

The Royal Three

Card games for 2 players

Description

The Royal Three are three different games designed for two players using a deck of regular playing cards.

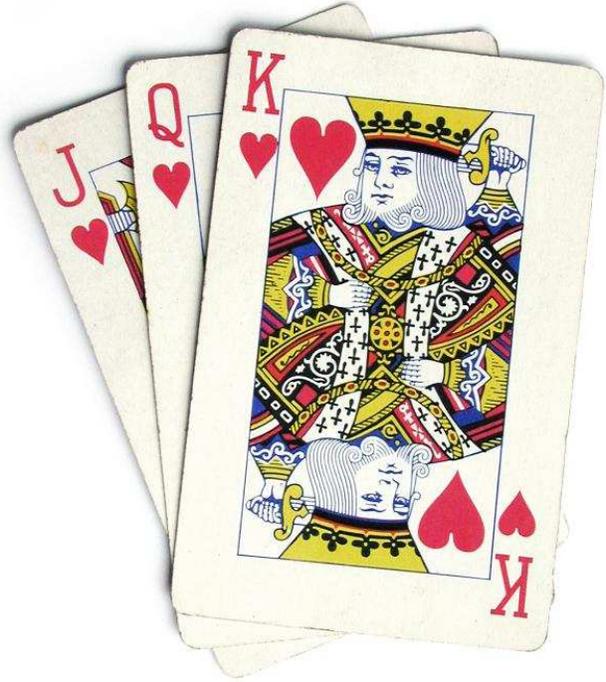
Each game provides the players an opportunity for applying or exploring specific basic mathematical concepts.

The first game, "***Path to the King***", is a simple card-drawing game that utilizes pattern-matching and numerical progression including the ordering of abstract symbols, eg: the face cards.

The second game, "***Betting on Royalty***", is also a card-drawing game, but one that provides the opportunity to talk about the probability of drawing a particular card and how that probability changes each time a card is drawn and becomes known.

The third game, "***Battle Royale***", is a more involved game of card-capture that provides a framework for practicing addition and greater than / less than comparisons. It also includes the potential for exploring strategic thinking around finding the most efficient solution for capturing cards.

Note: *Each of these games has its own suggested age requirement.*



Thanks for Playing!

Games designed by Trevor Atkins
© 2019 Silverpath Publishing Inc.

Visit <http://PLAYGAMES2LEARN.COM> for
more games, activities and printables!

Path to the King

Path to the King is a simple card-drawing game where the players are cooperatively building on four piles of cards in numerical order, with the objective to be the first to successfully play a King.

This game requires players to utilize the basic mathematical concepts of pattern-matching and numerical progression including the ordering of abstract symbols, eg: the face cards.



Ages 4+



2 players



5 min.



What You Need to Play

A deck of regular playing cards.

Getting Started

- 1) Remove the aces from the deck and place them face up between the Players, to be the starting points for the “paths” to the Kings.
- 2) Decide if the subsequent cards played can only be placed on their matching suit (eg: Hearts, Diamonds, Spades, Clubs), or if they can be played on any of the four paths as long as they are in numerical order.
- 3) Shuffle the deck and deal 5 cards to each Player.

Taking Turns

On your turn, you will:

- 1) **Draw** 3 new cards from the deck into your hand.
- 2) **Play** as many of your cards as you can, growing all four paths in numerical order.

Winning

The first Player to complete a path by properly placing a King wins the game.

Betting on Royalty

Betting on Royalty is a card-drawing game where the players predict whether or not they are going to draw a royal / face card. Points are collected for each correct prediction and lost for each incorrect one.

This game provides the opportunity to talk about the probability of drawing a particular card and how that probability changes each time a card is drawn and becomes known.



Ages 6+



2 players



5 min.

What You Need to Play

A deck of regular playing cards.

Getting Started

- 1) Divide the deck in two with Spades and Clubs in one half and Hearts and Diamonds in the other.
- 2) Players choose which one of the two new decks will be theirs.
- 3) Players decide whether or not to reduce the number of cards in the decks in order to adjust the chances of drawing a face card.
- 4) Each Player shuffles their own deck and places it face down in front of them.

Taking Turns

On your turn, you will:

- 1) **Declare** if the card you are about to draw from the top of your deck is royalty (a face card) or not.
- 2) **Draw** and reveal the card. If the card revealed matches your declaration, you get a point. If the card doesn't match your declaration, you lose a point. You can have a negative number of points.

