

CARD GAME FOR TWO & MORE: 31

Description

A card game with simple rules and the aim of being the first to reach the value "31" with the three cards in your hand. The original game is played with German Skat cards, but this can be replaced by other cards.

Learning Objectives



- Train logical and strategic thinking
- Apply mental arithmetic
- Enhance mental flexibility and speed
- Have fun

Time Needed



Depends on the number of players.
Single game: 5-10 minutes

Learning Setting

Group activity (2-9 persons)

Practical Tips

If you don't have any German Skat cards to hand, you can use any other cards with ...

- the numerical values from 7-10
- the pictures Jack, Queen, King, Ace
- in four different colours

You can also play 31 **with "lives"**. To do this, each player receives 3 matches, coins or similar at the start, which symbolise their "lives". Each time a player loses a game, one of these is discarded. The last player with a live is the winner.



Materials Required

German Skat cards
(7 to Ace, 4 colours)



Expected Results

- Improved concentration
- Improved mental flexibility and speed
- Improved strategic thinking
- Shared group feeling

Source

Wisamar



Co-funded by
the European Union

CARD GAME FOR TWO & MORE: 31

Step By Step Guidance

The aim of the game is to achieve a value of 31 with the cards in your hand.

Preparation



All players receive **three cards**.

The dealer also places three cards face down on the table. Now the dealer first looks at her/his cards and decides whether s/he wants to keep them. In this case, s/he reveals the additional **three cards in the centre of the table**.

If the dealer does not want to keep her/his cards, s/he places them in the centre of the table and takes the additional cards as cards in her/his hand instead. This decision cannot be reversed.

Scoring

Only cards of the same colour are counted!

Ace = 11 points

Jack, Queen, King = 10 points

Number cards = value of numbers

3 equal values ($3 \times 7 \dots 3 \times \text{King}$) = 30 1/2 = **"a half"**

3 aces = **"fire"**

31



Target value 31,
e.g. with Hearts
10+Jack+Ace

Rules

The game is played in a clockwise direction.

Each player can carry out ONE of the following actions:

- **exchange one of the cards** in hand for a card on the table
- **exchange all three cards** in hand for all three cards on the table
- **"close"** (said out loud), which means that all other players only have one more turn, then the round is over
- **"push"** (said out loud), which means ending the turn without taking any action

Example



Two tactical options:

Swap the
shell queen from hand
for the green 9.
Already 29 (10+10+9)

Swap the green 10
for the acorn queen
and hope for a third
queen = "a half"



End

- Immediately when a player has **31**.
- In the next turn of the player **who first said "close"**.
In both cases, the player with the lowest score loses the round.
- Immediately when a player has **"fire"**. All other players lose.