

# WAR INSTRUCTIONS

## SETUP

- HAND EACH PLAYER A REFERENCE CARD.
- SHUFFLE ALL PLAYING CARDS.
- DEAL CARDS TO EACH PLAYER STARTING CLOCKWISE UNTIL YOU RUN OUT OF CARDS.
- KEEP ALL CARDS FACE DOWN IN A PILE IN FRONT OF YOU. **DO NOT LOOK AT YOUR CARDS!**

## PLAY

- ALL PLAYERS FLIP THEIR TOP CARD FACE UP IN THE MIDDLE OF THE TABLE.
- THE PLAYER WITH THE HIGHEST CARD WINS THE ROUND.
- TO DETERMINE HOW MANY CARDS THE WINNER RECEIVES FOR EACH ROUND YOU MUST DO THE FOLLOWING: MATCH THE SYMBOL FROM THE LEFT SIDE OF THE CHART ON THE REFERENCE CHART CARD TO THE SYMBOL ON THE WINNERS CARD. THEN MATCH THE SYMBOL FROM THE TOP OF THE CHART ON THE REFERENCE CARD TO THE LOSERS CARD. WHERE THOSE TWO INTERSECT, THAT IS THE AMOUNT OF CARDS THE WINNER GETS FROM THE LOSER FOR THE ROUND.

## NOTE

- IF THE OUTCOME OF A SYMBOL CANNOT BE ACHIEVED, THEN TAKE THAT AMOUNT OF CARDS FROM THE BOTTOM OF THE DECK.
- THE WINNER PUTS THE CARDS FACEDOWN ON THE BOTTOM OF THEIR DECK.
- THE WINNER ALSO TAKES ALL THE ORIGINAL CARDS THAT WERE FLIPPED ALONG WITH THE CARDS THEY HAVE WON (IF ANY). IF THE LOSERS CARD BOUNCED BACK THEN THEY KEEP THEIR CARD.
- REPEAT TILL ONLY 1 PLAYER HAS ALL THE CARDS.

## TIE

- IF 2 OR MORE PLAYERS TIE WITH THE HIGHEST NUMBER, THEN THOSE PLAYERS FLIP AGAIN TO SEE WHO WINS THE TIE. HIGHEST NUMBER WINS.
- IF STILL A TIE, THEN KEEP FLIPPING UNTIL 1 PLAYER WINS WITH THE HIGHEST CARD.
- AFTER A TIE IS RESOLVED THE SYMBOL USED IS DETERMINED BY THE VERY FIRST ORIGINAL CARD PLAYED IN THE ROUND.
- IF THERE IS A TIE AND 1 PLAYER CAN NOT COMPLETE THEIR END OF THE TIE THEN, THEY LOSE.
- IF BOTH PLAYERS CAN NOT FINISH THE TIE, THEN WHO EVER HAS THE SYMBOL CLOSEST TO THE TOP LEFT OF THE CHART WINS.

## NOTE

- SYMBOLS DO NOT MATTER ON TIE BREAKING CARDS. YOU USE ALL THE ORIGINAL CARDS TO DETERMINE THE OUTCOME OF THE SYMBOLS.