

# INTEGER WAR



## GENERAL RULES (GETTING STARTED)

- ❖ Get into Groups of 2.
- ❖ Remove all Kings, Queens, Jacks from the deck.
- ❖ Joker represents zero.
- ❖ Split the deck and give each player half.
- ❖ Have the number line in front of the two players to use for comparing the values.

## Level 1 How to Play (Play Instructions)

- ❖ Each player flips over a card.
- ❖ Players put their finger on the number line indicating the number they flipped.
- ❖ The player with the greater number (furthest to the right on the number line) collects the two cards.
- ❖ In the case of a draw, both players flip a new card. The winner of the next round wins the draw cards as well.

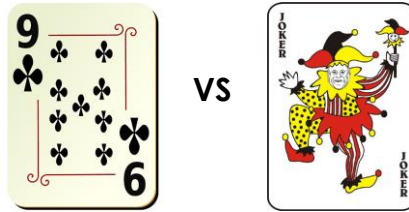
## Example

### Round 1



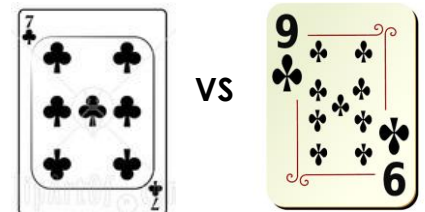
$9 > -9$   
Player 1 wins.

### Round 2

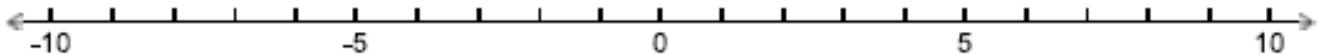


$9 > 0$   
Player 1 wins.

### Round 3



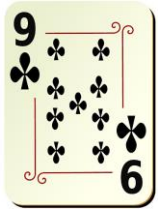
$7 < 9$   
Player 2 wins.



## Level 2 Rules 1 How to Play (Play Instructions)

- ❖ Each player flips over a card.
- ❖ The player with the greater number (furthest to the right on the number line) collects the two cards
- ❖ In the case of a draw, both players flip a new card. The winner of the next round wins the draw cards as well.

### Example



VS



**9 WINS!**



VS



**8 WINS!**



VS



**DRAW!**

Record the winner by writing an inequality, for example for the above examples the recorder would write:

$$9 > 7$$

$$-9 < -8$$

$$9 = 9$$