

Cape Breton Card Game

The **Cape Breton Card Game** includes a full deck of extra-large playing cards with five games specific to Cape Breton Island culture. Suitable for all ages. Play your favourite card games on your own or with friends and family.



Tarabish

Tarabish

Scoring

	Card	Value (points)
TRUMP	J	20
	9	14
	A	11
	10	10
	K	4
	Q	3
	8, 7, 6	no value
NON-TRUMP	A	11
	10	10
	K	4
	Q	3
	J	2
	9, 8, 7, 6	no value
	Four cards in sequence in same suit	50
	Three cards in sequence in same suit	20
	King & Queen of trump in one hand	20 (Bella)
	Last trick in hand	10

Tarabish game rules can be found at
goCapeBreton.com/tarabish



Shuffle cards and place the deck face down. Player with the next birthday goes first.

Player picks up top card and says "BUDDY SAYS" then reads the phrase out loud, while saying "BLANK" for the underlined word.

Buddy Says You from the Bay, bye?

All players may guess the missing word by shouting out as many answers as they want. The first player that says the missing word wins the card, and picks up the next card from the deck. If no one says the missing word, the card is discarded and the player to the left (moving clockwise) picks up the next card from the deck.

Play continues until all cards are won. Player with the most cards wins!



Shuffle cards and place the deck face down. Player with the next birthday goes first.

Player picks up top card from the deck and reads the DIDJA KNOW? question out loud.

Didja Know? What land bridge connecting Cape Breton Island to the mainland was completed in 1955?

ANSWER *Canso Causeway*

All players may shout out as many answers as they want. The first player that says the correct ANSWER wins the card, and picks up the next card from the deck. If no one says the correct ANSWER, the card is discarded and the player to the left (moving clockwise) picks up the next card from the deck.

Play continues until all cards are won. Player with the most cards wins!



- ▶ Shuffle the cards and place the deck face down. Player with the next birthday goes first.
- ▶ Player picks up top card from the deck and silently reads the YUP OR NOPE item.

Yup or Nope Miners Museum

- ▶ Next player (moving clockwise) asks one YES/NO question about the item.
- ▶ Player holding the card answers with YUP (yes) or NOPE (no) or other one-word answer. Hints may also be given, if needed.
- ▶ If the answer is anything but NOPE, the Player asking the question has 5 seconds to take one guess at the item or to say PASS. If the guess is incorrect or PASS, the next player (moving clockwise) gets to ask a question.
- ▶ Play continues until the item is identified. Player that identifies the item wins the card and picks up the next card. Player with the most cards wins!



- ▶ Shuffle the cards and deal one card face down to each player. Place the deck face up between all players.
- ▶ To start the game, all players turn over their cards at the same time.
- ▶ Players must now try to find a symbol that appears on their own cards and the card on top of the deck. Every card has one matching symbol. Matching symbols are always the same shape and colour, but may be different sizes. (The red and black playing card numbers and suits are not used in this game.)
- ▶ The first player to say out loud the name of their matching symbol wins the card and moves it from the top of the deck to the top of their own card. This new card now becomes that player's card for the next match.
- ▶ Repeat the above to find the next match.
- ▶ When all cards are won, the game ends. Player with the most cards wins!