

Compare (Like the game of "War")

Materials: deck of cards (remove face cards)

Players: 2

Directions: After removing the face cards and shuffling the deck, divide the cards into two groups.

Each player has a pile and turns one card over. The player with the highest card (or "greater than") takes both cards.



Double Compare (Addition)

Same concept and directions, but this time each player turns over two cards, adds the cards, and then whichever player has the "greater" number takes all of the cards.

Reverse Compare

Materials: deck of cards (remove face cards)

Players: 2

Directions: After removing the face cards and shuffling the deck, divide the cards into two groups.

Each player has a pile and turns one card over. The player with the **lowest** card or (**less than**) takes both cards.



Reverse Double Compare (Subtraction)

Same concept and directions, but this time each player turns over two cards, **subtracts** the cards, and then whichever player has the "**smaller**" answer takes all of the cards.