One Up

Recommended age: 5+ years

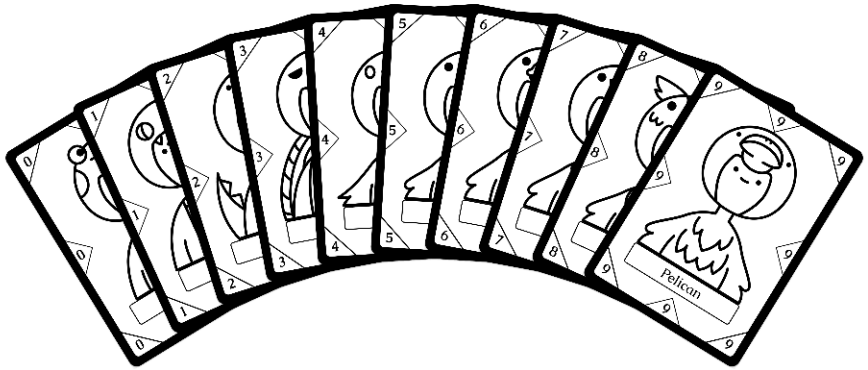
Be the first to empty your hand by always playing a card that beats the one before it. If nobody can keep climbing, the player left holding the fewest cards wins.

Materials needed

- Ten cards that can be ranked 1 to 10 — one card per rank, no ties.
- A flat surface with room for a shared pile between the players.

Preparation

1. Agree a strict order for the ten cards, from weakest (1) to strongest (10).
2. Shuffle those ten cards together into a single pile.
3. Deal five cards to each player; keep your hand hidden from your opponent.
4. Leave a space between you for the shared pile, then decide who leads first.

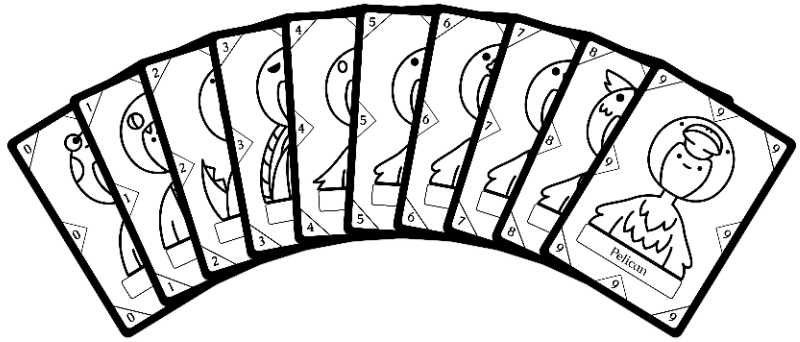


Playing a turn

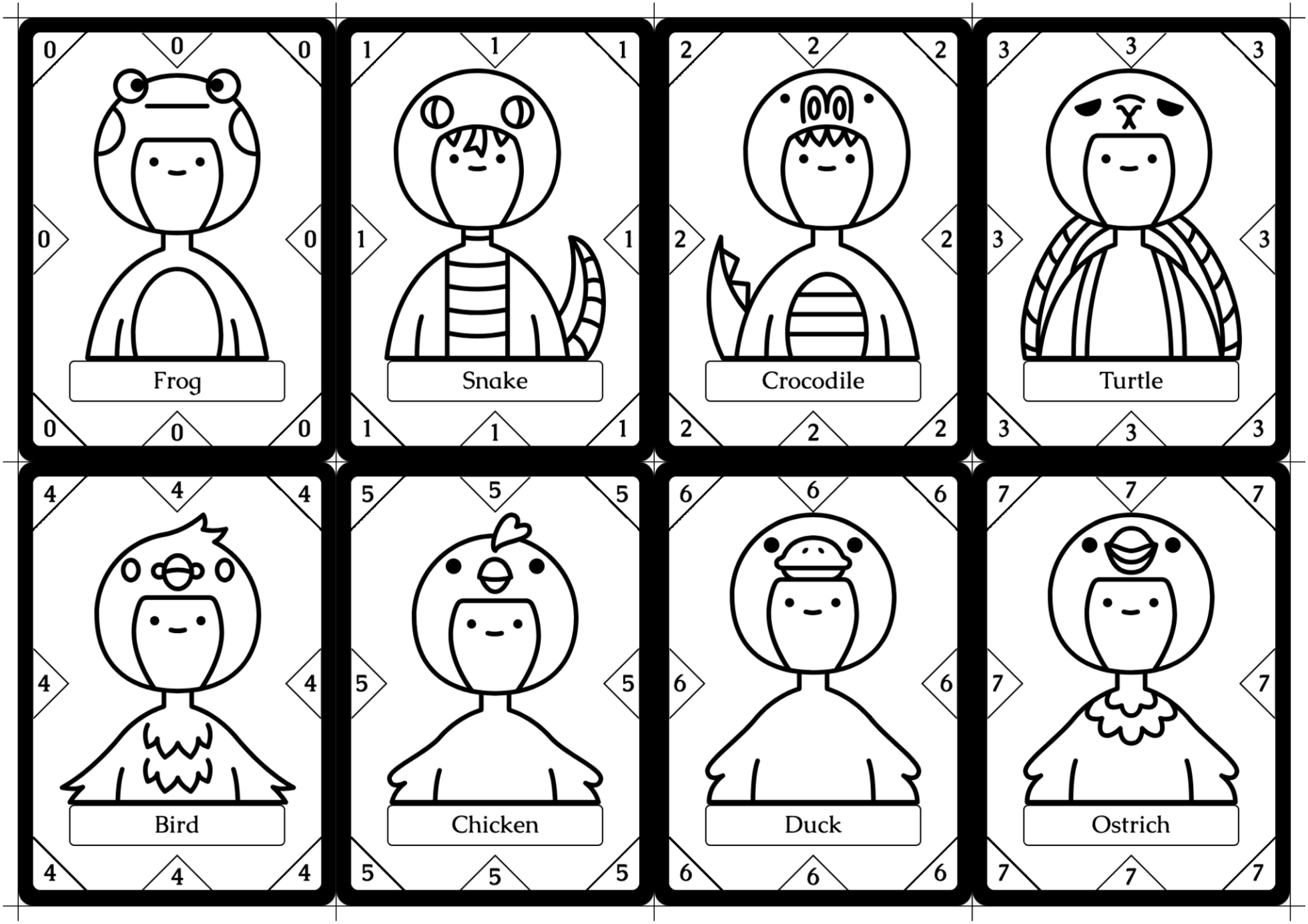
1. On your turn you must play exactly one card from your hand, face-up, onto the shared pile.
2. The player who leads (when the pile is empty) may play any card.
3. After that, the card you play must rank strictly higher than the card currently on top of the pile — you have to "one up" it.
4. The played card stays on the pile for good. The pile only ever climbs; it is never cleared, reset, or reshuffled.
5. Play then passes to your opponent, who must beat your card in turn.
6. Keep alternating, each card higher than the last, until someone empties their hand or someone gets stuck.

