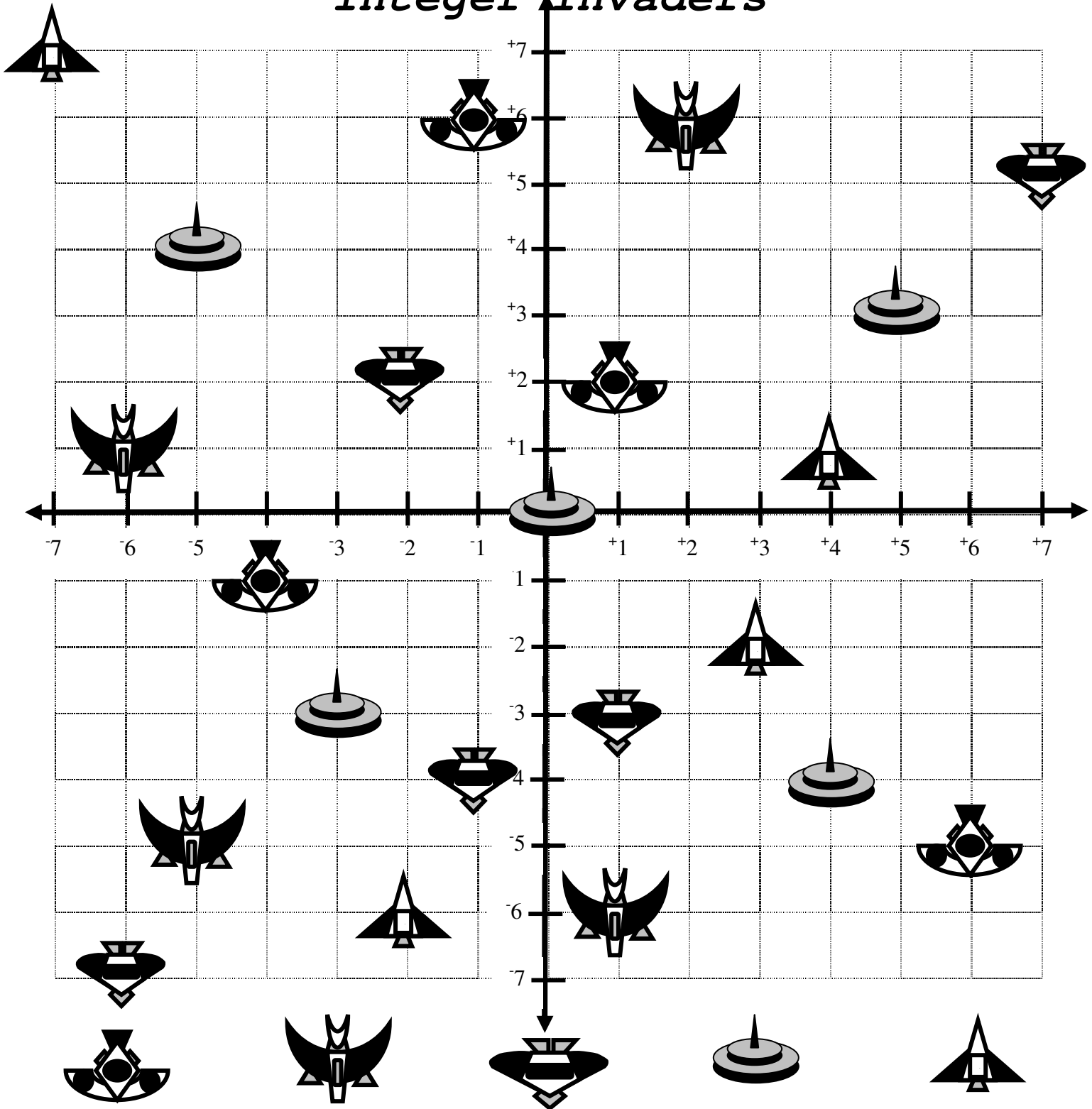


Integer Invaders



+3 points
 -2 points
 -4 points
 +5 points
 +1 point

(+1,+6) (+3,+4)	(-5,+1) (+4,-1)	(-6,-3) (-1,+3)	(-6,-3) (-3,+6)
(-4,+6) (+5,-2)	(-5,-2) (+2,-5)	(+3,-6) (+4,+4)	(-7,+4) (+7,+3)
(+6,-2) (+6,+1)	(-2,-2) (+3,+4)	(-5,-6) (+2,-6)	(-5,-7) (+7,-3)
(-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.