

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 the all the consecutive cards. The player with the most cards picked up at the end wins.

Example:



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.