**“99”**

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| **Math Concepts Covered:** Addition and subtraction **Materials:**A deck of cards **# of Players:**2+ **Grades:**1-5 | **Prepare the deck:** Remove any Jokers.  **Special card values:** *(See below)* |

**OBJECT OF THE GAME:**Force any other player to play a card that will make the cumulative group score go over 99 points. Each player wants to avoid playing a card that will push the score over 99 (and end the game).

**HOW TO PLAY:**

1. The dealer gives each player three cards. (Don't let others see your cards).
2. The first player chooses any card from her hand and plays it, starting the group score. For example, if she wants to play a 6, she should put down her card (face-up) and state, "6." This way, everyone else has the new score locked in their heads (it's very easy to forget, so pay attention!). Then this player picks up a replacement card.
3. The next player plays a queen, which is worth 10 points, and **says the new score, "16,"** then draws a replacement card.  Then the next person plays an ace and states the score: "27."  (Remember aces can be one or 11 points, so the score could have been 17 or 27).
4. The next player plays a nine, and gleefully cries out, "AUTOMATIC 99!" at which point the score jumps straight to 99! This makes an interesting situation for the next players! The next player needs either a 3 ("pass"), a 4 ("reverse"), another 9 ("automatic 99"), or a 10 (subtract 10) in his hand, otherwise the score will go past 99 and the round will end.
5. Luckily, the next player has a 10 (subtract 10), and plays it, bringing the total score back down to 89.
6. The next player plays a 7, so the score is 96.
7. The next player plays a 3, which keeps the score at 96. Then a player plays a 2, bringing the score up to 98! The next player has a 4, which reverses the direction of play (while keeping the score at 98). Finally, the next player does not have a 3, 4, 9 or 10, which makes the score go past 99, and the round comes to an end.

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Card Values

Ace = 1 or 11. You decide when you play it.  
3 = “**Pass**.” Score stays the same.  
4 = "**Reverse**." This reverses the direction of play. Score stays the same.  
9 = “**Automatic** **99**.” The score becomes 99, no matter when it is played.  
10 = "**Subtract ten" points** (-10).  
All picture/face cards = add 10 points  
All other cards (2, 5, 6, 7, 8) = their face value.