OBJECT

• BE THE PLAYER TO CAPTURE ALL 52 CARDS IN THE DECK.

SETUP

• SHUFFLE THE DECK.
• DEAL EACH PLAYER 26 CARDS FACE DOWN.
• CARDS RANK LOWEST (2) TO HIGHEST (ACE).

GAME PLAY

• BOTH PLAYERS TURN UP THE TOP CARD ON THEIR PILE AND LAY THEM IN THE PLAY AREA.
• WHOEVER TURNED UP THE HIGHER VALUE CARD “CAPTURES” BOTH CARDS AND ADDS THEM FACE DOWN TO THE BOTTOM OF THEIR PILE.
• THEN BOTH PLAYERS TURN UP THE NEXT CARD IN THE SAME WAY.
• IF THE TURNED UP CARDS ARE IDENTICAL IN VALUE THEN BOTH PLAYERS LAYS DOWN A CARD FOR EACH WORD AS THEY SAY, “I DECLARE A WAR!”
• THE FIRST THREE CARDS SHOULD BE PLACED FACE DOWN BEHIND THE CARD THAT BEGAN THE WAR, WHILE THE FORTH CARD IS PLAYED FACE UP. THE PLAYER WHOSE FORTH CARD IS HIGHEST IN VALUE CAPTURES ALL 10 CARDS.
• IF THE NEW FACE-UP CARDS ARE ALSO EQUAL IN VALUE, THE WAR STILL CONTINUES AND IS REPEATED.
• THE GAME CONTINUES UNTIL ONE PLAYER HAS CAPTURED ALL 52 CARDS IN THE DECK.

WINNING

• THE PLAYER TO CAPTURE ALL 52 CARDS IN THE DECK IS THE WINNER!