



WAR

Players: 2

Ages: 4-12

Place: Table or other flat surface

Equipment: 1 deck of VoWac Alphabet Playing Cards

War is a very simple card game with absolutely no real skill involved, but it is a great game for visual discrimination and alphabetizing. Children seem to delight in its elements of chance and surprise in much the same way that adults savor bingo. War is also ideal for introducing young card novices to the concept of rank.

The classic game of War is between two players, each aiming to capture all the opponent's cards. Each player picks a card and the one who draws the "a" or closest to the "a" card shuffles and deals the entire deck, one card at a time, face down. Next, each player places his cards in one facedown stack in front of him (no peeking!).

To begin, both players turn over their top cards simultaneously and place them side by side, face up, in the center. The one who plays the higher-ranking card gets to keep both cards. **(The card closest to "A" is the higher ranking card.)** The cards are added to the bottom of the winner's stack, and the play continues in this manner.

When both players turn over cards of the **same** letter/saying "war" is declared and the fun begins! Each player places the top three cards from his stack facedown on the original cards. Then each places a fourth card **face-up** on the top of the three facedown cards. The higher face-up card wins all ten cards. If the cards match again, it's "double war," and the battle continues in the same manner until there is a victor.

The player who captures all 64 cards is the winner. A player also wins if her opponent runs out of cards in the middle of a war. Since every game of War has the potential of dragging out into something akin to the Hundred Years War, it's not a bad idea to set a time limit before beginning the game.