

# Halg' eméylem

# Card Games



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# Introduction

*During a Halq'eméylem Class with UFV, Instructor Laura Wealick, she mentioned the use of card games and flash cards for language learning, this provoked my curiosity and need to fill a resource for other Language Learners and Instructors. You will find a series of popular card games with the Halq'eméylem language. Scripts, language supports language usage and reasoning included. Dianna Kay, 2012*

## **What is a card game?**

A card game is any game using playing cards, standard deck of 52 cards with four suits and royal faces, as the primary device with which the game is played rules varies by region, culture, and person. Games are fun activities to promote interaction, thinking, learning, and problem solving strategies, permits the players to produce information in a short time period, engage in a physical activity and/or complete a mental challenge.

## **Why should games be used in classrooms?**

Students draw their own meaning from these experiences while learning from their mistakes and from each other. The students build upon their previous knowledge and use their new knowledge in a situation separate from the activity in which they learned it. Card games are effective tools for learning because they offer students a hypothetical environment in which they can explore alternative decisions without the risk of failure. Thought and action are combined into purposeful behavior to accomplish a goal. Playing games teaches us how to strategize, to consider alternatives, and to think flexibly<sup>1</sup>. Games provide a constructivist classroom environment where students and their learning are central and conducive to “learning through performance requires active discovery, analysis, interpretation, problem-solving, memory, and physical activity and extensive cognitive processing”<sup>2</sup>. The teacher is now able to make observations on each student and see what areas the class or individuals are struggling with or excelling at as well as the social dynamics of the group. “Games enhance repetition, reinforcement, retention and transference”<sup>3</sup> promote creativity, independence and higher order thinking.

For a language learner, it is essential they are provided with realistic scenarios for language rehearsal. Card games improve participation, self-esteem, and vocabulary usage and allow the learners to see that there are many ways to solve the same problem preparing for potential real life. For example, conversations begin with open ended questions: “How are you?”, “What did you do yesterday?”, “How can I help you?”, and “What would you like for dinner?” Card games, with rehearsed scripts and planning, provides easy ways to involve the students finishing a sentence, listing words that begin with a certain letter, stating vocabulary, answering open ended questions or telling a story. Furthermore card games:

- Allows learner to speak proficiently and independently in various situations with ample opportunities for guided and independent practice.
- Include analysis and interpretation of new and old material which makes learning concrete.
- Incorporate logical reasoning, communication, kinesthetic, visual stimulation and spatial relations.
- Stimulate interactivity promoting actively processing and working with the material as well as with classmates.
- Provide the hands-on experiences are integral to critical learning, retention and recall.
- Develop interactivity amongst the students also promotes a community of learners.

Because each game has a specific learning objective in mind, each player’s turn deals with the same concept or skill in a different way. Therefore, what students do not learn on their own turn, they may grasp from someone else’s turn. Through structured fun of card games, the responsibility for learning and practicing is the job of the student and it is willingly accepted.

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<sup>1</sup> (Martinson and Chu 2008: 478).

<sup>2</sup> (Foreman 2003: 16).




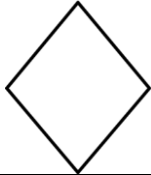




<sup>3</sup> (El-Shamy 2001: 10).

# Numbers for Counting Cards<sup>4</sup>

1. Léts'e
2. Isá:le
3. Lhí:xw
4. Xe'ó:thel
5. Lheq'á:tse
6. T'xém
7. Th'ó:kws
8. Teqá:tse
9. Tú:xw
10. Ó:pel
11. Ó:pel qas te léts'e
12. Ó:pel qas te isá:le
13. Ó:pel qas te lhí:xw
14. Ó:pel qas te xe'ó:thel
15. Ó:pel qas te lheq'á:tse
16. Ó:pel qas te t'xém
17. Ó:pel qas te th'ó:kws
18. Ó:pel qas te teqá:tse
19. Ó:pel qas te tú:xw
20. Ts'kw'éx
21. Ts'kw'éx qas te léts'e
22. Ts'kw'éx qas te isá:le
23. Ts'kw'éx qas te lhí:xw
24. Ts'kw'éx qas te xe'ó:thel
25. Ts'kw'éx qas te lheq'á:tse
26. Ts'kw'éx qas te t'xém
27. Ts'kw'éx qas te th'ó:kws
28. Ts'kw'éx qas te teqá:tse
29. Ts'kw'éx qas te tú:xw
30. Lhèxwelsá
31. Lhèxwelsá qas te léts'e
32. Lhèxwelsá qas te isá:le
33. Lhèxwelsá qas te lhí:xw
34. Lhèxwelsá qas te xe'ó:thel
35. Lhèxwelsá qas te lheq'á:tse
36. Lhèxwelsá qas te t'xém
37. Lhèxwelsá qas te th'ó:kws
38. Lhèxwelsá qas te teqá:tse
39. Lhèxwelsá qas te tú:xw
40. Xèthelsá
41. Xèthelsá qas te léts'e
42. Xèthelsá qas te isá:le
43. Xèthelsá qas te lhí:xw
44. Xèthelsá qas te xe'ó:thel
45. Xèthelsá qas te lheq'á:tse
46. Xèthelsá qas te t'xém
47. Xèthelsá qas te th'ó:kws
48. Xèthelsá qas te teqá:tse
49. Xèthelsá qas te tú:xw
50. Lhéq'etselsá
51. Lhéq'etselsá qas te léts'e
52. Lhéq'etselsá qas te isá:le

<sup>4</sup> Wealick, Laura. UFV Halq'emeylem course 101. Fall 2012

# HALQ'EMEXLEM CARD NAMES<sup>5</sup>

Spade	spa:yt	
Hearts.	th'elth'ale	
Clubs	ke'lhpes.	
Diamonds	toymelts.	
Jack	Chak.	
Queen	kwi:él	
King	kiyel.	
Ace	A:yses	

<sup>5</sup> Phillips, Elizabeth. Translation of Card Terms. Seabird Island: Agassiz BC. 2012. Conversation

