**Attack & Defend: Chips Tracker**

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| --- | --- | --- | --- | --- | --- |
| Names: |  |  |  |  |  |
| Chips | 0 | 0 | 0 | 0 | 0 |
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| **Final chips:** |  |  |  |  |  |

**Attack & Defend Points**

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| --- | --- | --- | --- | --- | --- |
| Circle the points earned from chips | +1 +3 +5  +7 | +1 +3 +5  +7 | +1 +3 +5  +7 | +1 +3 +5  +7 | +1 +3 +5  +7 |
| Circle the points lost from chips | -1 -3 -5  -7 | -1 -3 -5  -7 | -1 -3 -5  -7 | -1 -3 -5  -7 | -1 -3 -5  -7 |
| Points earned from “final chips” total |  |  |  |  |  |
| **Total points earned:** |  |  |  |  |  |

**Attack & Defend Rules**

1. The dealer deals 7 cards to each person.
2. The person to the left of the dealer plays a card first. You may play a card on yourself or on anyone else.
3. Then everybody else takes a turn, going around in a circle.
4. When someone plays a card on you, it changes how many chips you have. You have to record your new total chips on the “Chips Tracker”.
5. You get points by getting to certain levels of chips. For example, the first time you get to 5 (positive) chips, you get 1 point. See the table below for the point values.
6. You only get points the first time you get to a level of chips.
7. You win by having the most **POINTS** at the end of the game, not by having the most chips (but having the most chips does earn you points).

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| **Point Values for Chips** | | |
| 20 chips (first time) = +7 points  15 chips (first time) = +5 points  10 chips (first time) = +3 points  5 chips (first time) = +1 point | -20 chips (first time) = -7 points  -15 chips (first time) = -5 points  -10 chips (first time) = -3 points  -5 chips (first time) = -1 point | At the end of the game, everyone gets points based on having the most chips.  • Most chips at end: + 5 points  • 2nd-highest chips: + 4 points  • 3rd-highest chips: + 3 points  • 4th-highest chips: + 2 points  • 5th-highest chips: + 1 point |

Note: If you play a “flip” card on YOURSELF, then you can erase any negative points you’ve earned.