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	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.

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 facedown 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 facedown 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* SuperDeck C205

Video Directions Memory

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 facedown 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 *wins* by matching and discarding all the cards from their hand. Alternately, if the draw pile is depleted before this happens, the player with the most matches at that time is the *winner*.

Player A   Player B

From *Long Vowel VCE Words* SuperDeck C602A

Video Directions Go Fish

Directions SuperDeck Crazy 8s
for decks containing Wild cards

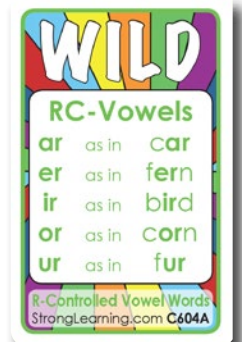| **Players:** 2–6	**Object:** to be first to discard all cards	**Use:** school, home

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 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

Video Directions Crazy 8's

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.
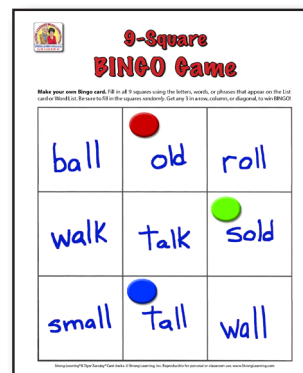
Bingo Cards:

1. Provide each player with a blank 9-square Bingo card.
2. Each player creates 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 faceup on the table. **For remote learning**, the caller holds up the cards for all players to see as they are picked.
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).

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*
SuperDeck C124

Video Directions Bingo

25-Square Bingo

Setup:
Setup is the same as 9-square bingo.

Bingo Cards:

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

Gameplay:
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*
SuperDeck C126

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*.
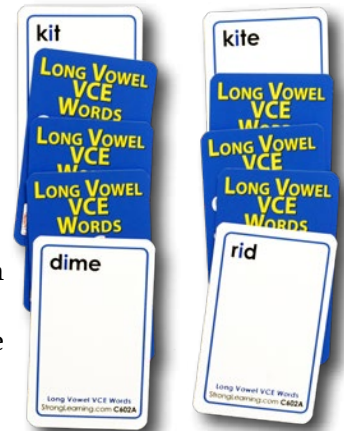
From *Long Vowel VCE Words*
SuperDeck C202A

**Video
Directions
War**

Directions SuperDeck Gin Rummy

| **Players:** 2–4 | **Object:** to be first to get three pairs—Gin Rummy! | **Use:** school, home |

Setup:
1. Remove all non-playing cards from the deck.
2. The dealer shuffles the deck and deals six cards to each player. The remaining cards are placed facedown in the center to create the *draw* pile.
3. The dealer turns the top card of the draw pile faceup and places it next to the draw pile, forming the *discard* pile.

Gameplay:
The player to the left of the dealer begins the game.
1. On their turn, the player has two options:
   - They can take the top card from the discard pile if it matches one of their cards.
   - Alternatively, they can draw the top card from the draw pile.
2. After making their choice, the player must discard one card from their hand faceup onto the discard pile, reading aloud the text at the top of the discarded card, and their turn ends.
3. Play continues clockwise, with each player repeating steps 1 and 2.
4. If the draw pile is empty, the dealer collects all cards from the discard pile except the top card. The collected cards are shuffled and placed face down to create a new draw pile.
5. Gameplay resumes with the next player in turn.

Winning:
The *winner* is the first player to collect three pairs. They announce, "GIN RUMMY!" and place their three pairs face up on the table for everyone to see.

From *Multiplication Facts*
SuperDeck C063

**Video Directions
Gin Rummy**

Directions SuperDeck Showdown

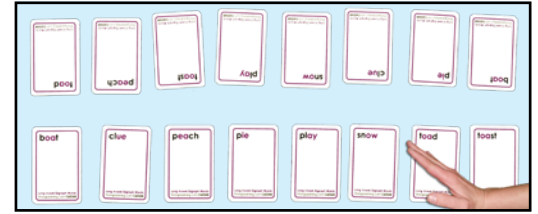| **Players:** 2–12+ | **Object:** to be the team with the most points | **Use:** school, home |

Setup:
1. Remove any non-playing cards from the deck.
2. Separate the matches from the deck into two piles, creating two identical half-decks.
3. Shuffle both half-decks.

Teams:
1. Divide the class into 2 teams. (If only two players, each player is considered a team.)
2. Give each team a half-deck, which they place faceup in front of them in any arrangement they choose.