# Counting Cards

SPADES	Spa:yt
Ace of spades	Spa:yt qas te A:yses
Two of spades	Spa :yt qas te ísá :le
Three of spades	Spa :yt qas te lhí :xw
Four of spades	Spa:yt qas te xe'ó:thel
Five of spades	Spa:yt qas te lheq'á:tses
Six of spades	Spa:yt qas te t'xém
Seven of spades	Spa:yt qas te th'ó:kws
Eight of spades	Spa:yt qas te teqá:tsa
Nine of spades	Spa:yt qas te tú:xw
Ten of spades	Spa:yt qas te ó:pel
Jack of spades	Spa:yt qas te Chak.
Queen of spades	Spa:yt qas te Kwi:él
King of spades	Spa:yt qas te Kiyel
<b>HEARTS</b>	Th'elth'ale
Ace of hearts	Th'elth'ale qas te A:yses
Two of hearts	Th'elth'ale qas te ísá:le
Three of hearts	Th'elth'ale qas te lhí:xw
Four of hearts	Th'elth'ale qas te xe'ó:thel
Five of hearts	Th'elth'ale qas te lheq'á:tses
Six of hearts	Th'elth'ale qas te t'xém
Seven of hearts	Th'elth'ale qas te th'ó:kws
Eight of hearts	Th'elth'ale qas te teqá:tsa
Nine of hearts	Th'elth'ale qas te tú:xw
Ten of hearts	Th'elth'ale qas te ó:pel
Jack of hearts	Th'elth'ale qas te Chak.
Queen of hearts	Th'elth'ale qas te Kwi:él
King of hearts	Th'elth'ale qas te Kiyel

CLUBS	Ke'lhpes
Ace of clubs	Ke'lhpes qas te A:yses
Two of clubs	Ke'lhpes qas te ísá :le
Three of clubs	Ke'lhpes qas te lhí :xw
Four of clubs	Ke'lhpes qas te xe'ó:thel
Five of clubs	Ke'lhpes. qas te lheq'á:tses
Six of clubs	Ke'lhpes qas te t'xém
Seven of clubs	Ke'lhpes qas te th'ó:kws
Eight of clubs	Ke'lhpes qas te teqá:tsa
Nine of clubs	Ke'lhpes qas te tú:xw
Ten of clubs	Ke'lhpes qas te ó:pel
Jack of clubs	Ke'lhpes qas te Chak
Queen of clubs	Ke'lhpes qas te Kwi:él
King of clubs	Ke'lhpes qas te Kiyel
<b>DIAMONDS</b>	Toymelts
Ace of diamonds	Toymelts qas te A:yses
Two of diamonds	Toymelts qas te ísá:le
Three of diamonds	Toymelts qas te lhí:xw
Four of diamonds	Toymelts qas te xe'ó:thel
Five of diamonds	Toymelts qas te lheq'á:tses
Six of diamonds	Toymelts qas te t'xém
Seven of diamonds	Toymelts qas te th'ó:kws
Eight of diamonds	Toymelts qas te teqá:tsa
Nine of diamonds	Toymelts qas te tú:xw
Ten of diamonds	Toymelts qas te ó:pel
Jack of diamonds	Toymelts qas te Chak.
Queen of diamonds	Toymelts. qas te Kwi:él
King of diamonds	Toymelts qas te Kiyel



# Phrases for Card Games<sup>6</sup>

<b>Xwéwesometsel xwelam lets'e.</b>	I was sure you had one (of those).
<b>Tótí:lthometsel xwelam tethá.</b>	I thought you had that.
<b>Ehó:ytchexw</b>	You cheat.
<b>Tl'elexwchexw tethá!</b>	You stop that!
<b>Ewe qá:lometsel</b>	I don't believe you
<b>Tl'xwéleqtsel</b>	I win
<b>Tl'xwéleqchexw</b>	You win.
<b>Wiyothchexw tl'xwéleq</b>	You always win.
<b>Kwi lewes</b>	It's your turn
<b>Tl'ekwselchíms chexw kwú:t híth?</b>	Why are you taking such a long time?
<b>Xwemchexwlha!</b>	You hurry up!
<b>Li chexw xwelam _____?</b>	Do you have _____?
<b>Tsel kwélexw tel (s)témex.</b>	I got my wish
<b>Tewat te xwiq?</b>	Whose turn is it?
<b>Yelá:wt</b>	Pass by someone
<b>Ye xwiq</b>	Your turn or someone's turn
<b>há:kw'elem</b>	Remember

<sup>6</sup> Phillips, Elizabeth created for Wealick, Laura. Phrases for Card Games. Handout: UFV. 2012

# STH'Ó:QWÍ

## ENGLISH NAME

Go Fish

## RESOURCES

Players	2 – 4 players
Deck	Regular 52 card deck minus Jokers
Options	Can use flash cards (need at least 24 cards to maximum 52 cards)
Setup	<ul style="list-style-type: none"><li>• Choose a dealer</li><li>• Deal five cards to each player.</li><li>• Remainder cards are placed face down in the centre of the table, forming a draw pile.</li></ul>
Goal	First player with most pairs

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**

Li chexw kwelexw?	Do you have?
A'a	Yes
Ewe, la tsth'óqwi!	No, go fish
Tsel kwelaxw tel stemexw!	I got my wish

## GAME PLAY

- 5 cards are dealt to each player
- The remaining cards are messed up, face down between the players. Players hold their cards so they are able to see them, but no one else can.
- Before starting the game, all of the players put any pairs they happen to have in their hand down and earn a point for each pair.
- Starting with the youngest player and moving clockwise, the player asks one of their opponents "Li chexw kwelam \_\_\_\_\_ ""Do you have a \_\_\_\_"
  - The card requested should be one the player has in their hand
- If the opponent has the card, they must give it to the player who earns a point for making a match.
  - If the opponent does not have the card they say "La tsth'óqwi " "Go Fish!"
- The player must then pick a single card from the messed up, face down pile of cards.
  - If they make a pair, they place it down and earn a point.
  - If a player runs out of cards, they pick five from the messed up pile.
- The game is won one of three ways (depending on how you wish to play):
  - by the person with the most points when all the cards are gone, or
  - by the person who gets 10 points first, or
  - by the person with the most points at the end of a set time limit
  - can have the students count how many each cards each student has in Halq'eméylem, can use 11, 12, 13 instead of using Jack, Queen, King.

# TQÁ:TSAXWÁTH'

## ENGLISH NAME

Crazy Eights

## OVERVIEW

Tqá:tsaxwáth' Crazy Eights, also known as Eights and as Swedish Rummy 0. It's believed that Crazy Eights can trace its heritage back to the mid-1600s and a French gambling game known as Hoc.

