

Daisy



DISTRACTIONS

Boredom busters
and card games
to help occupy
your time



cancer fund
for children

Boredom BUSTERS



Would You Rather

Objective: The main goal of "Would You Rather" is to spark conversation, encourage critical thinking, and reveal personal preferences by making players choose between two challenging or amusing scenarios

How to play: Consider the following questions...

- **Would you rather** never have to brush your teeth again **or** never have to take a bath or shower again?
- **Would you rather** always have to sing instead of speaking **or** dance everywhere you go?
- **Would you rather** have a pet dragon **or** a pet unicorn?
- **Would you rather** be able to fly **or** be invisible?
- **Would you rather** eat only pizza for a year **or** never eat pizza again?
- **Would you rather** live in a treehouse **or** a castle?
- **Would you rather** have more time **or** more money?
- **Would you rather** always know when someone is lying **or** be able to lie without anyone ever knowing?



- **Would you rather** be famous on social media **or** in real life?
- **Would you rather** be able to read minds **or** control time?
- **Would you rather** have the ability to change the past **or** see into the future?
- **Would you rather** always feel sticky **or** always feel itchy?
- **Would you rather** have to eat a bowl of spaghetti with your hands **or** eat a bowl of soup with a fork?
- **Would you rather** have to wear clown makeup every day **or** wear a tutu every day?
- **Would you rather** have a permanent unibrow **or** no eyebrows at all?
- **Would you rather** be the smartest person in school **or** the most popular?
- **Would you rather** have a job you love that pays little **or** a job you hate that pays a lot?
- **Would you rather** have a friend who is always late **or** a friend who is always early?
- **Would you rather** have a group project with your best friends **or** work alone on a project you love?
- **Would you rather** be the class clown **or** the teacher's pet?
- **Would you rather** never play video games again **or** never use your favourite social media app again?
- **Would you rather** only be able to watch movies **or** only be able to watch TV shows?
- **Would you rather** have no internet for a month **or** no phone for a month?
- **Would you rather** always have slow internet **or** always have a low phone battery?
- **Would you rather** be a famous YouTuber **or** a famous TikToker?

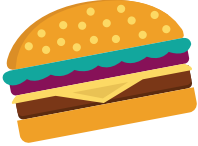


Speak Up

Objective: Try to guess what the person is saying without letting their lips touch

How to play: Say these words without closing your lips.

- Banana
- Pineapple
- Elephant
- Hamburger
- Kangaroo
- Spaghetti
- Chocolate
- Butterfly



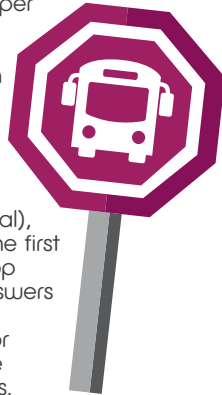
- Giraffe
- Cupcake
- Jellyfish sting
- Mountain
- Coca Cola
- Idiot
- Bubblegum
- Ironic



Stop the Bus

Objective: Be the first to complete all categories with words starting with the chosen letter and shout "Stop the Bus!"

How to play: Each player gets a sheet of paper and a pen. Agree on a set of categories (e.g., boy's name, girl's name, animal, food, place, thing). One player silently runs through the alphabet in their head. Another player shouts "Stop the Bus!" to stop them, and the letter they were thinking of becomes the chosen letter for the round. For example, if the letter is "B", answers might be: Ben (boy's name), Bella (girl's name), Bear (animal), Banana (food), Berlin (place), Bath (thing). The first player to complete all categories shouts "Stop the Bus!". All players stop writing, and the answers are compared. Unique answers score points (e.g., 10 points for unique answers, 5 points for duplicates). The player with the highest score after a predetermined number of rounds wins.



Card GAMES



Card Games
for 2 people

War

Objective: Win all the cards

How to play: Each player gets half the deck. Both players flip their top card at the same time. The player with the higher card takes both cards. If the cards are the same, it's "war": each player places three cards face down and one card face up. The higher face-up card wins all the cards. The game continues until one player has all the cards.

