

# WILD TWIST - WAR

2 Players

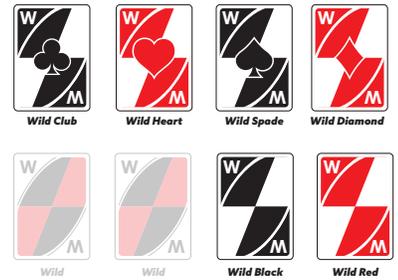
## Object

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!**