## RESOURCES

Players

2 – 4 players

Deck

Regular 52 card deck minus Jokers

Options

Setup

- Choose a dealer.
- In a two-player game, each player is dealt seven cards. In a game with three or four players, each player is dealt five cards.
- The remaining cards are placed face down in the center of the table, forming a draw pile. The top card of the draw pile is turned face up to start the discard pile.

Goal

First to discard all cards

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**

Tqá:tsa xwáth'

Crazy eights

## GAME PLAY

- The player to the left of the dealer goes first.
- Play moves clockwise.
- On a turn, each player adds to the discard pile by playing one card that matches the top card on the discard pile either by suit or by rank (i.e. 6, jack, ace, etc.).
- A player who cannot match the top card on the discard pile by suit or rank must draw cards until he can play one.
  - It is allowed to pull cards from the draw pile even if you already have a legal play.
  - When the draw pile is empty, a player who cannot add to the discard pile passes his turn.
- All eights are wild and can be played on any card during a player's turn. When a player discards an eight, he chooses which suit is now in play. The next player must play either a card of that suit or another eight.

# SMELÁ:LH

## ENGLISH NAME RESOURCES

Old Maid

Players

2 – 4 players

Deck

Regular 52 card deck minus three queens

Options

Setup

- Can remove one queen, the remainder queen of same colour is the smelá:lh
- Remove three of the queens from the deck. The remaining queen is the Old Maid.
  - Alternatively, remove just one queen from the deck. The remaining queen of that same color is the smelá:lh.
- Choose a dealer.
- Deal the cards as evenly as possible among the group. some players to have more cards than other players.

Goal

The game ends when the smelá:lh is the only card in play.  
The person holding the smelá:lh loses.

## TERMINOLOGY

smelá:lh

- **Use counting reference sheet and card name sheet**  
Old Maid

## GAME PLAY

- Players sort their cards and discard any pairs. (If a player has three of a kind, he discards two of the cards and keeps the third).
- The dealer then offers his hand, face down, to the player on his left.
  - That player randomly takes one card from the dealer.
    - If the card matches one he already has in his hand, he puts the pair down. If not, he keeps it.
- Play proceeds clockwise, so the player to the left of the dealer then offers his hand, face down, to the player on his left.
- This cycle repeats until there are no more pairs and the only remaining card is the Old Maid.

# ΧÉΥΛÉΧ

## ENGLISH NAME

War

## OVERVIEW

Χέυλέχ relies entirely on the luck of the draw and involves no strategic elements at all.

## RESOURCES

Players

2 players

Deck

Regular 52 card deck

Setup

- The dealer shuffles the cards and deals them as evenly each of the players.
- Each player places his cards, face down, in a pile in front of him.

Goal

- Play continues until one player wins all of the cards. That player wins the game.

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**

War

χέυλέχ

## GAME PLAY

- Each player simultaneously turns over their top card.
  - The higher card wins the pair; the winning player takes both cards and puts them at the bottom of their face-down pile. (Ace is high card; 2 is low card.)
- In the event of a tie, the players have a "war."
  - Each player places three cards face down in the middle of the table and then turns a fourth card face up.
  - The player with the higher of these cards takes all 10 cards which are now in the middle.
  - If these two cards are also a tie, additional cards are turned face up, one at a time, until one player wins; that player takes the entire set of cards.

## OPTION

- After the cards are dealt, each player draws the top three from his pile and holds them in his hand.
  - On each turn, he chooses one card to play and then draws a new card to refresh his hand to three cards.
- When a tie occurs, each player takes three cards from his face down pile and puts them in the middle, still face down.
  - He then chooses a card from his hand to play as the face-up fourth card. The player who plays the higher card takes all six of the face-down cards plus the two "fourth" cards. The player who plays the lower card takes the two cards which caused the war to take place.

# SHXWÓXWEKW

## ENGLISH NAME

P'Yanitsa - Drunkard

## OVERVIEW

P'Yanitsa is Russian for "drunkard" and is similar to the game of War.

## RESOURCES

### Players

2 – 4 players

### Deck

Shortened deck – played with 36 cards – king, queen, jack, ten, nine, eight, seven & six

### Options

- Can play to "rid" of all your cards OR
- Can play to "gather" all of the cards.
- The dealer shuffles the cards and deals them as evenly each of the players.
- Each player places his cards, face down, in a pile in front of him.

### Setup

### Goal

To get rid of all of your cards or to collect all of the cards. Pending on variation

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**

### shxwóxwekw

Numb or joking drunk (pg 1209)

## GAME PLAY

- Shxwóxwekw opens with the dealer dealing out the entire deck to each player, face-down.
- Players make a neat stack of their cards and place it in front of them.
  - Simultaneously, you each turn over your top card. The player with the highest card, regardless of suit, wins the cards and puts them face-down at the bottom of his stack of cards.
  - Ace is high and six is low, but if an ace and a six battle each other, the six wins.
    - If the two cards tie in value, each player turns over another card face up.
    - The player with the highest new cards wins all of the cards played, or, if there is another tie, the process is repeated.
- Play continues until one player has all of the cards.

OPTION: Either variation of playing is acceptable but must be agreed on before play.

- A player is named the drunkard because he has "all of the booze" and loses.
- The player who lost all of his cards is the drunkard because he "spent all his money" and loses the game!
- A variation on playing ties the cards you each could place one card face down on the cards, and then one card face up.

# MÁTH'EL

## ENGLISH NAME

I Doubt it!

## OVERVIEW

Try to convince your opponents by "lying", deceit or just plain tell the truth. Idea is to rid all your cards to your opponents.

## RESOURCES

Players

3 – 6 players

Deck

Regular 52 card deck

Setup

- Choose a dealer randomly.
- The dealer shuffles the cards and deals them as evenly as possible to all of the players. It's fine for some players to have one card more than other players.
- Each player places his cards, face down, in a pile in front of him.

Goal

Play continues until one player wins all of the cards. That player wins the game.

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**

máth'el

Liar

shxw mámh'elqel

a little liar

shxw máth'elqel

liar

## GAME PLAY

- The player to the dealer's left puts one card face down in the middle, stating its rank.
  - He may lie or tell the truth.
- The next player may pass or also place a card face down, claiming to be playing the same card.
  - Play continues until all players pass or until there is a challenge.
- If all players pass, the last person to play a card begins a new round.
- The old stack is removed and a new stack started.
- Players can challenge at any point by touching the stack and saying, " máth'el!" The card is then turned over. If the player was lying, he must pick up the stack.
  - If he was telling the truth, the doubter picks up the stack.
- The first player to get rid of all cards wins.

