**How to play Make a Pound**:

*The object of this game is to be the first person to collect****ten cards****that****exactly equal £1.00****.*

For this game, you need [**a complete deck of cards**](http://amzn.to/2mHDGuJ)**.**

In this game, the cards are worth:

Ace = £0.01, Two = £0.02, Three = £0.03, Four = £0.04 and so on

Tens = £0.10, Jack = £0.11, Queen = £0.12 and King = £0.13.

To begin, shuffle the deck and **deal ten cards to each player**.

The game starts with one player taking a card from the deck on the table. You need to decide whether this card will help you make exactly £1 or not. If you think it will, keep it – if not, discard it by putting it down on the table next to the deck face up.

The nest player can now choose whether to take your discarded card or a new card from the deck.

Players keep taking turns **drawing and discarding one card at a time.**

**The winner** isthe player who has collected cards totalling exactly £1.00.

Alternatively, for a shorter game, the player with the closest total to £1 when all cards have been taken from the deck.

You need your **logic and problem solving skills:**

* to decide which cards to keep and which to discard
* to think through **possible ways to collect £1.00**.

Strategy:

In the hand shown, **the total would be £0.74**. Therefore, you would want to start by discarding the smaller card values to try to get larger ones, and then go from there.