Battle of Suits

2-4 Players

List of Pieces:

1. A deck of regular playing cards

How To Play:

1. Shuffle a deck of regular playing cards (including the two jokers) and deal out 5 cards to each player.
2. Place the rest of the cards (face-down) in the center of the players for the draw pile.
3. Each player then places one card (face-down) on their left and one card (face-down) on their right.
   1. This denotes the player's attacking and defending cards.
4. After every player places their two cards, the game begins.
5. The player left to the dealer starts the game, flipping up their attacking card.
6. The player to their left flips up their defending card in response.
7. The two players must compare cards to determine if the attacker or defender wins the battle.
   1. Rules of battles are described later.
8. Whoever wins the battle takes both cards and places them in their discard pile (face-up), between the attacking and defending cards.
   1. In the event of a tie, the players leave their cards where they are, and the game continues from there.
   2. If the loser of the battle has more than one card in their respective pile, the winner takes all the cards from that pile, instead of just the one they beat.
9. Both players then place another card (face-down) from their hands, in the piles that they turned up.
   1. If there is a face-up card currently there (in the event of a tie), leave that card under the face-down card.
10. The attacker draws a card from the draw pile, followed by the defender.
    1. If there are no cards left in the draw pile, ignore this step.
11. The game continues, repeating steps 5-10 until there are no cards left in play, ending the game.
    1. If a player has only 1 card remaining and is unable to replace their attacker or defender, they instead just add the card to their discard pile.
12. All players then add up the number of cards in their discard pile. The winner is the player with the most cards in their discard pile.

Battle Rules:

1. When two cards battle, the card with the higher strength score wins the battle.
2. Each card A-10 has a strength score equal to the number on the card (A = 1).
3. Diamond Suits are twice as strong against Club Suits. Club Suits are twice as strong against Heart Suits. Heart Suits are twice as strong against Spade Suits. Spade Suits are twice as strong against Diamond Suits.
   1. When a card is strong against another card, double its strength score. Ex: A 4 of Hearts has a strength score of 8 against a Spade Suited card.
4. A Jack card has the strength score of the current other card you control.
   1. Ex: Your defending Jack card has the strength score of your current face-down attacking card.
   2. If both cards are currently Jacks, their strength scores are 0.
5. A Queen card has the strength score of the highest strength card in your discard pile.
   1. Ex: You have a 2, 5, 4, and 8 in your discard pile. The Queen’s strength score would equal 8.
6. A King card has the strength score of the number of cards in your discard pile.
   1. Ex: You have 6 cards in your discard pile, so the King’s strength score would equal 6.
7. A Joker card automatically wins a battle, no matter what the strength score of the opponent is. A Joker card has a strength score of 0.
   1. If two jokers battle, treat it as a tie, as stated previously.