

Figure 8.10. Integer War!

### Dealing The Cards

Deal out an equal number of playing cards to each player. (If you are playing with an odd number of players, put any extra cards face down in the center of the desk. The player who wins the first round takes the extra cards.)

### The Play

Each player turns up two cards. Black cards (clubs and spades) are positive face values, and the red cards (diamonds and hearts) are negative face value. Aces count as 1. For example, the 3 of hearts counts as -3 and the 5 of clubs counts as +5.

Each player adds his or her two cards together. The player closest to zero (think absolute value!) gets all of the cards. If it is a tie, it's WAR!

### War

In case of a war, each player puts 3 cards face down, then turns up the next 2 cards. Add these cards, and the player closest to zero gets all of the cards.


### Winning

The player who gets all of the cards wins!


### Work

You will need to show your work! For every two cards you turn up, record the equation and your answer. You should have a list of problems and answers by the time you finish your game!

Player 1




+9




-5 = +4

Player 2



-7



-1 = -8

Player 1 wins because  $|4|$  is closer to zero than  $|-8|$