From *Long Vowel Digraph Words* SuperDeck C603AB

Gameplay:
1. Using the List card (enlarged if desirable), the caller (teacher or assistant) selects a letter, word, or phrase randomly and says it out loud. The first team to have a player place their hand on the matching card and say, "GOT IT!" is the potential winner.
2. The Judge (teacher or assistant) then checks. If correct, the team earns a point. If not correct, play continues from where they left off.
3. Play resumes with the caller calling out another item from the list, repeating the above process.

Winning:
The *winner* is the first team to reach a pre-determined number of points or has the most points at the end of a set time.

Video Directions Showdown

Directions SuperDeck Monster

| **Players:** 2–6 | **Object:** to avoid being the last player to have the Monster card | **Use:** school, home |

Setup:
1. Remove any non-playing cards from the deck. Keep the Monster card as it is needed for the game.
2. The dealer shuffles the deck and deals *all* the playing cards to the players. It's acceptable if some players have one extra card.

Remove Matches:

Players remove all matches, saying the letter, word, or phrase as they put them in the center of the table. Young players may find it easier to spread their cards faceup on the table to remove matches.

Gameplay:
The dealer starts the game by offering their hand, spread out facedown, to the player on their left.
1. The player on the left draws one card from the dealer's hand and adds it to their own hand.
2. If the drawn card matches another card in the player's hand, they discard the pair, saying aloud the text on the top of the cards.
3. The player then offers their hand in the same manner to the player on their left, and so forth.

Winning:
The player who holds the Monster card at the end of the game becomes the MONSTER. All other players are *winners*.

Directions SuperDeck Line-Up

Players: 2–24	**Object:** to be the first team to put cards in correct order	**Use:** school, home

Deck Selection:
Choose decks with content that naturally follows a sequential order, such as the *Alphabet for Pre-Readers* deck.
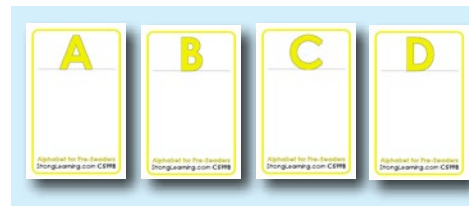
Preparing the Deck:
1. Remove non-playing cards from the deck.
2. Split the deck into two identical half-decks by separating the matches.
3. Shuffle both half-decks.

From *Alphabet for Pre-Readers*
*SuperD*eck C599B

Team Formation:
Divide players into two teams. If there are only two players, each is a team.

Gameplay:
1. Each team receives one half-deck and places the cards faceup in front of them.
2. When the caller says "GO," both teams begin assembling their cards in the correct order.
3. Once a team believes they have arranged their cards correctly, they should say, "GOT IT!" The opposing team must pause their gameplay while the results are checked.
4. If the cards are not in the correct order, gameplay resumes.
5. Winner: The first team to put the cards in the correct sequential order is the *winner*.

Variations For Older Players

Using the Alphabet SuperDeck C599B, you can create exciting variations to enhance spelling skills for older players. Provide each team with a half-deck containing all 26 letters or a complete deck containing two sets of 26 letters.

Variation 1: Word Race
In this variation, the caller calls out a word, and the objective is for teams to line up the letters correctly to spell that word. The first team to arrange the letters accurately becomes the *winner*. If you're playing with two half-decks, the caller should ensure that there are no duplicate letters in the words to avoid confusion.

Variation 2: Spelling Challenge
This variation challenges the players to spell words. The caller instructs the teams to spell a three, four, or five-letter word *of their choice*. The first team to spell their word correctly is the *winner*. If you're playing with two half-decks, and each team has a half-deck, the caller should ensure that there are no duplicate letters in the words to avoid confusion.

Directions SuperDeck Reading Race

Players: Teacher (or assistant) and 1 player	**Object:** to earn 100 points	**Use:** school, home, remote learning

Setup:
Remove any non-playing cards from the deck and shuffle.

Gameplay:
1. The teacher places three cards faceup in front of the player.
2. The teacher uses a timer to measure how long it takes to read all three cards accurately, and awards points according to this chart.
3. After recording the points earned, the teacher places three new cards in front of the player, and the process continues.
4. The game continues until the player accumulates 100 points and *wins*.

Reading Race – Point Chart	
0-5 seconds	20 points
6-10 seconds	15 points
11-15 seconds	10 points

Notes:
- For remote learning, the teacher places the cards on a table and show them using video conferencing tools.
- It is okay for the player to practice reading before being timed, as the main focus is improving reading fluency.
- Feel free to modify the point chart, including playing with four or more cards.
- Prizes can be awarded based on earned points, such as stars, stickers, candy pieces, or other suitable rewards.
- If the child feels anxious about being timed, use fewer cards or consider playing a different game that suits their comfort level.

