

0.1

0.2

0.3

0.4

0.5

0.6

0.7

0.8

0.9

$$\frac{1}{10}$$

$$\frac{2}{10}$$

$$\frac{3}{10}$$

$$\frac{4}{10}$$

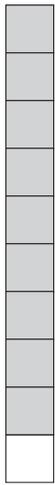
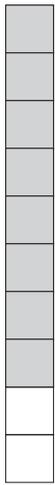
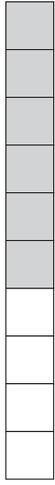
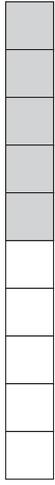
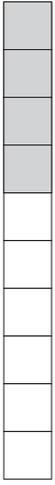
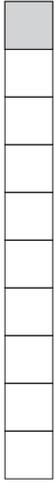
$$\frac{5}{10}$$

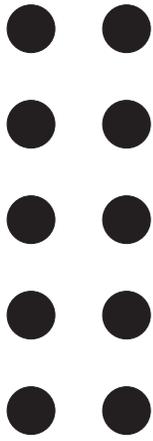
$$\frac{6}{10}$$

$$\frac{7}{10}$$

$$\frac{8}{10}$$

$$\frac{9}{10}$$





1.0

$\frac{10}{10}$

Post

a. After the cards are shuffled, the first play begins on the dealer's left and continues clockwise around the table so that everyone plays. The dealer places two cards face up in the center of play.

b. The first player then evaluates the cards and makes a guess as to whether the next card on the deck will be the highest, lowest or intermediate value compared with the two exposed cards. For example, if the first two cards are "0.1" and "3/10", it is most likely that the next card will be the highest of the three.

c. After the player declares his/her guess, the dealer shows the next card and if the player was correct, that player receives all three cards. If the player guesses wrong, the cards are discarded. If the third card is of equal value to one of the first two, the player has hit the post and loses three cards (if he/she has won any) and must discard them along with the three exposed cards.

d. Play continues until all cards are played from the deck. Afterwards, the players count up the number of cards they have collected and the one with the most, wins the round.

Representation War

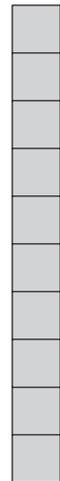
a. Shuffle the cards, then deal all the cards face down so that each player has the same number of cards.

b. Each player then turns one card over. The player who dealt the card with the higher value wins "the battle" and takes both cards and forms a pile.

c. If the players show cards of the same value the battle continues. Both players then place two cards face down and then another card face up. As before, the player showing the higher value card wins the battle and takes all the cards.

d. Play continues in the same manner until one player quits or loses all his/her cards. If both player agree to a time limit, the player with the most cards when time expires wins.

e. Optional Rule: A player can also win a battle if he/she is the first to recognize that the value of the two exposed cards combined equals 1.0 exactly (example, 40% and 6/10). The player exclaiming "One!" first, gets the cards that were played, plus the next two cards in the opponent's hand. If the players exclaim "One!" simultaneously, the player with the higher value card wins the battle as normal. If a player claims "One!" incorrectly, that player loses the battle plus the next card in their hand.



Spoons

a. Deal out 3 cards to each player and place spoons in center of table, one spoon too few for the number of players. The rest of the cards are placed face down in a draw pile.

b. Goal is to get three of a kind. Dealer takes top card, looks, passes on if they don't want it. If they do, they pass on another card from their hand.

c. Next player has same options.

d. Dealer continues to draw and other payers pass cards on continually.

e. First player to get three of a kind grabs a spoon, other players grab one as soon as they notice. One player does not get a spoon and loses the hand.