War

Adapted for piecepack
by Mesomorph Games (2001)
2 – 4 players, Playtime Varies with Number of Piecepacks Used

Introduction

This is the adapted version of the children's game popular around the world. No strategy is involved - simply the ability to recognize which of two tiles is higher in rank, and to follow the procedure of the game.

Setup

In the basic game there are two players who use the tiles of one or more piecepacks (the more piecepacks used the longer the game lasts). Tiles rank as usual from high to low: 5, 4, 3, 2, Ace, Null. Suits are ignored in this game.

Shuffle the tiles well, then deal out all the tiles face down, so that each player has an equal number of the total number of tiles. Players must not look at their tiles, but keep them stacked in front of them face down in the order they were dealt. The object of the game is to win all the tiles.

Basic 2 Player Game Play

Both players now turn their top tile face up and put them on the table. Whoever turned the higher tile takes both tiles and adds them (face down) to the bottom of their stack. Then both players turn up their next tile and so on.

If the turned up tiles are equal there is a **war**. The tied tiles stay on the table and both players play the next tile of their pile face down and then another tile face-up. Whoever has the higher of the new face-up tiles wins the war and adds all six tiles face-down to the bottom of their stack. If the new face-up tiles are equal as well, the war continues: each player puts another tile face-down and one face-up. The war goes on like this as long as the face-up tiles continue to be equal. As soon as they are different the player of the higher tile wins all the tiles in the war.

The game continues until one player has all the tiles and wins. This can take a long time. (If someone runs out of tiles during a war the other player wins.)

3+ player Game Play

War can also be played by three or more players in much the same way. Deal out as many as possible of the tiles so that everyone has an equal number (it is good to use multiple piecepacks).

All players simultaneously turn over a tile and the highest wins all the tiles tuned up. If two or more players tie for highest there is a war - everyone plays their next tile face-down and then turns up a third tile. This continues until one of the face-up tiles is higher than all the others, and then that player wins all the tiles in a war.

Note that all players take part in a war, not only the ones who had the highest tiles.

A player who runs out of tiles drops out. The game goes on until only one player has tiles, and that player wins.

Russian Version

(adapted for piecepack by Mesomorph Games)
2 Player - Playtime Varies with Number of Piecepacks Used

Objective

Choose which objective declares the winner before beginning:

Objective 1: Avoid collecting all the tiles.

Objective 2: Not to run out of tiles.

Setup

All the tiles are dealt face down evenly to the players, who stack them in front of them as they are dealt, still face down (no peeking!).

Play

The play consists of the number of tricks. Each trick is played as follows: each player (in no particular order) turns the top tile of their stack face up and places it on the table. Whoever has placed the highest rank tile wins the trick, collects the tiles on the table, and puts them at the bottom of his pack face down in no particular order.

The ranking of the tiles is from Null (high) down to five (low), except that a five beats a null. In other words, if a five and a null are played the five counts as the highest tile and wins the trick, but if a five is played and no one played a null the five counts as lowest.

If there is a tie for highest then either:

1. Everybody puts a new tile face up on top of the tile they played the previous trick

or

2. Everybody puts a new tile face down on top of the tile they played the previous trick, then a tile face up.

It must be agreed beforehand which of these two methods will be used. In either case whoever plays the highest of the new face-up tiles wins the trick, or if there is a tie the process is repeated.

End of the game

When using Objective One the loser is the one that has all the tiles at the end of the game. For Objective Two, whoever loses all their tiles first loses.