Carlos Solis Rangel week 1 Jan 18 2014

# Requirements

* You must win cards from the other player as a game mechanic.
* You lose if you have no more cards in your deck.
  + **Title –** Name your game
    - **Odds vs. evens.**
  + **Description –** 
    - One player will play as the Odd player and the other as the even player.
  + **Setup instruction** –
    - Cut the deck in half and give it to both players, the players make a first draw to determine a position of even or odd. The position of odd or even will be determined by the type of numerical value of the card the players draw, example: one player draws an even number like a 2, 4 or 6, that player will be in position of even. In case both players draw a pair of cards of similar value, the players will draw a second or third time until a position of even or odd is established for both players.
    - Both players will pick 5 random cards from their half of their deck. The players will have 5 cards at all times, except if the player runs low on cards.
  + **Rules –** 
    - The first draw will establish the position of even or odd for the players. From that point on, whenever that player draws a card of similar value “odd or even” to that player’s position, that player will have a winning card over the other player regardless of the other players card value. In the case that both players draw a value card for their own position on the same draw. Example “the odd player draws a card of odd number and the even player draws an even number card” at that moment, the player with the higher card will choose to give or take the other player’s cards.
  + **Win/Loss condition –** 
    - The player who accumulates all the cards at the end of the game wins.
  + **Ideal strategy for winning –** 
    - The player will try to save the cards that are valuable to the position of the player “odd or even”. The player has better chances of winning but the element of chance remains.