

Salute

A game for three or four.

Two members of the group are nominated as players, the third is the dealer. If there is a fourth member, they become the adjudicator.

The dealer removes all of the picture cards from a deck (the aces remain) and deals the pack evenly between the two players.

The players leave their cards in a stack, face down.

When the players are ready, the dealer calls out 'salute!'

Each of the players immediately takes a card from the top of their stack and holds it to their forehead, facing outwards, without looking at it.

Each of the players should be able to clearly see the other player's card, but not their own card. The dealer should be able to see each player's card.

The dealer looks at both cards, mentally adds the two cards as quickly as possible, then calls out the total.

The first player to work out the value of their own card and call out the correct answer, wins the round. For example if one student is holding a 5 and the other a six, the dealer will call out 'eleven!'. Knowing that the total is eleven, the player who can see that their opponent is holding a six, should be able to work out that their own card is a five.

The winner keeps both cards played, placing them to one side of their deck.

If one player calls out the incorrect number, the other player wins the round.

The adjudicator decides the winner of each round in accordance with the rules.

The winner of the game is the one who has won the most cards when all of the dealt cards have been used, or after an agreed upon number of rounds.

After a match, players can rotate roles and begin again.

Variation

The game can also be played as a Multiplication / Division game where the dealer multiplies the values of the cards drawn.