

## **Nifty 50** (2-4 players)

The object is to come up with a math equation that has a sum or difference closest to the number 50. First player to 5 points is the winner!

Deal all the cards between all the players. Each player turns over 4 cards and makes a two digit + two digit number sentence or two digit - two digit number sentence that has solution is closest to 50. The equation that is closest to 50 gets one point. IF you can create an equation that is exactly 50, it's worth 2 points. If both players have the same answer, no one gets a point.

During play, Aces are worth 1, and face cards and 10s are worth 0, other cards are face value. After the cards are used, they are put in a discard pile.

## **Make Ten** (1-2 players)

This game is traditionally played as solitaire, but can easily be modified for two players. It allows younger kids to be able to practice their math facts to 10.

Deal the cards into three rows of 5 face up, the rest are in a pile face down to the side. If you can add two cards that equal the sum of 10, you collect the cards. New cards are dealt into the holes that were left from the cards that were picked up. Face cards (K, Q, J, 10) can only be picked up if you have a matching pair.

If you are playing the solitaire version, you win if you can pick up all the cards in the entire deck without getting stuck! If you are playing with two players, and there are no more moves to be made, the player with the most cards at that time is the winner.

## **21** (2-4 players)

This game is a simplified version played in casinos, with no gambling involved.

Object: be the closest to 21 without going over! Each player is dealt two cards to start. Each player has the option to take another card to attempt to improve their hand to the number 21. If they go over or "Bust", they get 0 points. If they are the closest to 21 without going over, they get 1 point. If there is a tie, all the players that are tied get 1 point. If they get 21 on the first 2 cards dealt, they get 2 points. First player to 10 points wins.

## **WAR & Double/Triple Digit WAR**

Deal all the cards out to all the players. Younger players flip one card over to battle their opponent. The larger number wins the battle and collects all the cards. For older kids, flip two or three cards to create a two or three digit number that can be rearranged to create the largest two or three digit number possible. Largest number wins the battle and all the cards. IF the numbers are exactly the same, a war occurs. Players place three cards face down and flip a fourth card over to battle the opponent. Greatest number wins all the cards. Play stops when one player has no more cards to use.