Card Rules

Must take cards from opponent

Ends if one person runs out of cards

\*Must be able to win in 5 turns

Each player picks up three cards from their deck

Each player lays down one of the two cards for attack and the other for defense the third can go into attack or defense

Once the cards are determined the players will battle based on their cards total value (J=11 Q=12K=13 A=11)

If the defense is higher than the offense no cards are lost

If the offense goes over the defense the number of damage over is taken from the opponents deck

The player with the higher number of cards taken or if the opponent runs out of cards is the winner