

# Power of Ten Solitaire

## Materials:

A deck of *Power of Ten* playing cards for each player (a full deck features twenty cards with two cards of each number denomination).

## Number of Players:

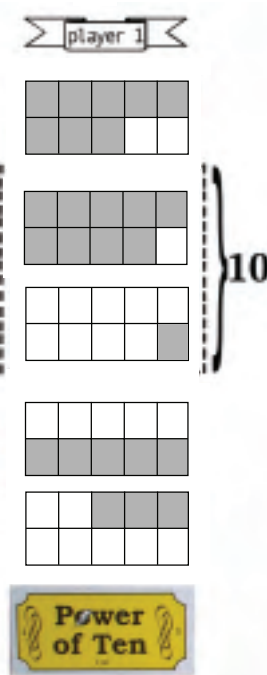
This game is played with one, two, three, or four players.

## Object of the Game and Scoring:

The object of the game is to acquire as many “friendly” tens as possible. (“Friendlies” are numbers that add to ten.) Each “friendly” pair is worth ten points. When all “friendly” tens are exhausted, each player totals his acquired tens. Totaling the count is made easier if the tens are stored in separate piles as they are acquired. Students then count: 10, 20, 30, 40, etc., until the final tally is reached, which may be a high as 110.

## Method of Play:

1. The deck is shuffled and each player then turns five cards face up. Students seek “friendly” pairs within their five upturned cards. They remove any pairs found. For example, where a student turns over cards showing 5, 6, 3, 4, and 9, he will choose to remove the 6 and 4, thus scoring 10.
2. The game continues, as new cards are turned over to replace those already removed. In the example above, the 6 and 4 that have been removed may perhaps be replaced with a 2 and 7. The player now sees 5, 2, 3, 7, and 9 before him. He has two choices: he may select either the 3 and 7 or the 5, 2, and 3. The 3 and 7 is the wiser choice, as selecting three cards (rather than two) will ultimately leave him with a stray, non-partnered card. Where the player foolishly eliminates the 2 and 3, he has also rendered an 8 and a 7 without possible partners later in the game.



3. The game continues as new cards are turned over to replace those already removed. In the example above, the 3 and 7 may perhaps be replaced by 8 and 6 yielding: 5, 2, 8, 6, 9. Where the player then selects the 2 and 8, he then has acquired a score of 30.
4. The game continues as new cards are turned over to replace those already removed. In the example above, the player perhaps now replaces the 2 and 8 with a 7 and 10, yielding: 5, 7, 10, 6, 9. The player chooses the 10. He now has a score of 40.
5. The game continues as new cards are turned over to replace those already removed. In the example above, the player perhaps now replaces the 10 with a 9, yielding: 5, 7, 9, 6, 9. There are no further available “friendlies” in the five cards before him. He therefore concludes with a final score of 40.
6. Where *Power of Ten Solitaire* is played by a single player, any score equal to 60 or more is considered a win. A score of 110 is regarded as a double or “perfect” win.
7. Where the game is played by more than one player, all players play simultaneously and count their own scores.

A class may play “against itself” by keeping tally of the number of wins (over 60) and double wins (110) acquired each day, while attempting on each subsequent day to beat or exceed the record already set. Allow students a 10-minute daily time limit for playing the game and record the number of wins in a tally graph or bar graph. Students may enjoy recording the data over a period of time.