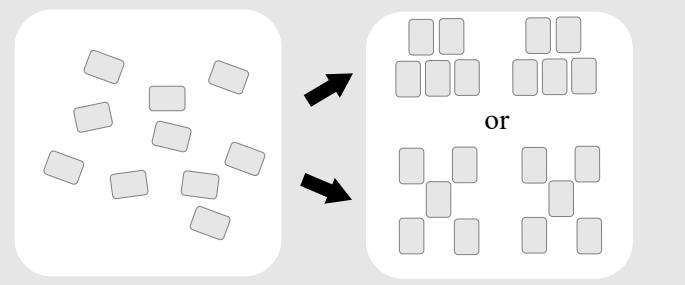
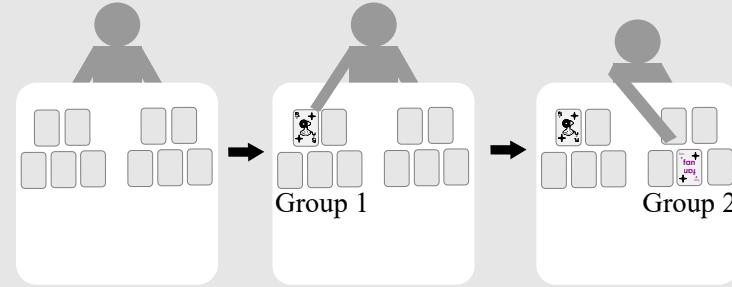


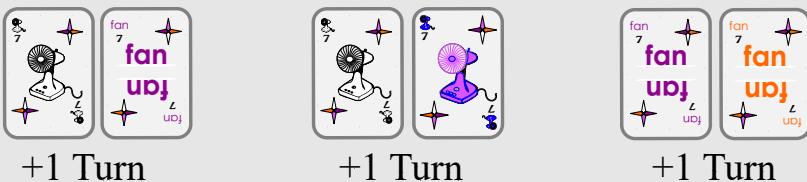
3. Shuffle each group, and lay face down in the desired shape (rectangular grid, star, no specific shape, etc.) in two distinct areas with a clear boundary or space between the groups.



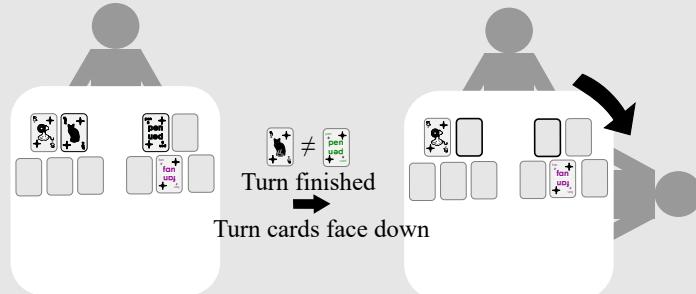
4. Player 1 takes a card from group 1, says the item, and then tries to find the matching card in group 2.



5. If successful in finding any pair that is a match, the successfully matched cards remain face up on the table, and the player may play another turn.



6. If the selected cards are not a match, the player returns the cards to their original face-down position, and play continues to the next player to the left.



7. Play continues until all pairs are found.

Potential Variations

Team play- one player takes one card, and then their partner takes the next card.
Group play- the entire group of players could work together to find all pairs.

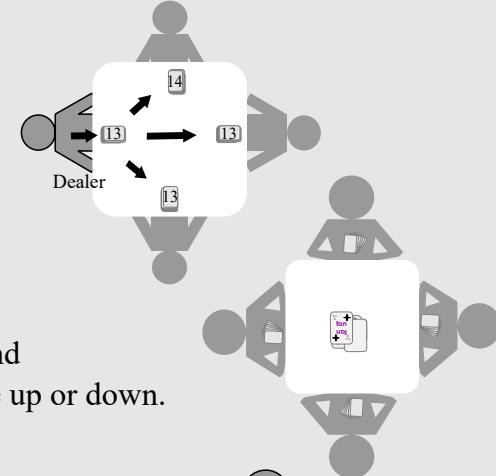
Old Maid Ages 5+ 2-7 players

1. One old maid card is removed from the deck.



- 1

2. All remaining cards (53 cards) are dealt as equally as possible to each player face down in a stack.
 $53 \div (4) \text{ players} = 13 \text{ or } 14 \text{ cards}$

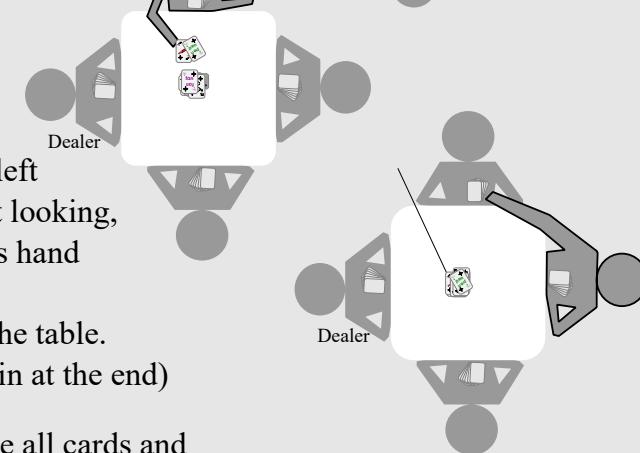


3. Each player looks at their cards, and may lay any pairs in starting hand down in the middle of the table, face up or down.

4. The player to the left of the dealer takes a card, without looking, from the dealer's starting hand.



5. If a pair is made, that player may put the pair down on the table.



6. The next player to the left then takes a card, without looking, from the previous player's hand and so on, until all pairs are matched and laid on the table.
(Only the maid will remain at the end)

7. Players win as they lose all cards and retire from the game. The player who gets stuck with the old maid at the end is "the unlucky one".