



# War

*Game Time – Week 12*

This week's game will be a slightly modified form of the popular "War" card game. Some of the rules and game play have been modified for online use in a Remote Rangers meeting. This game could be played either as group online or as a family face to face.

## **MATERIALS**

Each player will need a standard 52-card deck of playing cards. Instruct the boys to remove the two jokers from their decks and shuffle them well. Then place the deck face down in front of you.

## **GAME PLAY**

Follow this process to play the game:

1. At the same time, each player draws the top card from his deck and shows it to everyone else. Hold it up in front of your computer camera so everyone can see it.
2. The player with the highest-ranking card wins and scores 1 point. The winner places his winning card on the bottom of his deck.
3. All other players must place their losing cards aside in a separate pile where they will remain out of play for the rest of the game.
4. Players then show the next card from their deck, and play continues.
5. If two or more players draw cards of equal value, those players go to WAR! All others wait & watch.
  - a. To fight the war, the warring players draw two more cards from their decks, placing them face down in front of them. When ready, they each chose one of the two cards & turn it face up. The player with the highest card wins and can return all his cards to the bottom of his deck.
  - b. The losing player must remove all his losing cards from play and place them aside.
  - c. If two or more players have equal cards again, those players play a 2<sup>nd</sup> war, drawing two more cards & selecting one.
6. Play continues until one player reaches a pre-determined number of points or everyone else runs out of cards.

