

# War Card Game

## Instructions

### Basic Game

Ages 5 +

2 players

**Object:** To get all the cards.

**Set Up:** Shuffle the cards and deal all the cards face down so each player has 26 cards. Do not look at the cards, but keep them in a pile face down. You can hold the cards in your hands.

**How to Play:** At the same time, both players turn their top card face up side-by-side on the table. The player with the highest card takes both cards and places them at the bottom of her pile. Both players then turn over their next card and so on.

If the face-up cards are the same, there is a war. The cards stay face up on the table and both players play the next 3 cards in their hand face down. The 4th card is then played face up. Whoever has the highest of the new face up card takes all of the cards from the table and places those cards in her pile. If the new face-up cards are again the same the war continues and each player again places 3 cards face down and 1 card face up. The war goes on as long as the face-up cards continue to be the same. As soon as they are different, the highest card wins all the cards on the table. If a player runs out of cards during a war, that player loses.

**Game End:** The game continues until one player has all the cards and wins.

## Egyptian Ruffle

Ages 7 +

2 - 4 players

**Object:** To get all the cards.

**Set Up:** Shuffle the cards and deal all the cards face down. Do not look at the cards, but keep them in a pile face down. You can hold the cards in your hands. Play is clockwise with the player left of the dealer going first.

**How to Play:** Player 1 places her top card face up in a central place on the table. Play continues with each player turning his or her top card up in this central pile until a face card or an ace is played. This is a ruffle. When a face card or ace is played, the next player then has a fixed number of chances to play another face card or ace. If the player is able to do so, play continues. If the player is unable to play a face card or ace in the fixed number of moves, the player who played the last face card or ace takes all the cards from the table.

### Fixed moves:

Scribe = 1 card

Queen = 2 cards

Pharaoh = 3 cards

Ace = 4 cards

You do not have to play all of the fixed cards, only until you turn up a face card. For example, if a Queen was played, the next player would have 2 moves to try to get another face card or ace. If that player turned a Pharaoh on the first move, play would rotate to the next player who would then have 3 moves to play any other face card or ace.

If a player runs out of cards during a ruffle, that player loses.

**Game End:** The game continues until one player has all the cards and wins.

**Variations:** Egyptian Ruffle has many variations. Feel free to add in any or all of these depending on the level of complication you want!

Each time one of these combinations happens, the first player to ruffle the pile takes all the cards from the table. Play continues from this player.

**Pyramid Pair:** 2 cards of the same number played in succession

**Sphinx Split:** A pair separated by a single card of a different number – for example: 3, 7, 3

**Mummy Marriage:** A Pharaoh and a Queen (or a Queen and Pharaoh) played in succession (a ruffle on this combination would end the ruffle)

**King Tut Ten:** Any 2-card combination adding up to 10

**Nile Nine:** Three 3s in succession