# Elevenses

Number of players: 1

Equipment needed: Full pack of playing cards

How to play:
The player deals 9 cards face-up. The player looks for pairs of cards that total 11. When the player finds a pair she deals a new card on to each of the pair. Jack, queen and king each have a value of 11 in this game, so can have a new card dealt on to them. The game continues like this until either she has used up all her cards (in which case she has 'won'), or until she cannot go.
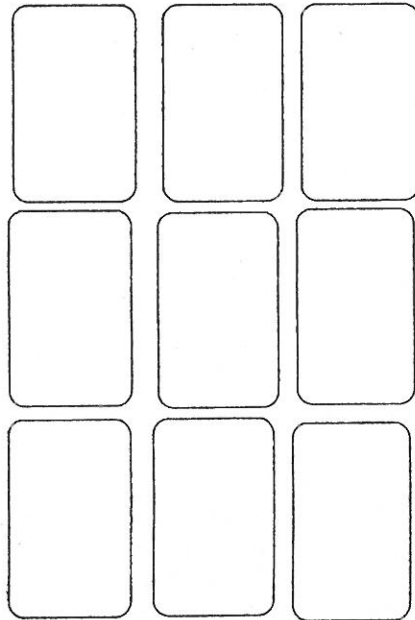
Variations on this game: You could play this game hunting for pairs that total ten.
To extend: A rule could be added that says not only cover pairs that total eleven, but also three cards e.g. 2, 5, 4.
Could you play finding numbers which total 20?
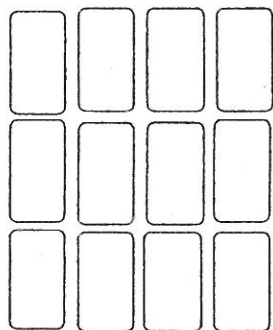E.g. 2, 5, 6, 7.

Lay Them Out

Number of players: 2 or more

Equipment needed: Pack of playing cards, with picture cards removed.

How to play:
12 cards are dealt face –up in the centre of the table. One player secretly chooses two neighbouring cards. Without telling anyone which cards they are, they tell people the sum/total of the cards. The other players try to be the first to spot which two cards have this total. The first player to spot the two cards keeps them. The remaining cards are returned to the pack, the pack is shuffled and another set of twelve cards dealt. The game continues for as long or as short as you like, or until all the cards have been used up. The winner is the player who has got the most cards at the end.

Variations: The sum of three neighbouring cards could be found.
Rather than finding the sum, the product could be found, in other words the two or even three cards could be multiplied.

Variations of Snap

Number of players: 2 or more

Equipment needed: Pack of playing cards, with picture cards removed.

How to play:
Addsnap
The dealer deals two cards face up in the centre of the table. The first person to call out the sum/total of the two cards wins them. The game continues with the dealer dealing another pair. The winner is the player who has won most pairs.
To extend: the dealer could deal 3 or 4 cards.

Differencesnap
Rules as above except players are required to call out the difference between the two cards, in order to win them. E.g. The cards 2 and 9 have a difference of 7

Timesnap
Rules as above except players are required to multiply the two dealt cards and to call out the answer in order to win them.

Note: To give each player a fairer chance at winning pairs of cards, you could change the rules slightly. The dealer could deal a pair to a specific person, if they can get the answer in a given amount of time then they win the pair.
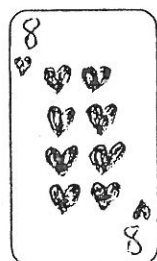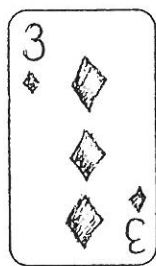
Two Card Trick

Number of players: 2 or more

Equipment needed: Pack of playing cards, remove picture cards.

How to play:
Shuffle cards and place the pack face-down in the middle of the table. Each player takes two cards. The cards can be used with any operation to make a total.
For example: With these two cards you could make any of these

$3 + 8 = 11$
$3 \times 8 = 24$
$3 - 8 = -5$
$8 - 3 = 5$
$8 \div 3 = 2 \text{ r } 2$

So, I would choose $3 \times 8 = 24$ to get me started towards my target of 100.

The player presents their calculation to the other players, if they agree on the total, that total becomes the player's running score. Cards are returned to the pack and shuffled, the process is repeated. The winner is the player who after 5 rounds has a total closest to 100.

Variations:
Three cards could be used instead of two.

Or four cards could be chosen and the final total to aim at could be 1 000!

Three Digits

Number of players: 2 or more

Equipment needed: Pack of playing cards, ace to 9 of each suit.

How to play:
Shuffle the cards; put them in a pile, face-down in the middle of the table. Players each take three cards from the pile; they arrange their cards to make the highest three digit number they can. The player with the highest number wins everyone's cards. The game continues until all the cards are used up. The winner is the player who has won most cards by the end.

Variations:
Rather than picking three cards, each player could pick 4, 5 or even 6 cards.
Players could try to make the lowest possible number.
Or players could try to make a multiple of 10, or 5.
Or players could try to make the highest possible odd number.

Or to make scoring more complicated: the difference between the winning number and the losing number could become the score for the winner. E.g. 235 and 199. The difference is 36, therefore that would be the score for the winner of that round.