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.
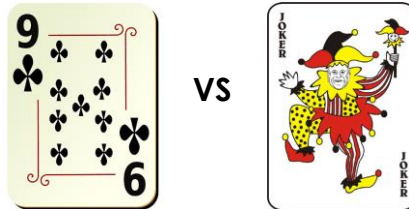- ❖ In the case of a draw, both players flip a new card. The winner of the next round wins the draw cards as well.
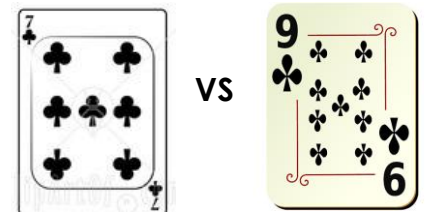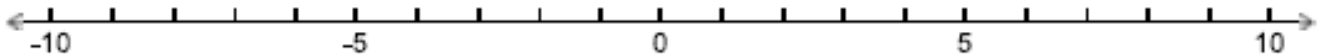
Example

Round 1	Round 2	Round 3

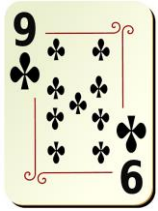| 9 > -9	9 > 0	7 < 9
Player 1 wins.	Player 1 wins.	Player 2 wins.

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

9 WINS!   8 WINS!   DRAW!

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

$$9 > 7 \qquad\qquad -9 < -8 \qquad\qquad 9 = 9$$