

Alphabet Bang

A letter recognition game

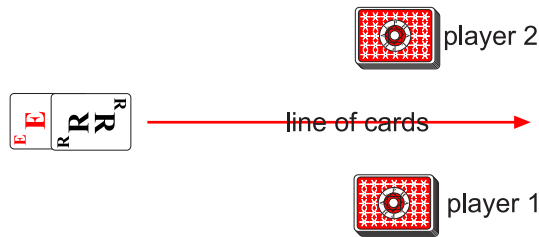
2 players

Alphabet Bang is loosely based on the card game Slapjack. The goal is to be the player with the most cards at the end of the game. Players take turns placing a card from their face-down stack of cards, face up to the line of cards in the center. The first person to slap their hand on the matching letter card already in the line while saying the letter (or “bang”) wins the current line of cards.

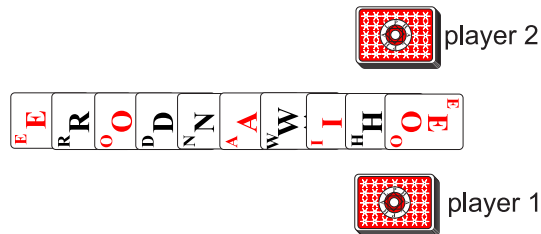
Set Up: Shuffle and split the deck of cards so each player has a stack of 37 face-down cards. Players aren’t allowed to see the cards in their stack. Decide who goes first.

Playing the Game: Players should sit across from each other and be able to reach the center of the play area easily. Players place their stack of cards face down in front of them so that the long side of the stack is horizontal to them. Cards will be played to a line that will go from the left side of the play area to the right side (or vice versa, depending on your view). The first card played should start near the left edge of the play area.

The starting player (player1) places the top card from their stack face up to the left side of the play area. Player 2 then places the top card from their stack, face up, on top of the first card, so that the letters can still be seen, creating a line of cards that show one of the letters on that card. Players take turns placing a card from their stack onto the line. Don't look at your card until you flip it over; it's only fair if everyone sees it at the same time.



When two letters match, the first player to slap their hand on top of the matching card already in the line while saying the name of the matching letter (or “Bang”) wins all the cards in the line. Note: The vowel cards have two different vowels on each card. The vowel on the top of the card determines what vowel it is. In the diagram below, the first player who slaps the “O”, not the “E”, wins the cards.



When the wild-card (question mark card) appears, the first player to slap the first card played and yell “AlphabetBang” wins the stack.

Cards that you win are placed face up at the bottom of your stack of cards. The player who won the stack starts the next round by placing the top card from their stack face up to the left side of the play area.

The game ends when, on a player’s turn, they no longer have any face-down cards in their stack to play. Any unplayed cards that a player may have and any cards still in the line are discarded. The player who won the most cards is the winner.

TakeTwo

A letter recognition game

2-4 players

TakeTwo is loosely based on the card game Crazy Eights. The object of the game is to be the first player to get rid of all the cards in your hand. Players take turns playing a single card from their hand to the top of the face up 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.

Set-up: Select someone to deal. Deal each player 6 cards face down, and players may 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 dealer's left starts, and turn order continues clockwise. 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 card that is currently on top of the discard, then the player (you are not included) that presently 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 can 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 your hand. If you can play one of the cards you just drew, you may if you want to. Then 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.

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. For example, an A/E would mean the card has the letters A and E on it.

Alphabet Bang and TakeTwo are great letter recognition game for those who are just learning the alphabet. 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.