

My Ship Sails

4-7 players

52 cards

Difficulty: Easy

Duration: Short

Collect 7 cards of the same suit.

SETUP

- Deal 7 cards to each player.
- Remove extra cards so the deck divides evenly.

SCORING

- First to collect 7 cards of one suit wins the round.

Tip: Start with the suit you have the most of and be ready to switch if better opportunities arise.

ON YOUR TURN

- Choose one unwanted card and place it face down to your left.
- All players pass simultaneously.
- Pick up the card from the player on your right.
- Call My Ship Sails! if you have 7 of one suit.

My Ship Sails is a simple and fast children's card game where players try to collect seven cards of the same suit by passing unwanted cards to their neighbors. The game plays similarly to other passing games and is excellent for teaching young players about suits and quick decision-making. A round can be completed in just a few minutes, making it ideal for short attention spans.

Objective

Be the first player to collect seven cards all of the same suit and call out My Ship Sails!

Setup

1. **Players:** 4-7
2. **Deck:** Standard 52-card deck (remove cards to make the total divisible by the number of players, ensuring 7 cards each)
3. **Deal:** Deal 7 cards face down to each player.

Gameplay

1. **Choose a suit:** Look at your hand and decide which suit you want to collect. You may change your target suit during the game.
2. **Select a card to pass:** Choose one card you do not want and place it face down to your left.
3. **Pass simultaneously:** When all players are ready, everyone passes their card to the player on their left at the same time.
4. **Pick up:** Pick up the card passed to you from the player on your right and add it to your hand.
5. **Declare victory:** If you have seven cards of the same suit, immediately call out My Ship Sails! to win the round.
6. **Continue:** If no one has won, repeat the passing process.

Scoring

1. **Round winner:** The first player to collect 7 cards of one suit wins the round.
2. **Match play:** Play multiple rounds and track wins. First to 5 round wins takes the match.
3. **Speed bonus:** In some versions, the fastest winner across rounds gets a bonus point.

Variations

- **My Star Shines:** Same game but called by a different name in some regions.
- **Pass Two:** Players pass two cards instead of one for a faster game.
- **Suit Swap:** Players may pass in either direction, choosing each round.

Tips and Strategies

- Choose the suit you have the most of in your initial hand.
- Be willing to switch suits early if you receive several cards of a different suit.
- Pass away cards of suits that your opponents seem to be collecting last.
- Pay attention to what you receive to get a sense of what suits other players are discarding.

Tips & Strategy

Start by targeting the suit you have the most of. Be flexible and switch suits if you start receiving many cards of a different suit. Pass cards that help opponents the least.

The main strategic decision is choosing which suit to collect and when to switch. Starting with your most represented suit is usually correct, but flexibility is key since the cards you receive may shift your best option.