# Tl'em

## ENGLISH NAME

Snap

## OVERVIEW

Tl'em is a matching game, often played with custom decks specifically designed for the game.

## MATERIALS

Players

2 – 12 players

Deck

Regular 52 card deck

Options

- Use a card that says "snap"; player who says "snap" must place hand on card first

Setup

- Choose a dealer randomly.
- The dealer shuffles the cards and deals them as evenly as possible to all of the players. It's fine for some players to have one card more than other players.
- Each player places his cards, face down, in a pile in front of him.

Goal

Play continues until one player wins all of the cards. That player wins the game.

NOTE: It's possible that some cards will remain in the Snap Pot when all the other cards have been claimed. If this happens, the winner is the player who wins all the cards not stuck in the Snap Pot.

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**

tl'em

Snap

skw'ówes

Snap Pot

(small pot)

mál or méI

Mistake

(mistake/blunder)

## GAME PLAY

- The player to the left of the dealer goes first. Play then moves clockwise.
- On his turn, each player turns over the top card from his face-down pile.
- When someone turns over a card that matches a card already face up on another player's pile, players race to be the first to call "Snap!".
- The player who calls "Snap!" first wins both piles and adds them to the bottom of his face-down pile.
- When moving a card from his face-down pile to his face-up pile, each player should do so by turning the card away from himself. This ensures that the player does not see the card before his opponents have a chance to do the same. (The player should also turn the card quickly, so that he's not giving himself a disadvantage.)
- If two players call "Snap!" at the same time, the two piles are placed in the center of the table and combined into a face-up Snap Pot with one of the two matching cards on top. Play then continues where it left off.
- When someone turns over a card that matches the card on top of the Snap Pot, players race to be the first to call "Snap Pot!". The player who calls "Snap Pot!" first wins the Snap Pot and the matching pile. If there's another tie, the matching pile is added to the Snap Pot.
- When a player calls "Snap!" or "Snap Pot!" at the wrong time, or puts his hand on top of the index card at the wrong time, the player must give his top card to the player who just played. If a player makes a mistake on his own turn, he must give his top card to the player on his right.



# SPÚ:L

## ENGLISH NAME

Spoon

## OVERVIEW

Spú:l is a card game where you need to be aware of others movements and card play.

## RESOURCES

Spoons ( one for each player)

Players

3– 12 players

Deck

Reduced deck (sets equal number of players

i.e. if you have three player you could take out all 4's,3's and 5's

Setup

- Choose a dealer randomly.
- The dealer shuffles the cards and deals them as evenly as possible to all of the players. Each player has four cards.
- Each player places his cards, face down, in a pile in front of him.
- Place the spoons in front of everyone on the table for ease of capture.

Goal

Play continues until one player is the first to collect all four cards and grabs a spoon. If an opponent beats you, then you must not be the last one to realize the person won.

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**

Spú:l

Spoon

## GAME PLAY

- Players simultaneously choose one card from their hands, pass that card to the opponent on their left, and pick up the card they have received from the opponent on their right.
- Each player can never have more than four cards in his hand, so it's illegal for a player to pick up a new card before passing one to the left and saying the card name in Halq'eméylem.
  - When a player collects four of a kind, subtly as possible, take a spoon and place it in front of yourself.
  - OPTION: use any word and/or items or gesture to be creative with the choice for fun
- When one player does this, every other player must do likewise as quickly as possible. The last player to grab a spoon.
- The loser and is eliminated from the game. Remove a set of four cards from the deck and play another round.

OPTIONAL: While playing Spoons, players who either take a spoon can continue to pick up and pass cards, making it more difficult for other players to realize what has happened.

- The player who actually collected four cards of the same rank must always pass the card they just picked up, because passing any other card would break up their four-of-a-kind.

# KWESHÚ

## ENGLISH NAME

Pig

## OVERVIEW

Kweshú is a card game requiring awareness of others movements and card play.

## MATERIALS

Players

3– 12 players

Deck

Reduced deck (sets equal number of players

i.e. if you have three player you could take out all 4's,3's and 5's

Options

Setup

- 
- Choose a dealer randomly.
- The dealer shuffles the cards and deals them as evenly as possible to all of the players. Each player has four cards.
- Each player places his cards, face down, in a pile in front of him.
- Establish variation rules. Everyone must agree.

Goal

Play continues until one player is the first to collect all four cards and until everyone, except one, has their finger on their nose.. If an opponent beats you, then you must not be the last one to realize the person won.

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**

Kweshú

Pig

## GAME PLAY

- Players simultaneously choose one card from their hands, pass that card to the opponent on their left, and pick up the card they have received from the opponent on their right.
- Each player can never have more than four cards in his hand, so it's illegal for a player to pick up a new card before passing one to the left and saying the card name in Halq'eméyem.
  - When a player collects four of a kind, he does one of the following actions, depending on which version of the game is being played; quietly place a finger on the tip of your nose.
- When one player does this, every other player must do likewise as quickly as possible. The last player to grab a spoon, touch his nose, or stick out his tongue is the loser.
- The last player to grab a spoon, touch his nose, or stick out his tongue is the loser and is eliminated from the game. Remove a set of four cards from the deck and play another round.

OPTIONAL: Can continue to pick up and pass cards, making it more difficult for other players to realize what has happened.

# TÉXWTHELH

## ENGLISH NAME

Tongue

## OVERVIEW

Téxwthelh is a card game requiring awareness of others movements and card play.

## MATERIALS

Players

3– 12 players

Deck

Reduced deck (sets equal number of players

i.e. if you have three player you could take out all 4's,3's and 5's

Options

Setup

- 
- Choose a dealer randomly.
- The dealer shuffles the cards and deals them as evenly as possible to all of the players. Each player has four cards.
- Each player places his cards, face down, in a pile in front of him.

Goal

Play continues until one player is the first to collect all four cards and sticks their tongue out. If an opponent beats you, then you must not be the last one to realize the person won.

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**

Téxwthelh

Tongue

## GAME PLAY

- Players simultaneously choose one card from their hands, pass that card to the opponent on their left, and pick up the card they have received from the opponent on their right.
- Each player can never have more than four cards in his hand, so it's illegal for a player to pick up a new card before passing one to the left and saying the card name in Halq'eméylem.
  - When a player collects four of a kind, quietly, but visibly, stick out tongue.
  - OPTION: use any word and/or items or gesture to be creative with the choice for fun
- When one player does this, every other player must do likewise as quickly as possible. The last player to stick out his tongue is the loser.
- The loser and is eliminated from the game. Remove a set of four cards from the deck and play another round.

