

Flipping For Integers

The object of this game is to have the highest score at the end of the game. You may play in a group of 2 or a group of 3.

You need: your game card, a red/yellow chip, a single die

Rules: Each player takes turns flipping their chip and rolling their die. The chip represents whether your number is positive (yellow) or negative (red). For example, if you flip a red and roll a 4 your number is -4 . Place your number in **any of the ten rows** on your scoring sheet. After each player has had ten turns and all rows are filled in calculate your values and add them together to get your final score.

GAME 1	
$5 + \underline{\quad}$	
$7 - \underline{\quad}$	
$3 \bullet \underline{\quad}$	
$-2 \bullet \underline{\quad}$	
$(\underline{\quad})^2$	
$6 - 2 \bullet \underline{\quad}$	
$\underline{\quad} - 4 \bullet -1$	
$8 - \underline{\quad} + 5$	
$-4 \bullet \underline{\quad} \bullet -2$	
$6 - (\underline{\quad})^2$	
TOTAL	

GAME 2	
$5 + \underline{\quad}$	
$7 - \underline{\quad}$	
$3 \bullet \underline{\quad}$	
$-2 \bullet \underline{\quad}$	
$(\underline{\quad})^2$	
$6 - 2 \bullet \underline{\quad}$	
$\underline{\quad} - 4 \bullet -1$	
$8 - \underline{\quad} + 5$	
$-4 \bullet \underline{\quad} \bullet -2$	
$6 - (\underline{\quad})^2$	
TOTAL	

Finished? You can play **Integer War** with a deck of cards. Black cards are positive and red cards are negative. Each person flips a card over at the same time. The first person to state the sum of the two cards wins both of them. In the event of a tie, two additional cards are played until there is a winner.