Integer Invaders

3 points: (+1,6) (+3,4) (+5,1) (+4,1) (+6,3) (+1,3) (+6,3) (+3,6)
4 points: (+4,6) (+5,2) (+5,2) (+2,5) (+3,6) (+4,4) (+7,4) (+7,3)
5 points: (+6,2) (+6,1) (+2,2) (+3,4) (+5,6) (+2,6) (+5,7) (+7,3)
6 points: (+6,1) (+6,5) (+3,6) (+6,4) (+2,0) (+1,4) (+4,4) (+2,1)
**Integer Invaders**

**You need:**
A copy of the gameboard, a ruler, a pencil

**Rules**

Integer Invaders is a game for two players.

Players take turns to:
- Choose a pair of ordered pairs. Cross that pair out so that they may not be used again in the game.
- Mark the co-ordinates of the two ordered pairs on the gameboard.
- Draw a line through the two points extending all the way across the board in both directions.
- Any spacecraft that is hit by the line is worth either positive or negative points. Check the key to find out how many points the line is worth, e.g. $-2 + 5 = 3$.
- Add that score to your total.

The first player to score 20 points is the winner.

**Variations**

Ask students to make up their own set of pairs of co-ordinates.