OPTIONAL: Tongue, players who either take a spoon or stick out their tongue can continue to pick up and pass cards, making it more difficult for other players to realize what has happened.

- The player who actually collected four cards of the same rank must always pass the card they just picked up, because passing any other card would break up their four-of-a-kind.

# Lexwshxwmó:mel

## ENGLISH NAME

Beggar My Neighbour

## OVERVIEW

Lexwshxwmó:mel is an exciting game of luck, best played to a time limit.

## RESOURCES

### Players

2 – 6 players

### Deck

For two or three players, one standard deck of cards can be used.

Any more than three players will require two decks.

### Options

#### Setup

- 
- The dealer shuffles the entire deck evenly each of the players.
- Each player places his cards, face down, in a pile in front of him.

### Goal

To get rid of all of your cards or to collect all of the cards.

Playing on a time limit – the player with the least amount of cards wins.

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**

### Lexwshxwmó:mel

Begger

## GAME PLAY

- All the cards are dealt, one by one, around the group, until there are none left.
  - It does not matter if some players have more cards than others.
  - Each player collects his cards in a face-down pile and does not look at them.
- To start, the person to the left of the dealer places his top card face-up in the centre. Then the game moves around clockwise, with each player adding one card to the central pile until someone turns up an Ace, Jack, Queen or King. The player who turns up one of these cards can then demand payment from the next player:
  - An ace earns four cards
  - A King earns three cards
  - A Queen earns two cards
  - A Knave earns one card
- These payment cards are each placed on the central pile. If an Ace, King, Queen or Jack is turned up, then the next player to the left has to pay the required amount of cards, and so on. This continues until a payment is complete without Aces or Court Cards. Then, the last player who turned up an Ace or Court Card takes the whole central pile and puts it at the bottom of his own. He starts the next round, and the game begins again.

# Há:kw'elem

## ENGLISH NAME

Memory

## OVERVIEW

Há:kw'elem, also known as Concentration, this card game is an old stand-by which can be adapted for all ages and abilities of children and is great for improving concentration and memory skills.

## RESOURCES

### Players

2 – 6 players

### Deck

For two or three players, one standard deck of cards can be used.

Any more than three players will require two decks or any set of flash cards or appropriate themed cards.

### Options

- Can be play solitary or in large groups
- Make a hands-on, tactile version using small household objects, as described in “Under The Cups”. Include one pair of "sweeties" or other treats to make the game especially exciting. The player who finds the matching pair is allowed to eat them! Must say the items in halq'emeylem before the player can keep them. If they do not know the word then the opponent can “steal” them by staying the word.
- Older children can count how many "turns" it takes them to complete the game, and try to beat their record.
- You can make the game a little harder for older children by leaving one card without it's pair.
- The dealer shuffles the entire deck evenly each of the players.
- Each player places his cards, face down, in a pile in front of him.

### Setup

### Goal

To find matching pairs and collect all of the cards.

Playing on a time limit – the player with the least amount of cards wins.

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**
- **If using flash cards – the names of the items selected.**

### há:kw'elem

Remember

## GAME PLAY

- Select a number of pairs of cards appropriate to your child. Older children can use the whole pack of 52.
- Shuffle, and spread all the cards out face down on the table between the players (you can either choose a random arrangement, or lay the cards out in grid form; the latter makes it easier to remember where cards are placed).
- The object of the game is to find matching pairs.
  - Players take it in turns to turn over 2 cards.
  - Let all the players see them and study them.
  - If they are not a matching pair, try to remember what and where they are, then turn them back over. Play then passes to the next player.
  - If they are a matching pair, that player removes them from the table and keeps them, and then has another turn.
- When all cards have been removed from the table, each player counts up the number of cards they have collected. The player with the most cards is the winner.

# Smémayelh

## ENGLISH NAME OVERVIEW RESOURCES

Animals  
Smémayelh Also known as Menagerie

Players	2 + players
Deck	2 standard decks
Materials	Pencil/Pen, paper, container
Options	<ul style="list-style-type: none"><li>• Can use different themed words pending the vocabulary unit.</li><li>• The dealer shuffles the entire deck evenly each of the players.</li><li>• Each player writes an animal word on the paper and places it in a container, the container is shaken and each person draws a paper; that animal is theirs for the entire game.</li></ul>
Setup	
Goal	To collect all of the cards. Playing on a time limit – the player with the least amount of cards wins.

## TERMINOLOGY

	<ul style="list-style-type: none"><li>• <b>Use counting reference sheet and card name sheet</b></li><li>• <b>If using vocabulary –the vocabulary list</b></li></ul>
Smémayelh	animals

## GAME PLAY

- To start, each player chooses an animal name in Halq'eméylem
  - They then write these names on slips of paper, which are folded up and shaken about in a hat or box. Each player then takes out a slip of paper and whichever animal they have selected is theirs for the rest of the game.
- Everyone must then make sure to learn the names of all the animals, not merely their own.
- Next, all the cards are dealt clockwise and kept face down. It doesn't matter if the number of cards given to each player is unequal. No player can look at their cards, but simply keep them in a face down pile.
- Now, the player to the left of the dealer turns his top card over to start a face up pile. Every other player does the same in turn, continuing around the circle.
  - When a player notices that another player's face up card is of the same rank (ie the same number or picture) as his, he has to shout out the name of the other player's animal three times.
  - The first player to shout correctly wins the other player's face up pile, which he adds to the bottom of his face down pile.
- If a player calls out the wrong name, he gives all his face up cards to the player whose name he did shout.
- The winner is the player who manages to collect all the cards.

