

WILD TWIST - WAR

2 Players

Object

Be the first player to collect **ALL** of your opponent's cards.

Setup

- Use all 52 standard deck cards
- Use these **6 Wild Twist Cards: Red, Black, Heart, Diamond, Spade, Club**
- Remove these **2 Wild Twist Cards: 2 Wild** and set them aside. **DO NOT USE.**
- Shuffle **ALL** cards including the 6 Wild Twist Cards.
- Deal out **ALL** the cards evenly to each player, **FACE-DOWN** to form two Play Decks.
- Each player keeps their individual Play Deck in front of them, **FACE-DOWN**.

Wild Cards Used:



Let's Play

Each player flips the top card from their deck **FACE-UP** at the same time. Then you compare the cards to see who **WINS** that "battle."

If the value of each card is **DIFFERENT**

The player with the higher value card **WINS** the "battle". They take both cards and add them to their Score Pile. **NOTE:** Aces are the highest valued card.

If one of the cards is a **WILD CARD**

Compare it to the suit of the other card:

- If the Wild Card **MATCHES** the suit of the other card, it **WINS**.
- If the Wild Card **DOES NOT MATCH** the suit of the other card, the other card **WINS**.

If the value of each card is the **SAME**

A "War" is declared!

- Each player then deals three cards **FACE-DOWN** from their Play Deck below the original card they played.
- Both players **FLIP** a fourth card from their Play Deck **FACE-UP** onto the pile they just made.
- Compare the **FACE-UP** cards to see who **WINS**, using the rules above.
- If the two new **FACE-UP** cards are also the same, **THE "WAR" CONTINUES!**
- Deal three new cards **FACE-DOWN**, and then a fourth one **FACE-UP** as before.
- Continue until one player wins the "War" - the winner gets to collect **ALL** the cards and add them to their Score Pile (sometimes it's fun to look at all the cards used in the War to see what has been "won" and "lost").

NOTE: Two Wild Cards count as the "same" card and constitute a "War."

When a player **RUNS** out of cards in their play deck

- If they have cards in their Score Pile, they shuffle them and create a new Play Deck.
- If they have no cards in their Score Pile, they are out of cards and the game is over.
- If they have no more cards in their Play Deck **AND** no more cards in their Score Pile but are in the middle of a "War," they must complete their side of the War early by flipping their last card **FACE-UP**, which should be compared to the other player's final **FACE-UP** card and resolve as noted in the "If the value of each card is the **SAME**" section.
- If War would continue in this case because the last cards played have matching values, then the "War" ends and the player with cards remaining in their Play Deck and/or Score Pile is declared the winner of the War and the Game!

WINNING

When one player collects **ALL** of their opponent's cards, they **WIN!**