

Rules for 99

The outcome is to have some fun and learn. The winner is the last person to bring the total to 99 (or keep it there).

The dealer deals three cards facedown to each player in the normal clockwise fashion.

The remaining cards are placed facedown in the middle of the table as a "draw deck" with easy access for all. The top card on the "draw deck" is turned face up next to the "draw deck" as the "discard pile."

The dealer starts the play by announcing the total value of the "discard pile" as a "total" (since it only has one card in it, the first card in the "discard pile" is the total).

The pace ought to be intentionally brisk. As each successive player adds a card to the "discard pile", they must total and announce the new total for all to hear. Beginning with the first player after the dealer, the player will select a card from among the three in their hand, place it on the "discard pile" and announce the new total (the previous total plus the card just added to the "discard pile") for all to hear. NOTE: the King, 9, 4, and 10 cards have special significance as "Action Cards" and impact the total in specific ways.

As a card is taken out of each player's hand and placed in the "discard pile" the player must replenish his or her hand immediately with one replacement card. If this is not done before the next player discards, the shorthanded player must continue the game without a full hand.

Normal Rules (NOTE that alternate rules are available in the second attachment).

King - bring the "discard pile" to exactly 99.

9 - reverses the direction of play from clockwise to counterclockwise (or vice versa).

4 - skips the next player in order.

10 - subtracts 10 from the total.

NOTE: 9 and 4 cards DO NOT alter the "discard pile" total in any way.

The Queen and Jack equal 10. The Ace equals 1.

Attached are player reminders that can be printed and distributed so that players can view them.

The loser becomes the dealer and the game continues.

The facilitator will end the game when the time limit is reached.

The question to be posed after playing the game is: What does playing 99 have to do with the way people work together in organizations?

There is a handout available titled: Lessons Learned from Playing 99.

Quick Reference for “99”

Winner – **last** player to bring/keep the count to exactly “99.”

Jack and Queen = **10**

Ace = **1**

Action Cards (non-counters)

King = **99**

4 - **Skips** the next player.

9 - **Reverses** the order of play.

10 = **- 10** (subtract 10 points from last total called)

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Ace = **1**

Action Cards (non-counters)

King = **99**

4 - **Skips** the next player.

9 - **Reverses** the order of play.

10 = **- 10** (subtract 10 points from last total called)

Quick Reference for the NEW “99”

Winner – first player to bring the count to exactly “99.”

Jack and Queen = 10.

Ace = 1.

Action Cards (non-counters)

King = 0.

4 - Skips the next player.

9 - Reverses the order of play.

The value of any card taking the count over “99” reduces the count by that value.

Quick Reference for the NEW “99”

Winner – first player to bring the count to exactly “99.”

Jack and Queen = 10

Ace = 1

Action Cards (non-counters)

King = 0

4 - Skips the next player.

9 - Reverses the order of play.

The value of any card taking the count over “99” reduces the count by that value.