# Sméyṭh Vocabulary

Steqó:ye	Wolf	Músmes	Cow
Spá:th	Bear	Músmesollh	Calf
Sk'ek'iyap	Coyote	Sqwémá:y	Dog
Mé:les	Raccoon	Sqwíqwéma:y	Puppy
P'q'élqél	Mountain goat	Kweshú	Pig
Sq'á:tl'	River otter	Kwí:kweshú	Piglet
Swetí:yá	Porcupine	Metú	Sheep
Sth'épeq	Skunk	Mímétú	Lamb
Sqwéth'elh	Squirrel	Chékel	Chicken
Kw'í:tsel	Grizzly bear	Chélíchkél	Chick
Sqelá:w	Beaver	Lú:ste	Rooster
Sqets'ó:mes	Bobcat	Lelú:ste	Baby rooster
Xexp'í:tsel	Chipmunk	Sqewá:th	Rabbit
Shxwewé	Cougar	Sqíqewá:th	Bunny
Tl'alqtelé	Deer	Téléqsel	Duck
P'ip'eth'eláxél	Bat	Titéléqsel	Duckling
Sxōwá:l	Fox		
Sqwíqw	Ground hog		
Chō:wqwela	Lynx		
Xó:qel	Marten		
Chachí:q'él	Mink		
Speláwel	Mole		
Q'oyí:ts	Moose		
Kw'átel	Mouse		
Há:wt	Rat		

# Sméyṭh Vocabulary con't

Sp'ó:q'es	Eagle	st'elt'élq stiqíw	spotted horse
Chítmexw	Owl	stl'eltl'élq t'l'á:qt' tepsem	giraffe
Mó:qw	Bird	stl'eltl'élq t'l'aléqt' tepsem	giraffes
Mexts'el	Chickadee	sxéyꝑꝑep stiqí:w	zebra
Spó:l	Western (larger) crow	sxeyꝑꝑep steliqí:w	zebras
Téléqsel	Duck	sxwometsel stiqí:w	camel
Á:xé	Canada goose	sqwemqwó:metsel stiqí:w	camels
Mí:t	Blue grouse	mélkí:y	monkey
Xémxí:mels	Large hawk	mélmélkí:y	monkeys
Xíxémxí:mels	Small hawk	Mòmélkíy	little monkey
Smōqw'é	Crane	Tel chó:kw skw'ikw' ex pu:s	Lion
Pesk'a	Humming bird	Chalexhí:m meqsel	elephant
Swó:kwel	Loon	sá:sq'ets mó:qw	ostrich
Tl'alqtelets	Pheasant	xéytl'á:ls	polar bear
Hémó:	Pigeon	xaléytl'a:ls, xeyxéytl'á:ls	Polar bear
Sqéwéqs	Raven	spá:th	Bear
Skw'ōkw'qaq	Robin	spepá:th	Bears
Slí:luya	Seagull	á:shxw	Seal
Paspasí:ytsel	Song sparrow	á:lexws	Seals
Qw'sí:tset	Swallow	lhalq'ém	Mussels
Shxwōqél	Swan	qwé:les	Whale
Éq'eq'esem	Turkey vulture	qwelqwé:les	Whales
Tot'ep'els	Small red-head woodpecker	á:lhqéy	Snake
T'amiya	Winter wren	á:lelhqíy	Snakes



# Yeló:lh

## ENGLISH NAME

My Ship Sails

## OVERVIEW

Yeló:lh is an easy card game for kids of 6+ages which is best when played at high speed.

## RESOURCES

Players

2 - 7 players

Deck

1 standard decks

Options

- Can use different themed words pending the vocabulary unit.

Setup

- The dealer shuffles the 7 cards each of the players.
- Each player writes (vocabulary) word on the paper and places in a container, the container is shaken and each person draws a paper; that animal is theirs for the entire game.

Goal

To collect seven cards from the same suit.

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**
- **If using vocabulary –the vocabulary list**

Yeló:lh

Travel by ship

## GAME PLAY

- Deal seven cards to each player, one at a time and face-down. The rest of the deck is not needed.
- The aim of the game is to try and collect seven cards from the same suit (eg seven spades).
  - Keeping the cards hidden, the players sort their cards by suits and decide which suit to collect (although they may change their mind as play progresses).
- Then, each player puts an unwanted card face down on the table and slides it to the player on the right, who takes it up.
  - Try to do this in a rhythm so that all players and passing and picking up at the same time.
  - Continue until one player's hand is all one suit. He shouts "**Yeló:lh**" and wins the game.

# Xelxálqem

## ENGLISH NAME

Rolling Stone

## OVERVIEW

Xelxálqem, this card game for kids can be a lot of fun but also very frustrating: just when you are about to win, you can find yourself right back at square one!

## RESOURCES

### Players

2 - 6 players

### Deck

For six players = 1 standard decks

For five players = twos, threes, and fours removed

For four players = twos, threes, fours, fives, and sixes removed

For three layers = twos, threes, fours, fives, sixes and sevens removed

For two players = twos, threes, fours, fives, sixes, sevens and eights removed

### Setup

- The dealer shuffles all the cards evenly each of the players.
- Aces are high

### Goal

To run out of cards first.

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**
- **If using vocabulary –the vocabulary list**

### Xelxálqem

Rolling stone

## GAME PLAY

- The players cut the deck and the highest card deals all the cards around the group clockwise, until each player has eight cards.
- The players sort their cards by suit and then the player to the left of the dealer plays one card face-up.
  - The next player then has to play a card which is of the same suit.
  - Play continues until a player cannot place a card, at which point they have to pick up all the face-up cards and add them to their hand.
  - They then start the next round with one of their cards of a different suit.
- The winner is the player who runs out of cards first.

# Kw'áxemels

## ENGLISH NAME

Sequence

## OVERVIEW

This game is easy to learn, making a good starter card game for younger kids, but nevertheless requires concentration and patience

## RESOURCES

Players

2 - 6 players but best played with 4-5 players

Deck

Standard deck

Setup

- The dealer shuffles all the cards evenly clockwise to each of the players.
- Aces are high

Goal

To run out of cards first.

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**
- **If using vocabulary –the vocabulary list**

Kw'áxemels

Kw'áxem – means to count something =els means to do something in order (1673:Galloway)

## GAME PLAY

- In this game, cards are ranked in numerical order ( 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace). Cards of the same suit make up a sequence.
- To start, the whole deck is dealt clockwise around the group, all dealt cards kept face-down. It doesn't matter if the dealing is unequal.
- The player to the left of the dealer places his lowest card face up on the table. Then, the player who has the next card (or cards) in the sequence plays it.
  - Play continues until the entire sequence is complete, from 2 to Ace.
  - Then, the next sequence is begun by whoever played the last card.
- The winner is the player who is the first to get rid of all his cards.

# Th'ekwsálh

## ENGLISH NAME

Sevens

## OVERVIEW

Th'ekwsálh also known as Card Dominoes, Parliament or Fan Tan, this is an exciting card game which is simple for children to learn quickly.

