

# Rule of 24



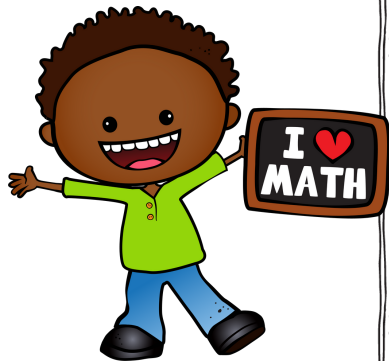
What you need:

- Deck of Cards
- 4 players

How to Play:

- Each Player is dealt four cards from the deck
- They must create an equation with a solution using the four operations (+ -  $\times$   $\div$ )

# Target



What you Need:

- Deck of Cards
- Two Die
- 2-4 players

How to Play:

- To select the target number roll the two die. For example: if you roll a 3 and a 2, the target number is 32 because the 3 was rolled first. \* Players are dealt 5 cards
- Players must use the cards (not all need to be used) that they have to make an equation that is as close to the target number as possible
- The player that gets to or closer to than any other player wins the round
- The winning player takes all of the cards that the other players have
- Play resumes by rolling the die again to get a new target number
- Play finishes when all cards in the deck are used up and the player with the most cards in their hand wins

# Quick Draw



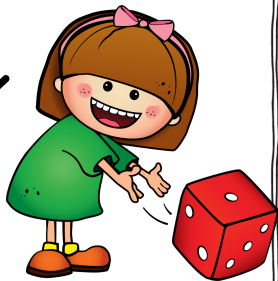
What you need:

- Deck of cards
- 2 players

How to Play:

- Cards are dealt out to the players until the deck is dispersed
- One player calls out 'Draw' and both players turn over their top card and place it face up in the centre
- The Players either add/subtract/multiply the two numbers (to be decided upon prior to game starting)
- The first player to call out the total wins the two cards
- After all the cards have been used, the players count the number of cards that they have won.
- The winner is the person who has the most cards

# Greedy Pig



## What you need

- 1 six sided dice
- Paper and pen for scoring
- 2 or more players

## How to Play

- Decide who will go first
- The first player rolls the die and if they roll a 2, 3, 4, 5 or 6 they write down the score
- If they did not roll a 1, the player can decide to roll again. If they roll a 2, 3, 4, 5 or 6, they add that number to their previous score. If they roll a 1, he earns no score and immediately pass the die to the next player
- When a player does not roll a 1, they can decide to continue rolling and adding the points from each roll to their total score for that turn or they can hold onto their points and pass the die to the next player

## However!

- If the player rolls a 1, they lose all their points (for that turn only) and must pass the die to the next player
- Play continues until one player reaches a score of 100

# Make 20

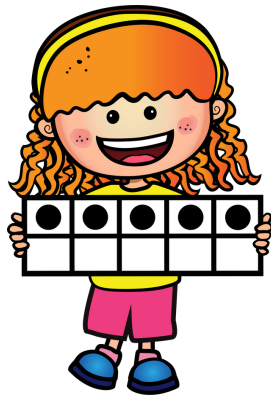
What you need:

- Deck of Cards

- 2-4 players

How to Play:

- Each player is dealt 5 cards to hold in their hand
- The remaining cards are placed face down in a pile in the centre
- The top card is turned over and placed beside the pile
- Players take it in turns to pick up the top card of the pile or the top card in the discard pile.
- If the player can make a set of card that total 20 in value the set is put down facing up in front of the player
- The player finishes the turn by discarding a card face up on the discard pile.
- The player then picks up 4 more cards from the pile to restore their set of 5 cards
- The winner is the person who has made the most sets when all of the pile is gone.



# Index Number Battle



What you need:

- Deck of cards
- 2-4 players

How to Play:

- Players are dealt cards from the deck until all cards in the deck are depleted
- Players all turn over their first card (this card becomes their base)
- They then turn over their second card (this card becomes their index/exponent number)
- The player with the highest number wins and takes the cards from the other players
- Play continues this way until one player has no cards left

# Gain or Loss

What you need:

- Deck of Cards (Jacks - 11, Queens - 12, Kings - 13, Aces - 1)
- 2-4 players

How to play:

- Player begin with a score of 15
- Black cards are a gain and red cards are a loss
- Players begin by taking a card and either adding or subtracting that number from 15. For example: a player begins by taking a 2 of hearts, they take two from 15 and their score is 13.
- Players take turns to either add or subtract (according to the card) from their current score
- When all cards have been taken the player who is the closest to 15 wins

