



Materials

- One deck of cards for each group.
- One *Quick Stop* record sheet for each group.

Rules and Play

1. This is an addition game for 2-5 players/teams.
2. The object of the game is to reach 100 without going over it.
3. The game begins with the dealer placing a well shuffled deck, face down, in the center of the playing area. Players/teams take turns drawing one card from the pack, placing it face up in front of them, and adding the value of the card drawn to his/her/their previous score. Each player/team starts a game with a score of zero.
4. Players/teams who go over 100 are out of the game.
5. The player/team who scores closest to the goal of 100 points wins the game.

Variations

- Change the value of the Joker to mean a player must start over.
- Change the scoring rules so that players must start from zero and reach a different goal.
- Change the rules so that the object is to start from 100 and reach zero by subtracting the values of the cards that are drawn.
- Change the rules so that the object is to start from 0 and reach 1,000 by multiplying the values of two cards that are drawn and adding the result to the total. Face cards = 10.
- Change the values of the cards so that the black cards represent positive integers and the red cards represent negative integers. Then change the scoring rules so that players must add the value of the card that is drawn to their score. Ace (of Spades or Clubs) = +1, Ace (of Hearts or Diamonds) = -1, etc.
- Use a mystery card or cards, such as One-Eyed Jacks. When a player/team draws a mystery card, he/she must start over.



Name _____ Game _____
Operation _____ Goal _____

Draw	Cards Drawn	Running Total	Current Total
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22			
23			
24			
25			
26			
Final Score			