



## **War (or High-Low) Card Game**

Attached are the game's instructions.

This is a great game for two or more players.

## **THE GOAL**

The goal is to be the first player to win all 52 cards.

## **THE DEAL**

The deck is divided evenly, with each player receiving 26 cards, dealt one at a time, face-down. Anyone may deal first. Each player places their stack of cards face down in front of them.

## **THE PLAY**

Each player turns up one card at the same time and places it between the players' stacks. The player with the highest card "wins" the hand. The winner of the hand takes both cards and puts them, face-down, on the bottom of his stack (or in a separate pile). If the cards are the same rank, it is a tie or "war". Each player turns up one additional card face-up as a tie-breaker. The player with the highest card takes all four cards played on that hand. If the turned-up cards are again the same rank, each player places another card face-up. The player with the highest card takes all of the cards, and so on.

## **HOW TO KEEP SCORE**

The game ends when one player has won all the cards. The deck is divided evenly, with each player receiving 26 cards, dealt one at a time, face-down. Anyone may deal first. Each player places their stack of cards face-down, in front of them.

## **THE MODIFICATION**

The game ends on the first round and players count all their cards. The player with the most cards is the winner.

## **EXTRA ACTIVITY**

Have your loved one count the cards before play to ensure you have a full deck. The person can also sort them numerically or by suit to see if any cards are missing. Make sure to ask them to help you instead of telling them what to do.