

FROM: DEVELOPING NUMBER SENSE IN GRADES 3-6 BY BRESSER AND  
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## Oh No 99

This game provides practice for addition of whole numbers and strategic thinking.

\*You can play with 2 or more players.

### **Material:**

A deck of playing cards (no jokers) for each pair of players.

### **Card Values and Operations:**

*Aces +1, Jacks -10, Queens are wild (can represent any other card in the deck), Kings: 0, All others: + face value*

### **Directions for Play:**

- One player shuffles the cards and deals four cards to each player. The cards not dealt remain in a stack, face down.
- Players take turns playing one card at a time, adding or subtracting the value of their card to or from the jointly accumulating score.
- Each time a player plays a card, he or she must replace it with the top card on the face-down stack.
- Play continues until one player forces his or her partner to go over the score of 99.

The way the game was originally intended players cannot see each other's cards. However, if players can see each other's cards the strategies require an interesting change.

Tip: Print out card values to refer to while playing. Next page...

## **Card Values:**

**Aces +1**

**Jacks -10**

**Queens are WILD**

(can represent any card in the deck)

**Kings -0**

**All others: +face value**