Coin cards

You will need six copies of this sheet to make one set of 36 cards.













ROYAL AUSTRALIAN MINT

Card game ideas

Here are some ideas for using the sets of coin cards.

Higher and lower

The aim of this game is to be the first player to get rid of all your cards.

You will need:

- 2 4 player
- one set of coin cards (a set is 36 cards)
- a fifty cent coin

How to play:

- Deal five cards to each player and place the rest of the cards, face down in the middle.
- Place the fifty cent coin next to the pile.
- The first player must play a card that is higher than fifty cents, by placing it on top of the fifty cent coin. You cannot play a card of equal value to the coin (i.e. you can't play a fifty cent card).
- If they cannot (i.e. they do not have a card that is higher than fifty cents), they take a card from the pile and the next player gets a chance to play a higher card.
- Once a higher card has been played, the next card played must be lower than the card on the pile.

For example:

- Player one cannot play a card higher than fifty cents, so they pick up a card from the pile.
- Player two plays a one dollar coin card.
- Player three must play a card lower than one dollar and plays a twenty cent card.
- Player four must play a card higher than twenty cents and so plays a two dollar coin card.
- The play alternates between higher and lower until one player has played all their cards and they are the winner.

Note: If you run out of cards for the 'pick-up' pile, use the cards that have already been played.

ROYAL AUSTRALIAN MINT

Card game ideas

Here are some ideas for using the sets of coin cards.

Up or down

The aim of this game is to be the first player to get rid of all your cards.

What you will need:

- 2-4 players
- one set of coin cards (a set is 36 cards)

How to play:

- Deal five cards to each player and place the remaining cards, face down, in the middle.
- Turn the top card over and place it face up next to the pile.
- Player one must play a card that is either one below or one above the card (e.g. if a fifty cent card is turned over, they can play a one dollar card or a twenty cent card). If they cannot play a card they must draw one from the deck.
- This continues until one player has no cards left and they are the winner.

Other options

These cards can also be used to play card games such as 'Go fish', 'Snap' or 'Memory'.

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