

Games Directions

- 1) Thirty-one: Materials: 1 deck of regular playing cards; betting chips. Each player starts with 10 chips. Put one chip in the "pot" before each turn, or "fold", that is, you are out for this round. All the players pick a card or decide to "stay" with their total. If you take a card, add the value (face cards are worth 10, aces worth 1 or 11) to your total so far. When all players still in have "stayed", the game is over. Closest total to 31 without going over wins the "pot" for that round. All players can start a new round. At the end of the game, receive one bonus participation point for every two chips over 10.
- 2) Twenty-one: Materials: 2 six-sided dice, 1 four-sided die. Player who starts rotates at each round. At your turn, roll the 3 dice as many times as you want, adding the numbers on the six-sided dice to your total, and subtracting the number on the four-sided die. When you have a total that you like, pass the dice to the person on your left. When everyone has had a turn, the total closest to 21 (over or under) gets a point. If there is a tie, each player in the tie gets a point. Player with the most points wins 5 participation bonus points.
- 3) One Million: Materials: 1 deck of regular playing cards; betting chips. Each player starts with 10 chips. Put one chip in the "pot" before each turn, or "fold", that is, you are out for this round. All the players pick a card or decide to "stay" with their total. If you take a card, multiply the value (face cards are worth 10, aces worth 1 or 11) by your total so far. After multiplying, round your answer to one decimal place. When all players have "stayed", the game is over. Closest total to one million (over or under) wins the "pot" for that game. All players can start a new round. At the end, receive one bonus participation point for every two chips over 10.
- 4) Speed: Materials: 2 twenty-sided dice, 1 six-sided die. At your turn, person to your left keeps track of time for 2 minutes, person on your right writes down your dice rolls for checking later. In the 2 minutes, with pencil and paper, multiply the 2 numbers on the twenty-sided dice, then divide by the number on the six-sided. Round to the nearest integer. Write down your answer. At the end of the 2 minutes, check with calculator and receive 1 point for every one correct. Player with the most points wins 5 participation bonus points.
- 5) Cards of Fun: Materials: Problem cards, score card. Shuffle the deck, and place face down. Each player takes a card and works on the problem. When you are done, you may help your teammate. When your whole team is done, the other team gets 2 minutes to try to finish their problems. When both teams are done, decide which problems are done correctly (bring arguments to me!) and give a team one point for each correct. Keep playing until time is called. If there are only three players, the single takes two cards at each turn, and picks which problem to solve. Each correct is worth 2 points. Each player on the winning team wins 5 participation bonus points.