

Double Compare

This is a two-player game. Each player starts with half of the cards. During each round, each player turns over two cards. Whoever has “the most” wins all the cards. Play continues until all the cards are used. The player with the most cards wins.

Make Ten

In this game, two players work together to try to use all the cards. Players use one deck of cards, and put out 9 cards face up in a three by three fashion. Players take turns “making ten”. Replenish the cards when tens can no longer be made. Continue the game until no more tens can be made.

Race to 200

Your goal is to get exactly 200! You each start with zero points. In pairs or trios, each person takes a turn to roll 1 or 2 dice. That person then adds his or her number (arranged in any order) from the remaining points. Opponents should verify each person's new total. First person to 200 wins.

Race to Zero

Your goal is to get exactly zero! You each start with 999 points. In pairs or trios, each person takes a turn to roll 1, 2, or 3 dice. That person then subtracts his or her number (arranged in any order) from the remaining points. Opponents should verify each person's new total. First person to zero wins.