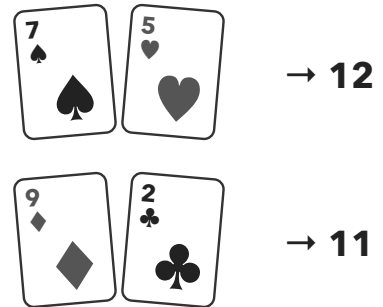


Card math games

Four math games for one deck of cards. Take out the jacks, queens and kings, or count them as 10. An ace is 1.

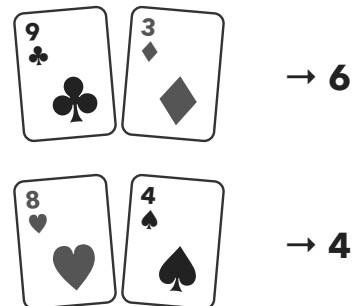
Addition War 2 players · add two cards

- 1 Deal the deck between you, face down. Don't look.
- 2 Both turn over two cards and add them up. The bigger total takes all four.
- 3 Same total? Each put three cards face down, turn two more, and add again. The winner takes the lot.
- 4 Whoever has all the cards, or the most when time's up, wins.



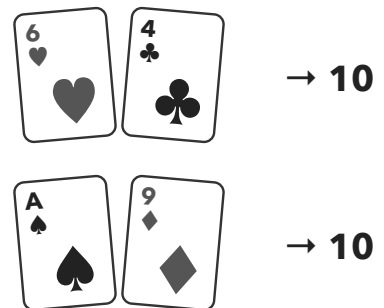
Subtraction War 2 players · take the small one away

- 1 Play it like Addition War, but take the smaller card away from the bigger one.
- 2 The bigger answer takes all four cards. A tie is war, the same way.



Make Ten 1 to 4 players · find pairs that add to 10

- 1 Lay out twelve cards face up in three rows of four.
- 2 Take any two cards that add up to 10, like a 6 and a 4, or an ace and a 9. A 10 can go on its own.
- 3 Fill the gaps from the deck. Most pairs when the deck runs out wins, or play alone and try to clear it.



Snap to Ten 2 to 4 players · slap when two tops make 10

- 1 Deal the deck out. Take turns turning your top card onto a pile of your own in front of you.
- 2 When two of the cards on top of the piles add up to 10, slap the middle of the table. First hand down takes both piles.
- 3 A wrong slap gives a card to each other player. Most cards at the end wins.

