

Integer Showdown: Easy Play



Materials:

- Deck of regular playing cards per team (2-3 players)
- EASY PLAY: use only aces and number cards. Remove all face cards and jokers.

Directions:

- Shuffle cards.
- Deal cards facedown to players until all cards are distributed.
- Each player turns cards facedown in a pile in front of him/her.
- Each player turns over the top card of his/her deck and places it in middle of table.
- All black cards are positive integers. All red cards are negative integers. Largest integer wins and the player who put down that card takes all the cards played for that round.
- Players each turn over the next cards in their piles and repeat play as above.
- TIME LIMIT GAME: Play continues for set time limit. Player with the most cards at the end of this time wins the game.
- NO TIME LIMIT GAME: Play continues until one player has won all of the cards from his/her opponents.

Integer Showdown: Challenge Version

Materials:

- Deck of regular playing cards per team (2-3 players)
- CHALLENGE VERSION: use all cards including jokers (if available). Face cards count as tens. Jokers are player's choice and count as positive or negative 15.

Directions:

- Shuffle cards and deal cards facedown to players until all cards are distributed.
- Each player turns cards facedown in a pile in front of him/her.
- Each player turns over the top TWO cards of his/her deck and places them in front of his/her pile.
- All black cards are positive integers. All red cards are negative integers. Players add together their two cards. Player with the largest SUM wins the round and takes all cards.
- Players each turn over the next TWO cards in their piles and repeat play as above.
- TIME LIMIT GAME: Play continues for set time limit. Player with the most cards at the end of this time wins the game.
- NO TIME LIMIT GAME: Play continues until one player has won all of the cards from his/her opponents.