

## CARD GAME: "I Doubt It"

The game uses one standard pack of 52 cards, **(or UNO cards 0-9)**. All the cards are dealt out to the players; some may have more than others, but not by much.

The object is to get rid of all your cards by playing them on the discard stack. Decide who should go first and continue clockwise. **(Directions for UNO cards are in bold parentheses.)**

- In the middle of the table is a discard pile, which starts empty. A turn consists of discarding one or more cards face down on the pile. The first player must discard any Aces they may hold in their hand. The second player discards Twos, the next player Threes, and so on. After Tens come Jacks, then Queens, then Kings, then back to Aces, etc. **(0's can be used after 9 with UNO cards or you may start with 0's instead of 1's).**
- Since the cards are discarded face down, you do not in fact have to play the rank you are calling! For example, if it is your turn to discard Sevens, you may actually discard any card or mixture of cards; in particular, if you don't have any Sevens you will be forced to play some other card or cards.
- As you discard your card(s), you announce how many of that card you are playing. For example: "4 Ones."
- Any player who suspects that the card(s) discarded by a player do not match the rank called can challenge the play by calling "I doubt it." Then the cards played by the challenged player are exposed and one of two things happens:
  - If they are all of the rank that was called, the challenge is false, and the challenger must pick up the entire discard pile.
  - If any of the played cards is different from the called rank, the challenge is correct, and the person who played the cards must pick up the entire discard pile. **NOTE:** With the youngest children you may have them pick up only the card they played rather than the whole pile as it might upset them. You know your children and can decide how to do this.
- After the challenge is resolved, play continues in normal rotation, i.e., the player to the left of the one who was challenged plays and calls the next rank in sequence.
- The first player to get rid of all their cards and survive any challenge resulting from their final play wins the game. If you play your last remaining card(s), but someone challenges you and the cards you played are not what you called, you pick up the pile and play continues.

**How does this card game apply to the Doubting Thomas story?**