

War

2 players

52 cards

Difficulty: Easy

Duration: Short

Win all the cards in the deck.

SETUP

- Shuffle a standard 52-card deck.
- Deal the entire deck evenly between 2 players, face-down.

SCORING

- No point system; win by collecting all 52 cards.
- Game ends when one player has all the cards.

Tip: War is pure luck, so just enjoy the suspense of each flip.

ON YOUR TURN

- Both players flip their top card simultaneously.
- Higher card wins both cards; winner adds them to their stack.
- On a tie, each player places 3 cards face-down then 1 face-up.
- Higher face-up card wins all cards in the war.

War is a simple yet exciting game perfect for players of all ages. Players compete to win all the cards in the deck through a series of battles.

Players and Cards

War is typically played by two players, but it can accommodate more with additional decks. A standard 52-card deck is used.

Objective

The objective of War is to win all the cards or to capture a specified number of cards from the opponent.

Setup

1. Shuffle the deck thoroughly.
2. Deal the entire deck evenly between the players, face-down. Each player should have a stack of cards, which they should keep face-down.

Gameplay

1. **Battle Phase:** Simultaneously, both players reveal the top card of their deck and place it face-up in the center. The player with the higher-ranking card wins the battle and collects both cards, placing them face-down at the bottom of their stack. If the cards are of equal rank, it's WAR!
2. **War Phase:** When a battle results in a tie, a war is declared. Each player places three cards face-down, followed by one card face-up. The player with the higher-ranking face-up card wins the war and collects all the cards in the center. If there's another tie during a war, the process repeats until a winner is determined.
3. **Winning the Game:** The game continues until one player wins all the cards or captures a predetermined number of cards.

Winning a War

When a player wins a war, they collect all the cards involved in the battle, including the cards placed face-down.

Variations

- War with more than two players
- Using multiple decks
- Adjusting the number of cards placed during a war

Tips & Strategy

War is a luck-based game with no strategic decisions. Enjoy the simplicity and randomness of the game.

War is purely luck-based, and there are no strategic decisions to be made. It is a game of chance and simplicity.