Crazy Eights

Objective: Be the first to get rid of all your cards

How to play: Players take turns drawing cards from the discard pile and have to match this card by suit or number to cards they already have. They can then discard both cards. Eights are wild and can be played at any time. The first player to get rid of all their cards wins.

Slapjack

Objective: Win all the cards by slapping the Jacks

How to play: Deal the entire deck evenly between the players. Players take turns placing cards face-up in a central pile. When a Jack appears, the first player to slap it wins the pile. If a player slaps incorrectly, they must give one card to the other player. The game continues until one player has all the cards.

Old Maid

Objective: Avoid being the player left with the Old Maid card

How to play: Remove one Queen from the deck. Deal the remaining cards. Players take turns drawing cards from each other's hands and discarding pairs. The game continues until all pairs are matched, and the player left with the unmatched Queen (Old Maid) loses.



Gin Rummy

Objective: Form sets and runs to score points

How to play: Each player is dealt 10 cards. Players take turns drawing and discarding cards to form sets (three or four of a kind) and runs (three or more consecutive cards of the same suit). The game ends when a player knocks, indicating they have 10 or fewer points in unmatched cards. The player with the lowest score wins.

Rummy

Objective: Form sets and runs with your cards

How to play: Each player is dealt 10 cards. Players take turns drawing from the deck or discard pile and discarding a card. The goal is to form sets and runs. The game ends when a player forms their entire hand into valid sets and runs and discards their last card. The player with the lowest score wins.

Spoons/Tongues

Objective: Collect four of a kind and grab a spoon or stick out your tongue

How to play: Deal four cards to each player. Place spoons (one less than the number of players) in the centre. Players pass cards to the left, trying to collect four of a kind. When a player gets four of a kind, they grab a spoon, and everyone else tries to grab one too. The player left without a spoon is out.



better with 3 or more players!

I Doubt It (Cheat)

Objective: Get rid of all your cards by bluffing

How to play: Deal all cards evenly among players. Players take turns placing cards face down and announcing their rank. Other players can challenge the honesty of the play by saying, "I doubt it." If the player was lying, they take the pile; if not, the challenger takes the pile.

Kings in the Corner

Objective: Be the first to get rid of all your cards

How to play: Each player is dealt seven cards. Players take turns drawing a card and playing as many cards as possible in descending order and alternating colours on the piles in the centre. Kings start new piles in the corners. The first player to get rid of all their cards wins.

Garbage (Trash)

Objective: Be the first to complete a sequence of 10 cards

How to play: Each player is dealt 10 cards face down. Players take turns drawing cards and trying to place them in the correct sequence (Ace through to 10). If a player draws a card they already have, they discard it and the next player goes. The first player to complete their sequence wins.

Egyptian Rat Slap

Objective: Win all the cards by slapping pairs

How to play: Deal all cards evenly among players. Players take turns flipping cards into a central pile. When two consecutive cards of the same rank are played, players slap the pile. The first to slap wins the pile.



Spit (Speed)

Objective: Get rid of all your cards as quickly as possible

How to play: Each player is dealt half the deck. Players simultaneously place cards from their hands onto two central piles, matching by rank or suit. The first player to get rid of all their cards wins.

Karma

Objective: Get rid of all your cards first

How to play: Each player is dealt nine cards: three face-down, three face-up on top of the face-down cards, and three in the hand. Players can swap cards from their hand with their face-up cards before the game starts. Players take turns playing cards from their hand onto a central discard pile. The card played must be equal to or higher than the top card of the discard pile. If a player cannot play a card, they must pick up the entire discard pile. Once a player has played all their hand cards, they start playing their face-up cards. After all face-up cards are played, they move on to the face-down cards, which are played blindly. The first player to get rid of all their cards wins.

Special cards have unique effects:

- 2:** Can be played on any card and resets the pile, allowing the next player to play any card.
- 7:** The next card played must be lower than seven.
- 8:** Acts as an invisible card, meaning the next player must play on the card below it.
- 10:** Clears the discard pile, removing all cards from play.

