

Integer War

Setup

1. You and your opponent will get a deck of cards and a die
2. You also both need a pencil and a piece of paper
3. Each player gets 27 cards
4. **Black cards are positive numbers, Red cards are negative numbers**
5. Cards have their number value, Aces are ones, face cards are 10s and Jokers are zero

Integer War

Black cards are **positive**, Red cards are **negative**

Aces = 1, Face cards = 10, Jokers = zero

Rules of play

1. Player "A" rolls the die
2. Rolling a 1 or 2 means the next problem is addition, a 3 or 4 means subtraction and a 5 or 6 means multiplication.
3. Each player puts down a card. Player "A"s card will be the first number in the problem
4. Each player solves the problem and players compare answers. Use a calculator to check the answer if you are not sure.
5. All right answers score a point. (Both players can score a point on the same prob.)
6. Repeat with player "B" rolling the die and use player "B"s card as the first number of the problem
7. The player with the most points after all cards are played is the winner