

Activity 2

Seminole Wars in Florida: 1812-1858

Seminole Wars Card Game Instructions



- ⇒ The object of the game is to collect a fort or set of cards with the same face value, (for example, all the 4s or all of the Jacks), by calling for cards from other players. The cards are like a deck used to play poker. There are 4 of each suit in the deck, 4 twos, 4 threes and so on. Suits include Spades, Hearts, Diamonds and Clubs.
- ⇒ 3-4 players.

Begin by choosing a dealer. Lay the cards face down in a jumble. Each player chooses a card. The person who draws the card with the highest value becomes the dealer. An Ace is highest, 2 the lowest, and the suits Spades, Hearts, Diamonds and Clubs are valued in that order. For example, the 4 of Hearts is of higher value than the 4 of Diamonds or the 4 of Clubs.

The dealer gathers all the cards back into a deck and deals 4 cards to each player, one at time.

When the deal is finished, the remaining cards are gathered face down into a pool of cards that we call the sofkee (soupy corn) pot.

The player to the left of the dealer begins the play.

Ask any other player for a card from his or her hand that will match a card in your hand. "Do you have any 5s?" If the player gives you the card(s) you asked for, you may ask again, any player you wish. A player must surrender all cards when asked. Continue until you receive a no for your answer. With a no answer, you draw a card from the sofkee pot, and the turn passes to the person on your left. If you draw the card you just asked for, then you continue to play.

When a person gathers a complete fort, the fort is set aside for all to see.

If a player runs out of cards, they are out of the game.

Play continues until all of the cards have been gathered in to a fort or until only one player has cards left in their hand.

The player with the most forts wins. If you have extra time at the end of the game, read your cards to become familiar with the different incidents during the Seminole Wars.