**Column Combat**

**Summary:**    
  
Column Combat is a 2-player gambling guessing game played with a total of 10 cards:  
2, 4, 6, 8, 10, Jack, Queen, King, Ace, and Joker. Players are assigned a ‘column’ of either even number cards or non-number cards. After betting an equal amount of money, each player must guess a combination of 3, 4, or up to 5 cards in order before revealing their column. The number of cards guessed and whether the card sequence is correct or not determines the wins and losses of money.   
  
**Layout:**  
  
A picture containing sitting, front, grass, green

Description automatically generated  
  
**o** The cards are separated into two decks: a deck of even number cards and a deck of non-number cards.  
  
A picture containing grass, green, sitting, brick

Description automatically generated  
  
**o**  Each deck is shuffled and the cards are then laid out faced down in the form of two columns (column one with the even number cards and column two with the non-number cards), as shown above.  
**How To Play:  
  
1.** The first player is assigned the even number column and the second player is assigned the non-number column. Each player declares the number of cards they will guess (3, 4, or all 5).  
  
**2.** Each player then guesses the card sequence out loud and reveals their column.  
  
**3.**  Depending on the number of cards guessed and if the players’ sequences were right or wrong, one of the following actions occur:  
  
(a). If the player guesses a card sequence of 3 and succeeds, they earn 1/3 of the pot. If guessed wrong, the player 1/3 of their bet.  
(b). If the player guesses a card sequence of 4 cards and succeeds, they earn 2/3 of the pot. If guessed wrong, the player loses 2/3 of their bet.  
(c). If the player guesses a card sequence of 5 cards and succeeds, they earn the entire pot. If guessed wrong, the player loses all their money.  
  
**o** In the picture below, the first player with the numbered card column guessed a combination of 3 cards with the sequence (10, 8, 2) and succeeded. The second player with the non-number column guessed a combination of 4 cards with the sequence (Joker, Ace, Queen, King) and lost.  
  
  
A picture containing computer

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 **Comments from classmates:**  
During play testing, I had the opportunity to explain the rules and watch two of my classmates play a few rounds of Column Combat. Several points were brought up, including the interaction between players and their assigned columns. My classmate Sam suggested that the players could arrange each other’s columns in order to guess the combination laid by their opponent, thus giving more interaction between players. My classmate Mig said that this would be a perfect drinking game.