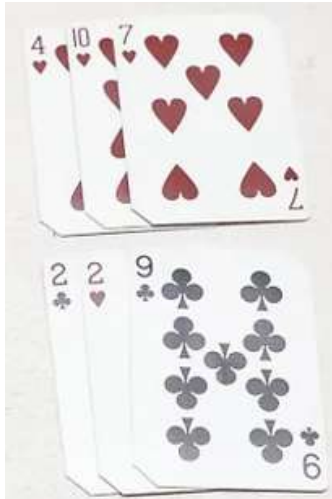


Maths War

Practice Concept(s): Addition, Arithmetic, Subtraction, Multiplication

This game is a simple revision of the traditional card game of war. This fast-paced card game challenges players to quickly perform mathematical operations in their head to beat their opponent. Each player is dealt an equal number of cards from the deck (decide on whether you are dealing 2, 3, 4, 5....), which they keep face down in a pile. When the players say "Go!", each player flips over the top card from their own deck and show each other their cards. The player with the highest total wins all the cards in the round.



$$\text{Player 1: } 10 + 7 + 4 = 21$$

$$\text{Player 2: } 9 + 2 + 2 = 13$$

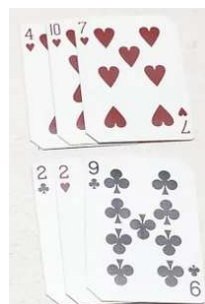
Player 1 wins!

The players immediately flip over the next top cards in their deck and repeat. The player with the most amount of cards when the decks are exhausted wins.

If there is a tie, perform the War Tie Breaker Rules: Each player draws three cards from their deck and places them face down, then each player draws a fourth card and the person with the highest total of the new cards wills *all* of the cards.

Change it up and vary the rules:

- Make the winner the one who adds up their cards first (rather than the one with the highest total).
- Play subtraction war. Pick two cards and subtract the smaller value from the higher value.
- Draw an agreed number of cards (2, 3, 4, 5....), and multiply them together. The winner is the one with the highest answer.



$$\text{Player 1: } 7 \times 4 \times 10 = 280$$

$$\text{Player 2: } 2 \times 2 \times 9 = 36$$

Player 1 wins!