

### **Abstract**

The name of this game is Battle; based on the card game, War. The goal of this game is to eliminate your opponent's deck from play before they do so to you. This game may use one deck for two players or two decks between four players. Each player should have two of every type of card (excluding jokers). Aces may either be high or low, on the preference of the players.

### **Rules**

- Set-up (2 player variant)
  - Divide one deck of playing cards by colour, removing jokers. Each player takes a colour, shuffles their deck and places it face down in front of them.
  - Draw a starting hand of 2 cards.
- Play (2 player variant)
  - At the same time, both players put one card from their hand into the play area between them.
  - The higher card wins and the loser places their card in a Killed pile off to the side. Any card in the Killed pile is permanently removed from the game. The victor places their winning card in a discard pile in front of them.
  - Players then restore their hand back to two cards.
  - If both players show a card of the same numerical a Battle ensues.
    - Much like in War, when a battle starts, each player must put one card face down in the play area along with another card face up simultaneously.
    - These two new cards must be the remaining card in their hand and the top card on their deck, although the order is up to the player's preference. In other words, the remaining card in your hand may either be the facedown card or the new face up card, while the unknown card from the deck will be the other.
    - In the event of a second tie during a battle, both new cards will come from the top of the deck.
    - At the end of a battle, the victor moves all their played cards into their discard pile. The loser moves all the played cards into the Killed pile.
    - Players then restore their hands to 2 cards.
  - Once all the cards in your deck have been used, you may re-shuffle your discard pile into a new deck.
    - You may only do this once your final card has been played.
    - If you run out of cards in the middle of a battle, you may not refresh your hand with cards and will only be able to pull unknown cards from the top of the re-shuffled deck until the battle is resolved.
- The game ends when one player has killed all their opponent's cards.
  - If you do not have enough cards to complete a full battle, you lose.
- 4 player variant
  - Set up is the same, except instead of dividing the two decks by colour, divide them by the four suits.
  - Play is the same as stated above. A battle is still triggered if two or more players tie for the highest card. Those who were not involved in the tie do not participate in the battle.

## Images



4 player set up. All the same elements as the 2 player set up

## **Design Process**

At the very beginning of my process, I made the mistake of trying to think of various modifications to make to the game before playing it. I went down a rabbit hole of ideas for massive changes to how cards are held and played before I realized I was just making a new game from scratch. I scrapped all those ideas I had and just sat down to play the game with its original rules. The worst thing I realized about War was it is much too long of a game. My opponent had whittled down my deck to only a handful of cards after the first two passes through the deck. From there, we were just trading back and forth a half dozen cards for the next 20 minutes. I'm sure we could have continued the game for another hour before I was eventually defeated. However, I became quite bored so I stopped the game before my opponent truly won. We started over but this time with new rules I had thought of during the first game.

At this point, I divided up the deck of cards by colour and implemented a penalty for losing each matchup. Any loss from there on out would mean permadeath for the loser's card. This was an effort to speed up the game so the loser would still lose cards overall, but the winner would not add any. The issue with this one rule was each game came down to a constant battle of the Aces (which we made the high card) unless they happened to get lost during ties. While the game was more enjoyable at this point, most games were ending with ties on Aces. I needed a rule to hopefully change the variation in which the game ended.

Because of this consistent result, I wanted to add a little bit of strategy through decision making to attempt to get a variety of different win scenarios. The ability to decide which card to play out of a hand seemed to do the trick after the first few playthroughs with this second rule. This introduces having to think what your opponent has in their hand and if they will play the higher one they have or the lower one, thus making you think if it is safe to play your lower one. The result of this rule was a surprising variations of wins. Although

most wins are with Queens, Kings, and Aces, it still gives the ability to win with Tens and Jacks every once in a while.

However, the newest rule added a bit of confusion on when to refresh your hand back to two cards. So I implemented the reshuffling rules which seemed to add more of that structure without changing the game outcomes.

This was the end of my process. The game was far more enjoyable than its original iteration and has a balancing effect on the strength of the strongest few cards rather than giving all the power to the Aces.