MATH FACT WAR CARD GAME RULES

YOU NEED
- Two full decks of well shuffled cards, with exactly the same number of cards (including Jokers if you have them and plan to use them, but Jokers are not necessary)
- Knowledge of math facts 1-13
- Two players

OBJECT
To have the most cards at the end of the game

CARD VALUES
The number on the card is equal to its value. Otherwise:

Joker	**= 0**
Ace	**= 1**
Jack	**= 11**
Queen	**= 12**
King	**= 13**

MATH FACT WAR CARD GAME PROCEEDURE
1. Decide if you plan to +, -, x, /
2. Each person holds their deck face down
3. Each person begins by turning over the top card from their deck
4. Whoever has the highest card (Player 1) gets to work the fact (**+, -, x, /** the card values)
5. If correct answer is given, Player 1 gets to take both cards
6. If the answer is incorrect, Player 2 gets to work the fact
7. If Player 2 gets the correct answer, Player 2 gets to take both cards
8. If neither player gets the correct answer, the cards go to Limbo (a pile off to the side) and remain out of play for the rest of the game
9. The game is over when both decks have been extinguished (which should be at the same time), or when one person has worked through a deck
10. Count up the winnings of each player. Whoever has the most cards, wins
11. Sort out the decks at the end to be ready for the next round of play

FAST MATH FACT WAR CARD GAME PROCEEDURE
1. Decide if you plan to +, -, x, /
2. Each person holds their deck face down
3. Each person begins by turning over the top card from their deck
4. Whoever has the highest card (Player 1) gets to work the fact (**+, -, x, /** the card values)
5. **The fact correct answer must be given within 3 seconds**
6. **If correct answer is given within 3 seconds, Player 1 gets to take both cards**
7. **If the answer is incorrect or not given within 3 seconds, Player 2 gets to work the fact**
8. **If Player 2 gets the correct answer within 3 seconds, Player 2 gets to take both cards**
9. **If neither player got the correct answer within 3 seconds, the cards go to Limbo (a pile off to the side) and remain out of play for the rest of the game**
10. The game is over when both decks have been extinguished (which should be at the same time), or when one person has worked through a deck
11. Count the winnings of each player. Whoever has the most cards, wins
12. Sort out the decks at the end to be ready for the next round of play

MATH FACT WAR CARD GAME PROCEEDURE TWEAKS
- You can play with one deck by dealing half the deck to each player and proceed according to rules above
- If you want to play a longer game, each play can gather up winnings and place them at the bottom of their deck, keeping the cards in play until one player holds all the cards
- In the G-house, to encourage the children to give more of the answers, we allow the kids to try to beat the parent to the answer, even when the parent puts down the largest card. However, if the child has the largest card, the child still gets first crack at the answer. If two children are playing together, to avoid unnecessary dispute, they should stick to allowing the child with the highest card to work the solution or to adhere to the 3-Second Rule if playing Fast Math Fact War Card Game