Go Fish

Objective: Collect the most sets of four matching cards

How to play: Each player starts with seven cards. Players take turns asking each other for specific cards to complete sets. If the other player has the card, they must give it to the asker. If not, the asker draws from the deck. The game ends when all sets are completed, and the player with the most sets wins.

Golf

Objective: Have the lowest score after nine rounds

How to play: Each player is dealt six cards face down in a 2x3 grid. Players take turns drawing and discarding cards, trying to replace high-value cards in their grid with lower ones. The game is played over nine rounds, and the player with the lowest total score wins.



Egyptian Rat Screw

Objective: Get rid of all your cards first

How to play: Split the deck evenly among all players. Each player keeps their stack of cards face down. Players take turns flipping the top card from their stack into a central pile, one at a time. If a player flips a face card (Jack, Queen, King, Ace) or a Joker, the next player must play a certain number of cards to counter it:

- Jack:** 1 card
- Queen:** 2 cards
- King:** 3 cards
- Ace:** 4 cards
- Joker:** 5 cards (if included)

If the next player successfully plays the required number of cards without revealing another face card or Joker, the original player wins the pile. If another face card or Joker is revealed during the counter, the next player must then counter that card. The game continues until one player has all the cards. The last player with cards is the winner.



Card Games for 1 person



Solitaire (Klondike)

Objective: Move all cards to the foundation piles, sorted by suit and in ascending order from Ace to King

How to play: Deal seven piles of cards, with the first pile having one card, the second pile two cards, and so on. Only the top card of each pile is face-up. The remaining cards form the draw pile. Move cards between piles to reveal hidden cards and build sequences in descending order and alternating colours. Move sequences to the foundation piles as you complete them.

Spider Solitaire

Objective: Build eight sequences of cards in descending order from King to Ace within the tableau

How to play: Deal 10 piles of cards, with the first four piles having six cards each and the remaining piles having five cards each. Only the top card of each pile is face-up. Move cards to build sequences in descending order. Once a sequence is complete, it can be moved to a foundation pile. Draw cards from the stockpile when no more moves are possible.

Pyramid

Objective: Remove all cards from the pyramid by pairing cards that add up to 13

How to play: Deal 28 cards in a pyramid shape with seven rows. The remaining cards form the draw pile. Only uncovered cards can be paired and removed. Kings are removed individually as they count as 13. Draw cards from the stockpile to help make pairs.

Clock Solitaire

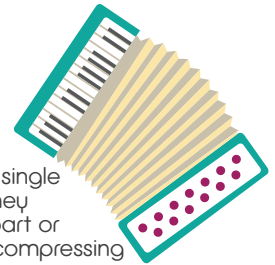
Objective: Reveal all cards in the clock formation without uncovering all four Kings

How to play: Deal 13 piles of four cards each in a circle to represent a clock, with an additional pile in the centre. Start by turning over the top card of the centre pile and place it under the corresponding hour pile (Ace for 1 o'clock, Jack for 11 o'clock, etc.). Continue turning over cards and placing them until all cards are revealed or all four Kings are uncovered.

Accordion

Objective: Compress the entire deck into one pile

How to play: Lay out the entire deck in a single row. Move cards to cover other cards if they match in rank or suit and are one card apart or three cards apart. Continue moving and compressing cards until no more moves are possible.



Napoleon at St. Helena (Forty Thieves)

Objective: Move all cards to the foundation piles, sorted by suit and in ascending order from Ace to King

How to play: Use two decks of cards. Deal 10 tableau piles with four cards each. Only the top card of each pile is face-up. Move cards between piles to reveal hidden cards and build sequences in descending order by suit. Move sequences to the foundation piles as you complete them.

Devil's Grip

Objective: Build sequences of cards in a 3x8 grid

How to play: Deal 24 cards into a 3x8 grid. Place Jacks in the top row, Queens in the middle row, and Kings in the bottom row. Draw cards from the stockpile and place them in the grid according to their rank. The game ends when all cards are placed correctly.

This booklet was created for teenagers and young adults to help fight the boredom they face during prolonged periods in hospital during treatment ...but these games are so fun they can also be used anytime, anywhere and with anyone!



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