## RESOURCES

Players

2 +

Deck

Standard deck

Setup

- The dealer shuffles all the cards evenly clockwise to each of the players.
- Aces are high

Goal

To run out of cards first.

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**
- **If using vocabulary –the vocabulary list**

Th'ekwsálh

Sevens

## GAME PLAY

- The entire pack of cards is dealt clockwise and face-down around the group.
- The players then sort their cards into sequences in each suit.
  - The player who holds the 7 of diamonds starts by placing this card down in the centre.
  - The game then continues clockwise, with each player, if they can, adding a diamond card to the sequence.
  - This can either go up (8, then 9, then 10 etc) or down (6, then 5, then 4 etc).
  - Any cards played are placed on either side of the 7, as appropriate, so that the diamonds form a row.
  - A player can also start a new sequence in a different suit by placing any of the other 7s below the 7 of diamonds so that a new row can be built in that suit.
  - If a player can do neither, they simply skip a turn.
- The winner is the first player to use up all his cards and hollers “th'ekwsálh”, although if you wish you can continue to play until all the cards have been used up and all four rows are complete.

# Chak Lhóqw'et

## ENGLISH NAME

Slapjack

## OVERVIEW

Chak Lhóqw'et This is an easy card game but it can get wild and start off a few arguments!  
You might want to supervise young children.

## RESOURCES

Players

2 – 5

Deck

Standard deck

Setup

- The dealer shuffles all the cards to each of the players.
- Aces are high

Goal

To stay in the game as long as possible.

## TERMINOLOGY

- **Use counting reference sheet and card name sheet**
- **If using vocabulary –the vocabulary list**

Chak

Jack

Lhóqw'et

Slap

## GAME PLAY

- Deal the cards out completely, face-down - don't worry if the numbers are uneven.
  - The player to the left of the dealer starts by turning the card on the top of his pack face-up in the centre of the table.
  - Play continues with each player adding a card to the face-up pile, until somebody turns up a Jack at which point all players try to be the first to " Lhóqw'et " their hand over the stack.
  - Whoever gets their hand their first take the pack and adds it to the bottom of their pile.
- The player to their left starts a new face-up pile, and play continues.
- If you lose all your cards you have one more chance to stay in the game, by slapping the next Chak that appears. If you miss that one, you are out for good!
- The last person in is the winner.

## Glossary - Halq'emeylem to English

á:lexws	Seals	Lhèxwelsxá qas te tú:xw	Thirty-nine
á:lhqéy / á:lélhqíy	Snake / Snakes	Lhèxwelsxá qas te xe'ó:thel	Thirty-four
á:shxw	Seal	Lhí:xw	Three
Á:xe	Canada Goose	Lhóqw'et	Slap
A:yses	Aces		
A'a	yes	Lú:ste	Roster
áílelhqíy	snakes	Mál / mél	mistake
Chachí:q'él	Mink	máth'el	liar
Chak	Jack	Mé:les	Racoon
Chak.	Jack	mélkí:y	Monkey
Chalexhí:m meqsel	Elephant	mélmélkí:y	monkeys
Chékel	Chicken	Metú	Sheep
Chélichkél	Chick	Méxts'el	Chickadee
Chítmexw	Owl	Mí:t	Blue Grouse
Chō:wqwela	Lynx	Mímétú	Lamb
Éq'eq'esem	Turkey Vulture	Mó:qw	Bird
há:kw'elem	remember	Mòmélkíy	Little Monkey
Há:wt	Rat	Músmes	Cow
Hémó:	Pigeon	Músmesollh	Calf
Ihalq'ém	Mussels	Ó:pel	ten
Isá:le	Two	Ó:pel qas te isá:le	twelve
Ke'lhpes	Clubs	Ó:pel qas te léts'e	eleven
Ke'lhpes qas te isá :le	Two of Clubs	Ó:pel qas te lheq'á:tsets	fifteen
Ke'lhpes qas te lhí :xw	Three of Clubs	Ó:pel qas te lhí:xw	thirteen
Ke'lhpes qas te A:yses	Ace of Clubs	Ó:pel qas te t'xém	sixteen
Ke'lhpes qas te Chak	Jack of Clubs	Ó:pel qas te teqá:tsta	eighteen
Ke'lhpes qas te Kiyel	King of Clubs	Ó:pel qas te th'ó:kws	seventeen
Ke'lhpes qas te Kwi:él	Queen of Clubs	Ó:pel qas te tú:xw	nineteen
Ke'lhpes qas te ó:pel	Ten of Clubs	Ó:pel qas te xe'ó:thel	fourteen
Ke'lhpes qas te t'xém	Six of Clubs	P'ip'eth'eláxél	Bat
Ke'lhpes qas te teqá:tsta	Eight of Clubs	Paspasí:ytsel	Song Sparrow
Ke'lhpes qas te th'ó:kws	Seven of Clubs	Pesk'a	Humming Bird
Ke'lhpes qas te tú:xw	Nine of Clubs	P'q'élqél	Mountain Goat
Ke'lhpes qas te xe'ó:thel	Four of Clubs	Q'oyi:ts	Moose
Ke'lhpes. qas te lheq'á:tsets	Five of Clubs	qwé:les	Whale
kiyel	King	qwelqwé:les	Whales
Kw':tel	Mouse	Qw'sí:tset	Swallow
Kw'áxemels	Sequence (count something)	sá:sq'ets mó:qw	Ostrich
Kweshú	Pig	Shxwewé	Cougar
kwi:él	Queen	shxwmámth'elqel	A little liar
Kwí:kweshú	piglet	shxwmáth'elqel	liar
Kw'í:tset	Grizzly bear	Shxwōqél	Swan
Lelú:ste	Baby Rooster	shxwóxwekw	Drunkard
Léts'e	One	Sk'ek'iyap	Coyote
Lexwshxwmó:mel	Beggar	Skw'ówes	Snap pot (small pot)
Lheq'á:tsets	Five	Skw'ók'w'qaq	Robin
Lhéq'etselsxá	Fifty	Slí:luya	Seagull
Lhéq'etselsxá qas te ílsá:le	Fifty-two	smelá:lh	Old maid
Lhéq'etselsxá qas te léts'e	Fifty-one	Smá:melt	Rolling Stone
Lhèxwelsxá	Thirty	Smémayelh	animals
Lhèxwelsxá qas te isá:le	Thirty-two	Smōqw'é	crane
Lhèxwelsxá qas te léts'e	Thirty-one	Spá:th	Bear
Lhèxwelsxá qas te lheq'á:tsets	Thirty-five	Spá:yt	Spades
Lhèxwelsxá qas te lhí:xw	Thirty-three	Spá:yt qas te A:yses	Ace of Spades
Lhèxwelsxá qas te t'xém	Thirty-six	Spá:yt qas te Chak.	Jack of Spades
Lhèxwelsxá qas te teqá:tsta	Thirty-eight	Spá:yt qas te ílsá :le	Two of Spades
Lhèxwelsxá qas te th'ó:kws	Thirty-seven	Spá:yt qas te lhí:xw	Three of Spades

