

War

For two players, an easy introduction to card-playing

Object of the game: Each player aims to win all of the cards

Deal: One player deals out all cards, face down. Each player puts his cards face down in a neat pile in front of him. Players are not allowed to look at their cards.

Play: Both players turn over the top card of their piles and place them face up, side by side, in the center. The player who places the highest card wins both card and places them face down at the bottom of his pile.

Aces are the highest cards, followed by kings, queens, jacks and so on, down from the 10s to the 2s.

Declaring “War!” If each player turns over a card of the same value, the war is on. Each player puts one card face down on top of his first card in the center. He puts one more card face up on top of this. The two new face-up cards are compared, and the highest card wins all six cards in the center. If the face-up cards match again, the war continues. Each player puts out another face-down card with a face-up card on top. Play continues this way until someone plays a card higher than the other.

End: The winner of the game is either

- a) the first player to win all the cards, or
- b) the player with the most cards at the end of a time limit set at the beginning of the game

Adapted from The Little Giant Encyclopedia of Card Games (Sterling, 1995)