

Object of the game: You win by being the last person holding "life."

Rules:

1. Each contestant begins with 4 lives.
2. Each contestant is dealt one card face down (don't show anyone.)
3. A contestant will lose a "life" if they are holding the lowest valued card after everyone has had a chance to switch their card with their clockwise neighbor or stay with their original card. The dealer gets the option to change with the top card from the deck. Everyone shows their card once the dealer makes his decision.
4. The game repeats until only one person is left with a "life."

Special Rules:

1. After each round the deck DOES NOT get reshuffled. Instead the used cards go FACE UP on the bottom of the deck. Once all cards are face up on the bottom of the deck the deck will be reshuffled and the game continues.
2. The Ace has a value of 1.
3. The King has a stopper characteristic. If you are dealt a King, then you get to "stop" your neighbor from switching cards with you by displaying your King and declaring "Stopper!" Your neighbor behind you is then "stuck" with their card and you are safe.
4. When two contestants are holding the same lowest valued card after trading is complete, both contestants will be required to lose 1 life.

Questions to ponder while you play:

Is this game strictly a game of luck or does it involve a strategy?

Is it worthwhile to pay attention to what cards have been used and are now face-up at the bottom of the deck?

Why is this a good game to play when we introduce the theory of probability?

When you trade with your neighbor can you think of different possible outcomes that you may receive in return when making that trade?

Could you use the branch of mathematics called "probability" to help you decide if you should trade or not?

It seems that your neighbor always gives you a low card whenever you decide to trade with her. Does that mean next time you want to trade with her you should avoid trading with her in fear she will give you another low card?

Why or why not?