Directions *SuperDeck* Card-Deck Lotto

Players: 2–5, or more in teams	**Object:** to be first to match all cards on the Lotto sheet(s)	**Use:** school, home

Before Play:
1. Make copies of the blank Card-Deck-Lotto sheet and distribute one to each player. You can download the sheet at StrongLearning.com/directions.
2. Remove non-playing cards from the deck and separate the matching cards into two identical half-decks.
3. Shuffle both half-decks.

Setup:
1. Place one of the half-decks facedown on the table to create the *draw* pile.
2. Use the other half-deck to deal four cards to each player. Set aside any extra cards.
3. Players place their four cards faceup on their Lotto sheet.

Gameplay:
1. The caller, or the player on their turn, selects one card at a time from the draw pile and reads aloud the text written at the top.
   - If any player has the matching card, they should also read the text and place the card on top of its match on their Lotto sheet.
   - If no player has the matching card, place it facedown to create a *discard* pile.
2. Repeat this process until one player matches all four cards on their Lotto sheet.

From *Articles of Clothing*
SuperDeck C208

Winner:
The *winner* is the first player to match all four cards on their Lotto sheet. Optionally, you can continue playing to determine second, third, and subsequent places.

Directions *SuperDeck* In-the-Doghouse

Players: 2–5, or more in teams	**Object:** to be first to remove their cards from the doghouse	**Use:** school, home

Before Play:
1. Make copies of the blank In-the-Doghouse sheet and distribute one to each player. You can download the sheet at StrongLearning.com/directions.
2. Remove non-playing cards from the deck and separate the matching cards into two identical half-decks.
3. Shuffle both half-decks.

Setup:
1. Place one of the half-decks facedown on the table to create the *draw* pile.
2. Use the other half-deck to deal four cards to each player. Set aside any extra cards.
3. Players place their four cards faceup in the doghouse.

From *Animals We Love*
SuperDeck C205

Gameplay:
1. The caller, or the player on their turn, selects one card at a time from the draw pile, reads aloud the text written at the top, and sets it aside.
   - If any player has the matching card, they should also read the text and remove the card from the doghouse, setting it aside.
   - If no player has the matching card, place it facedown to create a *discard* pile.
2. Repeat this process until all four cards are removed from one of the doghouses.

Winner:
The *winner* is the first player to remove all their cards from their doghouse because, as the saying goes, no one wants to be "in the doghouse!" Optionally, you can continue playing to determine second, third, and subsequent places.

Directions SuperDeck Stickman
Ideal for Team Competition

| **Players:** 2–12+, or teams	**Object:** to guess a word or letter	**Use:** school, home, remote learning

Setup:
1. Remove any non-playing cards from the deck.
2. Separate the matches from the deck into two piles, creating two identical half-decks. Set one half-deck aside and use the other as the *playing* deck. Shuffle.
3. Set up two teams. If only two players, each player is considered a team. Choose to see which team goes first. Team-1 gets the half-deck.

Gameplay:
1. One player acts as the "*artist*" and turns over one card to see the Stickman word (or phrase) and writes a series of underscores "_" on the paper or whiteboard representing the number of letters in the word(s). Make sure the other players cannot see the word.
2. **Guessing:** The players from the other team will try to guess the word by suggesting letters one at a time. They can start by guessing any letter of the alphabet.
   - **Correct Guesses:** If the letter guess is in the word, the artist reveals its correct position(s) in the word. For example, if the word is "apple" and the player guesses "p," the artist would reveal the positions of the letter "p" in the word: "_ p p _ _".
   - **Incorrect Guesses:** If a player's letter guess is not in the word, the artist will write it as incorrect on the paper or whiteboard and draw one part of the Stickman figure.
3. **Number of Guesses:** The Hangman figure has 12 parts and is drawn in the following order: head, body, right leg, left leg, right arm, left arm, right foot, left foot, right eye, left eye, nose, and mouth. Players must guess the word before the Stickman figure is completed with all 12 parts. They win the round if they can guess the word before the Stickman is complete.
4. **End of Round:** After the round ends, whether due to a correct guess or the completion of the Stickman figure, a new round can begin by turning over another card to see the new Stickman word or phrase.
5. **Winning:** Players can decide on a length of time, a set number of rounds to play, or until a specific score is reached. The player or team with the most points or wins at the end is declared the overall *winner*.
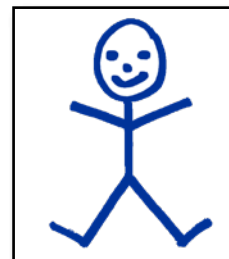
Directions SuperDeck Treasure Hunt
Ideal for Team Competition

Players: 2–24+	**Object:** to find hidden treasure (cards previously hidden by the Teacher)	**Use:** school, home

Setup:
1. Remove non-playing cards from the deck, and separate the matches from the deck into two piles, creating two identical half-decks.
2. Before the game, the teacher (or assistant) hides all the cards from one half-deck around the room(s).
3. The cards from the other half-deck are placed in a line faceup on a table.

