

## Consecutive Capture

An integer game for 2-4 players

**Objectives:** use of the positive and negative numberline, understanding of consecutive integers, some playing strategy.

**Materials:** deck of cards, Jokers included.

**Set up:** deal each player 3 cards. Red cards are negative, black cards are positive. Jack=11, Queen=12, King=13, Ace=1 or 14. Joker=0.

**Gameplay:** Players take turn playing cards onto the Line. Cards go in order as if on a number line. After playing a card, a player draws a card to replace it. If a player makes 3 or more consecutive integers, they pick up all the consecutive cards. The player with the most cards picked up at the end wins.

*Example:*

A									6	5					J k		2		4	5			8
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If a player plays the 7, they'll pick up -7, -6, -5. If a player plays A as +1, they'll pick up 0, 1, 2. But if they play a black 3, they'll pick up 2, 3, 4, 5.

It's possible for a spot to have two cards, like the 3 and the 3. In the case that you pick up a 3 you only pick up the top card.

