

Practice a language with

— SLAP JACK: —

Slap Jack is a quick-paced game where you'll need fast reflexes and a strong hand. Flip cards over and slap the top card in the center whenever you see a Jack, doubles, or sandwiches. If you slap the pile, you can give language challenges to the other players! If you don't have any cards, you can get back in the game by slapping the pile before the other players. The player with the most cards by the end of the game wins!

Also Known As: Slaps, Heart Attack

**What
you
need:**

Players: 2+

Materials: Speak in Spades Playing Cards Set (with Language Challenge Dice and 90 Challenge Booklet) OR a regular deck playing cards (find a free set of 30 language challenges here)

Language Challenge Highlight and Variations:

- The first player to slap the center pile in one of the following conditions can give language challenges to other players:
 - **Jack:** If the top card is a J (Jack), the player **can give one language challenge** to another player.
 - **Doubles:** If the top two cards have the same card value, the player can **give two language challenges** to other players.
 - The player can either give two challenges to one player or one challenge to two plates.
 - **Sandwich:** If the third-to-top and top cards have the same card value, the player can **give three language challenges** to other players.
 - The player can give three challenges to one player, two challenges to one player and one to another player, or give one challenge to three players.
- If a player slaps the center pile at the wrong time, the player must give each other player one card face down and complete two language challenges.

General Rules:

Each player starts the game with a pile of cards that remain faced down throughout the game. Going either clockwise or counterclockwise, the players place the top card of their pile face up in the center, adding to the center pile.

The first player to slap the center pile whenever it has a J value (Jack), a pair of cards with the same value (doubles), or a situation where the third-to-top card and top card are the same value (sandwich) can add the pile to their own and give other players a certain amount of language challenges as listed in the Language Challenge Highlights and Variations section above.

When one player runs out of cards, the player can still slap the center pile to gain cards. The player with the most (or all) cards at the end of the game wins!

Notes:

- When more than one player slaps the center pile, the player with the hand directly on top of the pile collects the cards and has the right to give language challenges to the other players.
- If a player slaps the center pile at the wrong time, the player must give each other player one card face down and complete two language challenges.
- If a player puts a card on top of a slappable card, then the opportunity to slap the pile is missed and the players should continue the game until another opportunity arrives.
- If the game runs for a long amount of time, players can create their own ending to the game.
 - For example, a common way to end the game is to stop when a player runs out of cards and count how many cards each player has.
 - Another way is to stop after a specific card has been played, like the ace of diamonds (A♦)

Step-By-Step Instructions:

1

Shuffle and deal the cards face-down to each player evenly.

- Players should not look at their cards. Each player should have a pile of face-down cards.
- Before starting, players should decide who starts and whether to take turns clockwise or counterclockwise.

2

During their turn, each player will quickly add the top card of their pile face up to the center pile.

3

Players can slap and collect the center pile cards under one of the following conditions:

- **Jack:** If the top card is a J (Jack), the player can give one language challenge to another player.
- **Doubles:** If the top two cards have the same card value, the player can give two language challenges to other players.
 - The player can either give two challenges to one player or one challenge to two plates.
- **Sandwich:** If the third-to-top and top cards have the same card value, the player can give three language challenges to other players.
 - The player can give three challenges to one player, two challenges to one player and one to another player, or give one challenge to three players.

4

If a player slaps the pile when one of the previously listed conditions are not met, the player must give one card to each of the other players and complete two language challenges.

- If a player puts a card on top of a slappable card, then the opportunity to slap the pile is missed and the players should continue until another condition is met.

5

When one player runs out of cards, the remaining players should compare how many cards they have in their pile.

- **The player with the most cards wins.**