How you win

1. If you play your last card, your hand is empty and you win immediately — this is the strongest possible finish.
2. Otherwise, the game ends the instant the player whose turn it is cannot beat the top card (no card in their hand outranks it).
3. When the game ends that way, count both hands: the player holding fewer cards wins. An equal count is a tie.

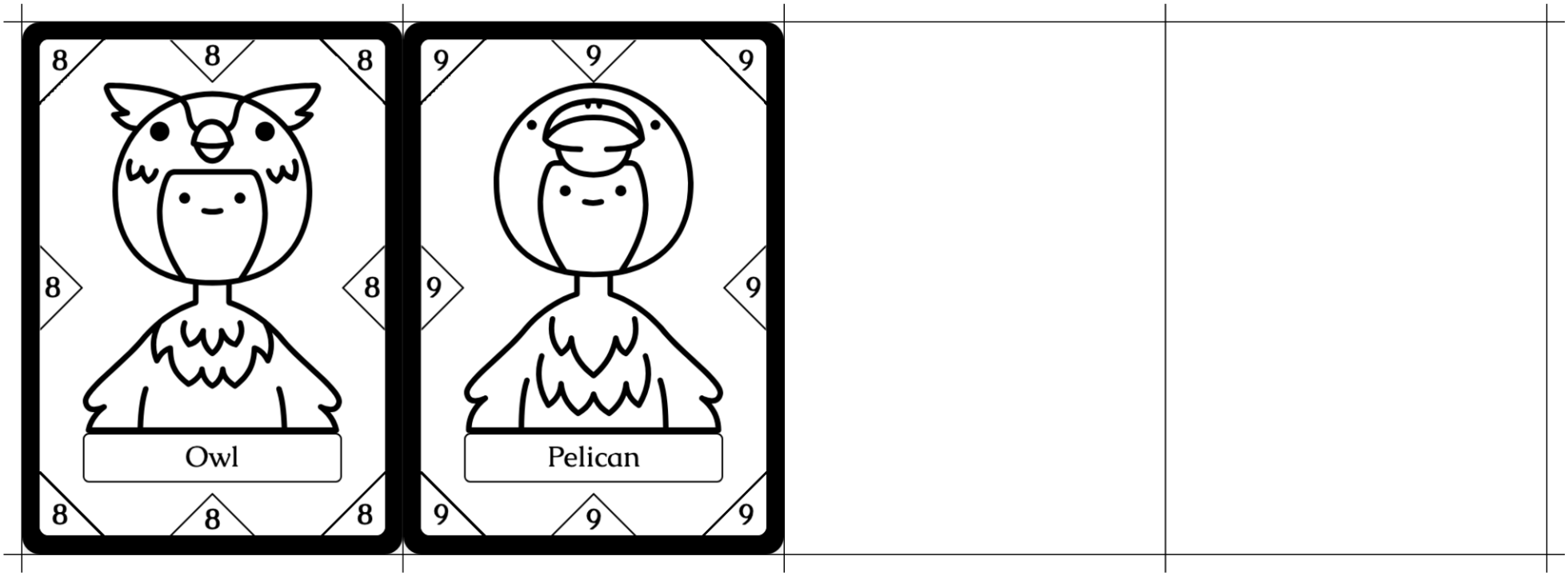


Licensed under CC BY 4.0 (creativecommons.org/licenses/by/4.0) | paintkin.bearni.io



Licensed under CC BY 4.0 (creativecommons.org/licenses/by/4.0) | paintkin.bearni.io

Licensed under CC BY 4.0 (creativecommons.org/licenses/by/4.0) | paintkin.bearni.io



Licensed under CC BY 4.0 (creativecommons.org/licenses/by/4.0) | paintkin.bearni.io