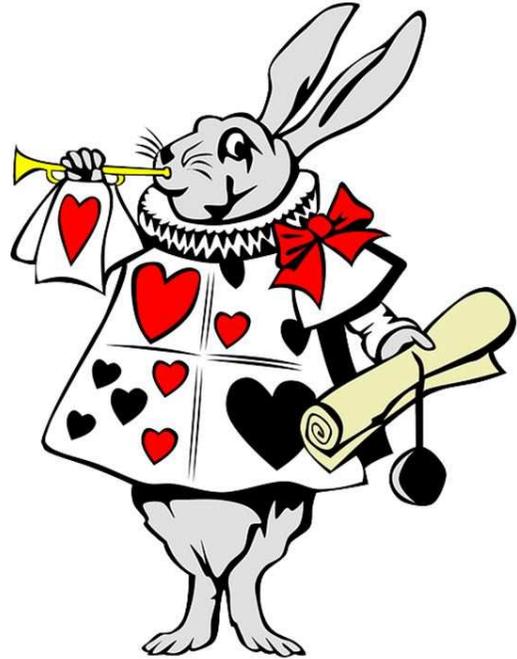
Winning

The Player with the most points after all the cards have been drawn, wins. Alternatively, the Players may decide that the first to reach a specific number of points (eg: 5 points) wins.

Battle Royale

Battle Royale is a card-capture game where the players' cards represent their armies, which are engaged in battle with each other.

This game provides a framework for practicing addition and greater than / less than comparisons. It also includes the potential for exploring strategic thinking around finding the most efficient solution for capturing cards.



Ages 6+



2 players



10 min.

What You Need to Play

- 1) A deck of regular playing cards.
- 2) Terminology:
 - a. **“Standing Army”** – Cards placed face up in front of the Player
 - b. **“Reserves”** – Cards held in the Player’s hand

Getting Started

- 1) Divide the deck in two with Spades and Clubs in one half and Hearts and Diamonds in the other.
- 2) Each Player takes one of the two new decks and shuffles it.
- 3) Each Player then draws 5 cards from their deck into their hand.

Taking Turns

On your turn, you **must** choose to do one (but only one) of the following:

- 1) **Add** any single card from your Reserves to your Standing Army, face up,
- 2) **Draw** one card from your deck into your Reserves for each card in your Standing Army,
 -OR-
- 3) **Capture** any number of the other Player's Standing Army using **at least** one card from your Standing Army plus any number of cards from your Reserves.
 - a. The total value of the capturing cards must be greater than that of the cards being taken. Aces are worth 1 and royal / face cards are each worth 11.
 - b. Keep the captured cards to determine the winner in case of a tie.

Winning

The game is over when one of the Players cannot do any of the actions described under “Taking Turns”. The Player who is still capable of carrying out at least one of the actions is the winner. If neither Player is able to perform any one of the actions, then the Player with the most captured cards wins.

Additional Rules

Once you are familiar with the basics of the game, you can increase the complexity of play by employing any, or all, of these additional rules:

- 1) After capturing cards, the Player can add the captured card with the lowest value to their Standing Army.
- 2) Players may only capture a single card per turn from the other Player’s Standing Army.
- 3) Include a Joker in place of one of the Jacks in each Player’s deck. Once drawn, the Joker must be kept in the Player’s Reserves. Playable only on its own, the Joker can be used to capture any single card without needing to be accompanied by a card from the Player’s Standing Army.
- 4) Before performing a capture, the number of cards in the Player’s Reserves must be at least one more than the number of cards they have in their Standing Army.

Up the Challenge

Further increase the challenge of the game by replacing the “Capture” step with the following alternative approach:

- 1) When performing a capture, the attacking Player “declares”:
 - a. Which cards from their Standing Army they will use to attack,
 - b. Along with any Reserves, which are **placed face down**.
- 2) The defending Player can then similarly “declare”:
 - a. Which cards from their Standing Army they will use to defend,
 - b. Along with any Reserves, which are **placed face down**.
- 3) Now the attacking Player may choose to add additional cards to their attacking force. Then the defending Player also gets a chance to add to their forces. **This repeats**, back and forth, until both Players declare that they cannot or will not add any further cards.
- 4) Once the Players declare that they have finished adding cards, they each reveal any face-down cards and the winner takes all.