Spá:yt qas te Kiyel	King of Spades	Th'elth'ale qas te xe'ó:thel	Four of Hearts
Spá:yt qas te Kwi:él	Queen of Spades	Th'ó:kws	seven
Spá:yt qas te lheq'á:tses	Five of Spades	Titélqsel	Duckling
Spá:yt qas te ó:pel	Ten of Spades	Tl'em	snap
Spá:yt qas te t'xém	Six of Spades	Tl'alqtelé	
Spá:yt qas te teqá:tsa	Eight of Spades	Tl'alqtelets	Pheasant
Spá:yt qas te th'ó:kws	Seven of Spades	Tot'ep'els	Small red-head Woodpecker
Spá:yt qas te tú:xw	Nine of Spades	Toymelts	Diamonds
Spá:yt qas te xe'ó:thel	Four of Spades	Toymelts qas te A:yses	Ace of Diamonds
Speláwel	Mole	Toymelts qas te Chak	Jack of Diamonds
spepá:th	Bears	Toymelts qas te isá:le	Two of Diamonds
Spó:l	Western Crow	Toymelts qas te Kiyel	King of Diamonds
Sp'ó:q'es	Eagle	Toymelts qas te lheq'á:tses	Five of Diamonds
Spú:l	Spoon	Toymelts qas te lhí:xw	Three of Diamonds
Sq'á:tl'	River Otter	Toymelts qas te ó:pel	Ten of Diamonds
Sqelá:w	Beaver	Toymelts qas te t'xém	Six of Diamonds
Sqets'ó:mes	bobcat	Toymelts qas te teqá:tsa	Eight of Diamonds
Sqewá:th	Rabbit	Toymelts qas te th'ó:kws	Seven of Diamonds
Sqéwéqs	Raven	Toymelts qas te tú:xw	Nine of Diamonds
Sqíqewá:th	Bunny	Toymelts qas te xe'ó:thel	Four of Diamonds
Sqwémá:y	Dog	Tl'alqtelets	Pheasant
sqwemqwó:metsel stiqí:w	Zebra	Toymelts. qas te Kwi:él	Queen of Diamonds
Sqwéth'elh	Squirrel	Tqá:tsaxwáth'	Crazy eights
Sqwíqw	Ground Hog	Ts'kw'éx	Twenty
Sqwíqwéma:y	Puppy	Ts'kw'éx qas te isá:le	Twenty-two
st'elt'élq stiqíw	Spotted Horse	Ts'kw'éx qas te léts'e	Twenty-one
Steqó:ye	Wolf	Ts'kw'éx qas te lheq'á:tses	Twenty-five
sth'ó:qwi	Go fish	Ts'kw'éx qas te lhí:xw	Twenty-three
Sth'épeq	Skunk	Ts'kw'éx qas te t'xém	Twenty-six
stl'eltl'élq tl'á:qt' tepsem	Giraffe	Ts'kw'éx qas te teqá:tsa	Twenty-eight
stl'eltl'élq tl'aléqt' tepsem	Giraffes	Ts'kw'éx qas te th'ó:kws	Twenty-seven
Swetí:yá	Porcupine	Ts'kw'éx qas te tú:xw	Twenty-nine
Swó:kwel	Loon	Ts'kw'éx qas te xe'ó:thel	Twenty-four
sxeypxep steliqí:w	Zebra	Tú:xw	nine
sxéypxep stiqí:w	Zebras	Toymelts. qas te Kwi:él	Queen of Diamonds
Sxōwá:l	Fox	Tqá:tsaxwáth'	Crazy eights
sxwometsel stiqí:w	Camel	Xe'ó:thel	four
T'amiya	Winter Wren		
T'xém	six	Xémxi:mels	Large Hawk
Tel chó:kw skw'ikw' ex pu:s	Lion	Xèthelsxá	Forty
Téléqsel	Duck	Xèthelsxá qas te isá:le	Forty two
Teqá:tsa	eight	Xèthelsxá qas te léts'e	Forty one
téxwthelh	Tongue	Xèthelsxá qas te lheq'á:tses	Forty-five
Th'ekwsálh	Sevens	Xèthelsxá qas te lhí:xw	Forty-three
Th'elth'ale	Hearts	Xèthelsxá qas te t'xém	Forty-six
Th'elth'ale qas te Chak.	Jack of Hearts	Xèthelsxá qas te teqá:tsa	Forty-eight
Th'elth'ale qas te A:yses	Ace of Hearts	Xèthelsxá qas te th'ó:kws	Forty-seven
Th'elth'ale qas te isá:le	Two of Hearts	Xèthelsxá qas te tú:xw	Forty-nine
Th'elth'ale qas te Kiyel	King of Hearts	Xéyléx	war
Th'elth'ale qas te Kwi:él	Queen of Hearts	xéytl'á:ls, xeyxéytl'á:ls	Polar Bear(s)
Th'elth'ale qas te lheq'á:tses	Five of Hearts	Xexp'í:tse	Chipmunk
Th'elth'ale qas te lhí:xw	Three of Hearts	Xixémxi:mels	Small Hawks
Th'elth'ale qas te ó:pel	Ten of Hearts	Xó:qel	Marten
Th'elth'ale qas te t'xém	Six of Hearts	Yelá:wt	Pass by someone
Th'elth'ale qas te teqá:tsa	Eight of Hearts	Yeló:lh	Ship (vessel) sails
Th'elth'ale qas te th'ó:kws	Seven of Hearts	Xèthelsxá qas te xe'ó:thel	Forty-four
Th'elth'ale qas te tú:xw	Nine of Hearts	Xexp'í:tsel	Rolling Stone

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