Teams:
1. Form two teams. If there are only two players, each player is considered a team.
2. Each team writes their team name on a box or paper bag, which they place on opposite sides of the room.

Hints:
The teacher provides hints, such as specifying the room or rooms where the cards are hidden, indicating off-limits areas, or mentioning that the cards are hidden in plain sight without requiring anything to be opened or moved.

Gameplay:
1. When the teacher says "Go," the students search for the treasure (hidden cards).
2. Upon finding a card, the player retrieves its matching card from the table, reads the text at the top aloud to the teacher, and places the pair into their team's box or bag.
3. The player then rejoins the others and continues searching until all the cards are located.
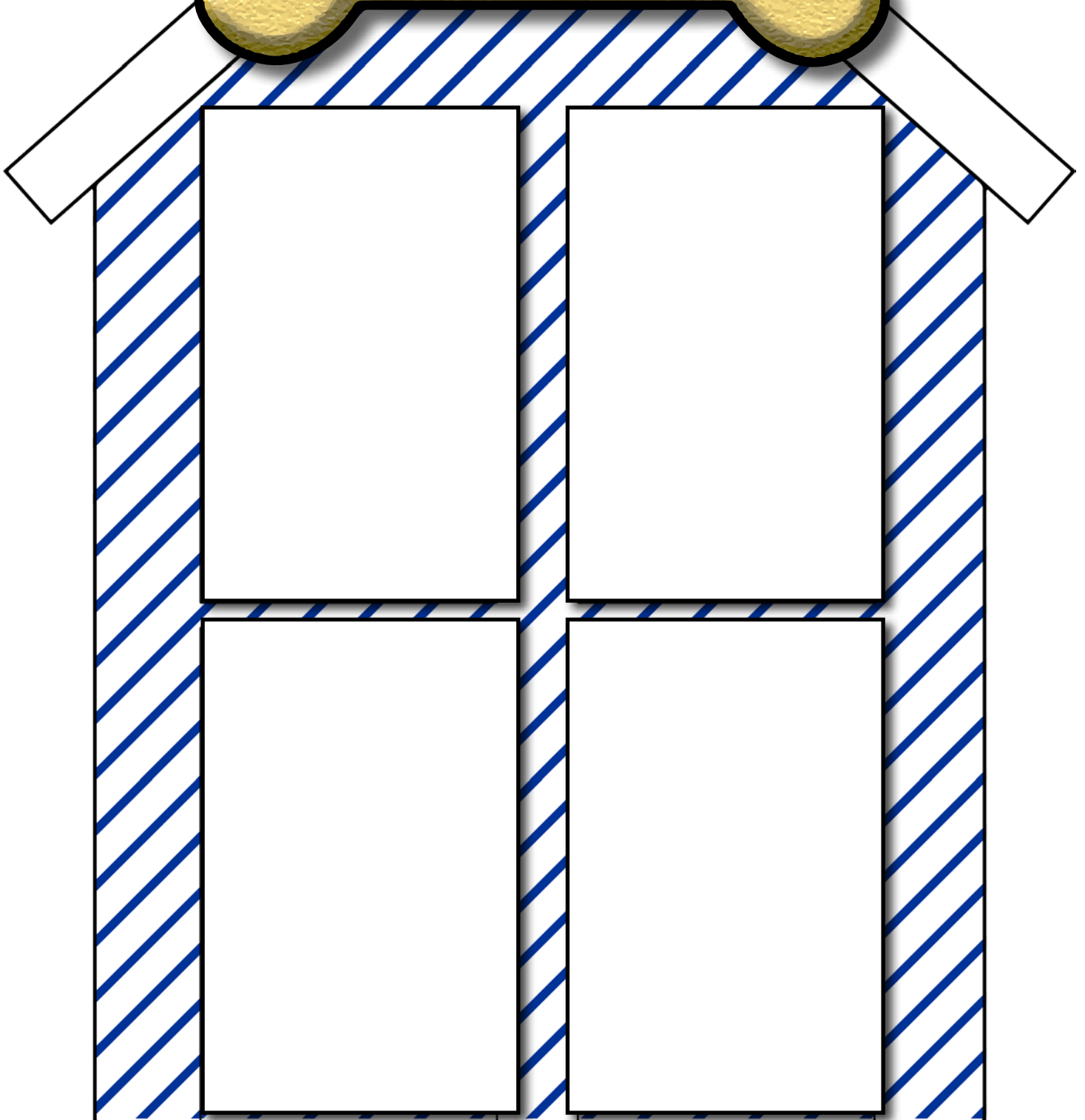4. **Winning:** The team that finds the most hidden treasure within the given time frame is the *winner*.
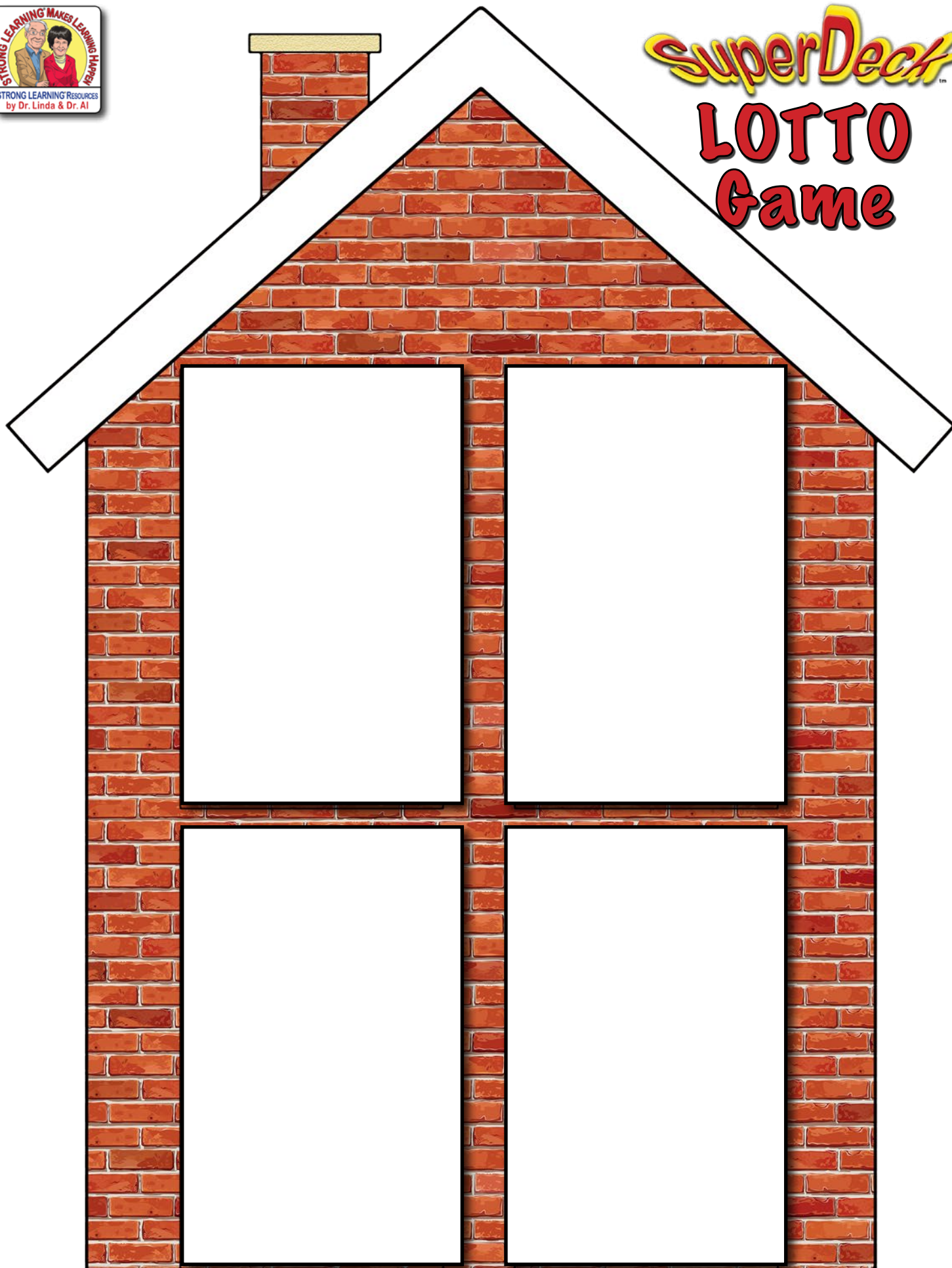
In-the-Doghouse Game

SuperDeck BINGO

9-Square Write-in Bingo Card

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!

25-Square Write-in Bingo Card

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.

		FREE		