

Magic Mystery Ten

Materials: one deck of cards with face cards removed

How to Play:

Two mystery cards are set aside with no one seeing them. The other cards are laid out face down in two rows of five, distributing cards on top until all of the cards have been passed out. The top card on each of the ten piles is turned face up. Players take turns removing cards in pairs that equal ten, i.e. 2 and 8, 4 and 6, etc. 10 is removed by itself. When a card is removed, the next card is turned over as in solitaire. If there are 0 cards left in a pile, move a card over from another pile. Play continues until there are only 2 cards left to play. These two cards provide the clues to the "mystery cards". A smart math thinker can predict the identity of the mystery cards without looking because each mystery card is a partner to one of the remaining face up cards. One mystery card and one face up card can be added to make a "10". For example, if the two remaining cards are 4 and 2, the two mystery cards must be 6 and 8, i.e. $4+6=10$ and $2+8=10$.

