** school, home, remote learning

Setup:

1. Remove any non-playing cards from the deck.
2. Shuffle all the playing cards and lay them face down in rows in the center of the table.
For younger players, play with fewer cards by removing matching pairs before shuffling.
(For remote learning, the teacher lays the cards on a table and shows the cards for all players to see.)

Gameplay:

The first player takes their turn by turning over two cards of their choice.

- **Match:** If the two cards match, the player reads aloud the text at the top of the cards, takes the matching pair, and goes again. They continue their turn until they do not make a match.
- **No Match:** If the two cards do not match, the player returns them face down to their original positions, and the turn passes to the player on their left.

Winning:

The game continues with players taking turns until all the cards have been removed from the center. Once all the cards are collected, the player or team with the most matches is the winner.



From *Animals We Love* deck C205



Video Directions
Memory

DIRECTIONS

SuperDeck™ Go Fish

Players: 2–6

Object: to be first to match and discard all cards in your hand

Use: school, home

Setup:

1. Remove any non-playing cards from the deck.
2. Shuffle the remaining cards and deal five cards to each player.
3. Place the rest of the cards face down in the center as a draw pile.

Gameplay:

1. The player to the left of the dealer goes first.
2. On your turn, show a card from your hand to all the other players and ask if anyone has a matching card by saying, "Does anyone have a [matching letter, word, or phrase]?" Make sure to show the card you're referring to.
3. If any player has a match, they must give you the matching card, you put down the pair, and you get another turn to play.
4. If no player has a match, they all say, "GO FISH!" and you take the top card from the draw pile.
 - **Match:** If the drawn card is a match, put down the pair, and your turn is over. The play then moves to the player on your left.
 - **No Match:** If the drawn card is not a match, keep it in your hand, and your turn is over. The play then moves to the player on your left.

Winning:

The game continues until one player matches and discards all the cards from their hand. If the draw pile is depleted before this happens, the player with the most matches at that time is declared the winner.

Remember to shuffle the cards thoroughly before starting a new game. Have fun playing and may the best matcher win!



From Long Vowel VCE Words deck C602A



Video Directions
Go Fish

DIRECTIONS

SuperDeck™ Crazy 8s

for decks containing Wild cards

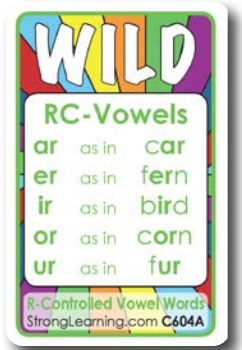
Players: 2–6

Object: to be first to discard all cards

Use: school, home

Setup:

1. Remove any non-playing cards from the deck. Keep the Wild cards as they are needed for the game.
2. The dealer shuffles the deck and deals five cards to each player.
3. Place the remaining cards face-down in the center to create the draw pile.
4. All players should put down any matches in their hands at the beginning and throughout the game.
5. Turn the top card of the draw pile face-up beside the draw pile to start the discard pile.



From *R-Controlled Vowels* deck C604A

Gameplay:

1. The player to the left of the dealer starts the game.
2. On their turn, the player checks if they have a card in the same category as the top card of the discard pile. (Categories are listed on the Wild cards, such as: *ar, er, ir, or, ur.*)
3. If the player **has** a card from that category, they place it face-up on the discard pile.
4. If the player **does not have** a card from that category, they must draw cards from the draw pile, one at a time, and add them to their hand until they draw a card from the required category. They then place that card face-up on the discard pile.
5. If the player **has a Wild card** in their hand or **picks up a Wild card** during their turn, they can choose to change the category to one they have in their hand. They must discard the Wild card and one card from the chosen category.
6. Each time a player places a card on the discard pile, they should read the text at the top of the card aloud.
7. Play continues to the next player in a clockwise direction.

Reshuffling the Deck:

If the draw pile becomes depleted, the dealer takes all but the top card from the discard pile, shuffles them and places them face-down to become the new draw pile. Play resumes with the new draw pile.

Winning:

The game continues until one player has discarded all their cards. That player is the winner.

DIRECTIONS

SuperDeck™ BINGO (two versions)

Players: 2–30+

Object: to be first to get Bingo!

Use: school, home, remote learning

9-Square Bingo

This version is ideal for faster games, for playing with young players, or when playing with fluency SuperDecks.

Setup:

1. Provide each player with a photocopy of the List Card from the deck (enlarged if desirable) and a blank 9-square Bingo card.
2. Remove any non-playing cards from the deck.
3. Separate the matches from the deck into two piles, creating two identical half-decks. Set one half-deck aside. Shuffle the other half-deck to create the *calling deck*.

Bingo Cards:

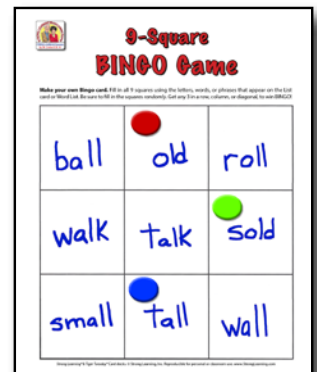
Provide each player with a blank 9-square Bingo card. Each player will create their own Bingo card by *randomly* filling in all nine squares on their blank Bingo card using items from the List Card without duplicating any items.

Gameplay:

1. Choose a player to be the caller. The caller can be one of the players.
2. The caller turns over one card at a time from the calling deck, reads aloud the text at the top of the card, shows the card to all players, and places it face-up on the table.
3. As the cards are called, players mark any match by crossing off the corresponding box on their Bingo card or covering it with a marker (e.g., button, penny, bottle cap). For remote learning, the caller holds up the cards for all players to see as they are picked.

Winning:

The player(s) who have matches of three in a row in any direction (horizontal, vertical, or diagonal) calls "Bingo!" The teacher or assistant verifies the winning card(s) and declares the winner(s). If the called card is not a winning card, play resumes until there is a valid winner.



From VC Blends deck C124

25-Square Bingo

Setup: is the same as 9-square bingo.

Bingo Cards: Provide each player with a blank 25-square Bingo card. Each player will create their own Bingo card by *randomly* filling in all squares on their blank Bingo card using items from the List Card without duplicating any items.

Gameplay: is the same as 9-square bingo except that *five squares* are now in each row. However, if there are fewer than 24 items on the list card, players write FREE on any empty squares on their Bingo cards. For example, if there are 22 items on the list, players write FREE in 2 additional squares. In this version, a Bingo requires getting *two sets of 5 in a row*.

Winning: The player(s) who has matches of five in a row in any direction (horizontal, vertical, or diagonal) calls "Bingo!" The teacher or assistant verifies the winning card(s) and declares the winner(s). If the called card is not a winning card, play resumes until there is a valid winner.



From VC Blends Endings deck C126



9-Square BINGO Game

Directions to Make Your Own Bingo Card Select any nine items from the List card belonging to the deck. Write them *randomly* in the nine squares. Get any 3 in a row, column, or diagonal to win BINGO!

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25-Square BINGO Game

Directions to Make Your Own Bingo Card Select all 24 items from the List card belonging to the deck. Write them *randomly* in the 24 squares. Get any five in a row, column, or diagonal to win BINGO!

If the List Card has fewer than 24 items, write "FREE" in any empty squares. For example, if there are 22 items on the List Card, write "FREE" in the two open squares. In this version, a BINGO requires *two sets* of 5 in a row, column, or diagonal.

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