TakeTwo

2-6 players 5 -15 minutes

Summary: TakeTwo is loosely based on the card game Crazy Eights. The object of the game is to get rid of all the cards in your hand first. Players take turns playing a single card from their hand to the top of the discard pile in a vowel, consonant, vowel, consonant pattern. If a player can't play a card from his hand to continue the pattern, he draws two cards into his hand. You can also force players to take two cards, if you play the same exact card that is currently the top card on the discard pile.

Game Set-up: Select someone to deal. Deal each player 6 cards face down, players make look at their own cards. Place the rest of the deck face down in the center to be the draw deck. Take the top card off the top of the draw deck and place it face up next to the deck to start the discard pile.

Playing the Game: The player to the dealers left starts and turn order continues to the left. On your turn you play a card from your hand to the top of the discard pile. The card you play is placed face up on top of the card that is currently on top of the discard to create a single pile. The card you can play depends on the card that is currently the top card of the discard.

- If it is a vowel card you can play any consonant card and if it is a consonant card you can play any vowel card.
- You can also play the same exact card that is currently the top card of the discard. *Example: If the top card is the A/E * card, you can play a A/E card on top of that card.* If you play the same exact card that is currently on top of the discard, then the player (you are not included) that currently has the least amount of cards must draw two cards from the deck and place them into his hand, if two or more players are tied for least amount of cards; then all players tied for the least amount of cards draw two cards each.
- The Y card can be played as a vowel or a consonant.
- The wild card an be played as a vowel, a consonant or as the same card that is currently the top discard card (causing the player with the least amount of cards to draw two cards)

If you can't play a card from your hand (or choose not to), then you draw two cards from the draw deck and place them in you hand, and the next player takes his turn.

If during the game the draw deck becomes depleted, all the cards from the discard pile (except for the top card which remains face up) are shuffled to create a new draw deck.

Game Over: The game ends when one player has no more cards in his hand, and that player wins the game.

*Since there are two vowels on the vowel cards, when referencing a vowel card there is a / between the two letters that would be on that card. *Example a A/E would mean the card has the letter A and the letter E on it.*

TakeTwo is also a great letter recognition game for those that are just learning the alphabet. Players can have fun playing a game while building their consonant vowel letter recognition skills. A fun and educational way to play is to call out the letters or to make the sound of the letters as they are played.