

Multiplication war: the rules

A card game for two players. Whoever makes the bigger answer takes the cards.

You need An ordinary deck of 52 playing cards and two players. No deck in the house? Print the 48 number cards from the address at the foot of this page.

1 Get the deck ready

Take out the jokers and the four Kings. That leaves 48 cards. An Ace counts as 1, a Jack as 11 and a Queen as 12.

2 Deal

Shuffle the cards and deal them all out, face down, into two piles of 24. Nobody looks.

3 Turn two cards

Both players turn over the top two cards of their own pile and lay them side by side.

4 Multiply

Each player multiplies their own two cards and says it out loud: 7 times 8 is 56. The other player checks the answer.

5 The bigger answer wins

The player with the bigger answer takes all four cards and puts them on a winnings pile. Was your answer wrong, and the other player caught it? Then they take the cards.

The same answer? That is a WAR.

Leave the four cards on the table. Both players turn over two more cards and multiply again. The bigger answer takes all eight. No cards left to turn? Then each player keeps their own two.

6 Count the cards

When the piles are gone, count your winnings. The player with more cards has won. That takes twelve turns, or fewer if there was a war.

One turn

Player 1		Player 2	
7	8	6	9
$7 \times 8 = 56$		$6 \times 9 = 54$	

56 is bigger than 54, so player 1 takes all four cards.

What the cards count as

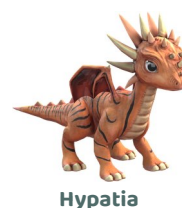
Ace	1
2 to 10	the number on the card
Jack	11
Queen	12
King	out of the deck

Easier

- Take out the Jacks and Queens too. Then nothing goes past 10 times 10.
- For a first game keep only the cards from Ace to 5.

Harder

- Table of the day: turn over ONE card each and multiply it by the table you are learning.
- Speed war: turn over one card each. The first player to say the answer takes both.
- Three cards each, for older children: multiply all three.



Hypatia