

SuperDeck 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. (Note: in the directions, all matches are referred to as "identical.") 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.

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 | ✓ | | ✓ | |
| Gin Rummy | 8+ | 2-4 | ✓ | | ✓ | |
| Showdown | 8+ | 2-12+ | ✓ | ✓ | ✓ | |
| Monster | 6+ | 2-6+ | ✓ | | ✓ | |
| Line-Up | 4+ | 2-24 | ✓ | ✓ | ✓ | |
| Reading Race | 6+ | 2 | ✓ | | ✓ | ✓ |
| Card-Deck Lotto | 4+ | 2-5+ | ✓ | ✓ | ✓ | |
| In-the-Doghouse | 4+ | 2-5+ | ✓ | ✓ | ✓ | |
| Stickman | 7+ | 2-12+ | ✓ | ✓ | ✓ | ✓ |
| Treasure Hunt | 4+ | 2-24+ | ✓ | ✓ | ✓ | |

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

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 facedown 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 faceup beside the draw pile to start the *discard* pile.

Gameplay:

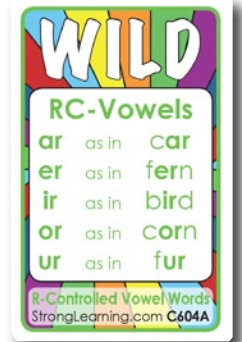
1. The player to the left of the dealer starts the game.
2. On their turn, the player checks if they have a card in the same category as the top card of the discard pile. (Categories are listed on the Wild cards, such as: ar, er, ir, or, ur.)
 - If the player **has a card** from that category, they place it faceup on the discard pile.
 - 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 faceup on the discard pile.
 - 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.
3. Each time a player places a card on the discard pile, they should read the text at the top of the card aloud.
4. 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 facedown 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*.



From *R-Controlled Vowels SuperDeck C604A*

Directions *SuperDeck* War

Players: 2

Object: to get the most matches

Use: school, home

Setup:

1. Remove any non-playing cards from the deck.
2. The dealer shuffles the deck.
3. The dealer deals all playing cards facedown until each player has half of the deck.

Gameplay:

1. Both players simultaneously turn over their top card, placing it faceup on the table.
2. Each player reads aloud the text at the top of their card.
3. The player whose card has the higher value (determined alphabetically) takes both cards and places them facedown at the bottom of their stack.
 - Alphabetical order is determined, with Z being the highest and A being the lowest. For example, "rid" has a higher value than "dime."
 - If the two cards are a match (a tie), it triggers a "war" round.

War:

1. In the event of a tie, *war* begins.
2. Both players place three cards facedown on the playing surface, followed by a fourth card faceup as shown.
3. Each player reads the text (or number) at the top of their card.
4. The player whose card has the higher value (alphabetically) takes all the cards in the current war round, including the cards from the initial tie. For example, in the War round pictured, the player with "rid" takes all the cards.
5. **Another Tie:** If there is another tie during a war, the process is repeated until a player wins the war round and takes all the cards involved.

Winning:

The game continues until one player holds *all* the cards, making them the *winner*.



From Long Vowel VCE Words
SuperDeck C202A