



## Twinks

**Players:** 2-6 players or 2 teams for larger groups

**Materials Required:** One deck of cards for each game with tens and face cards removed (Ace = 1)

**Skills:** Addition, subtraction, multiplication, division, mental math

**Goal:** To win more cards than the other player by game's end

**How to play:** The dealer lays out four cards face up.

The first player to find an equation that equals 12 (using 2, 3, or all 4 cards) announces "Twinks!" and then says the equation out loud. That player picks up all the cards used in the equation plus any cards underneath. If a player announces "Twinks!" incorrectly and is challenged, that player gives all the cards for mistaken equation to the challenger. If any card is left on the table, unused, then the next card is placed right on top of it.

**Variation:** If another player finds an equation using more cards than the first player to call "Twinks!" they win that round and collect the cards.

### EXAMPLE

Dealer turns over an 8, a 4, a 2 and a 5. Player #1 calls "Twinks!" and says, "Eight times two minus four is twelve," and collects all three cards (plus any cards that may be under those piles). The "5" card remains on the table. When the next four cards dealt, the five is covered by one of the four cards, making two cards in that pile.

The player with the most cards at the end of the game is the winner of that game. A game ends when the deck is depleted.