

About this game:

This is a game meant to show probability in a more hands on approach. You can play this game with and without the table of probability. The table is more to help see the percentage for each option.

This game is for players between 2-8 people.

How to use the table:

The table shows all the cards in the deck, and what the probability is for the next card you pick.

You start the game by picking a card, let's say it's a Spade. There are now 12 Spades left in the deck. There are still 13 Diamonds, Clubs and Hearts. That means that the probability of the next card picked being a Spade is 24%, while any of the three others is 26%.

	Cards left of any suit	13	12
Card left	Cards picked deck/ cards picked suite	0	1
52	0	25.00%	NA
51	1	25.49%	23.53%
50	2	26.00%	24.00%

You can use the table to see which cards has a higher probability of appearing, based on the number of cards left in the deck, and on how many cards have already been picked from each suit.

Rules:

The cards are placed in the shape of a cross, face down, like the picture on the right.
The players have to guess what suit the card is (spade, diamond, heart or clubs).

The player can pick any card and guess what suit it is before revealing what it is.
If they guess correctly, they can pick another card and guess again. This can only be done up to three times. If card is guessed correctly, you can add it to a personal point pile.

Cards guessed wrong can be sorted into piles of suit, and used to remember how many cards are left of each.

If 2-4 players, it's first player to get 6 points.

If 4-8 players, it's first player to get 4 points.

