**Damien Jahrsdoerfer**

* + **Title –** War v2.0
  + **Description –** The blind luck of War with the strategy of Poker.
  + **Setup instruction** – Deal equal number of cards to each player
  + **Rules –** All players draw till they have a hand of 3 cards. They then choose a card or card combination and play it face down. (You can play multiple cards if they are NOT face cards and are the same suit, their numbers are combined). Everyone reveals their played cards and whoever has the highest puts all cards on the field on the bottom of their deck. If players reveal the same number (multi card plays count as their numbers added), then they go to ‘war’, putting 3 cards face down from the top of their deck, and playing a fourth one from their hand. Whichever player has the higher fourth card, puts all drawn cards under their deck.
  + **Win/Loss condition –** When you run out of cards you are out. The last person left is the winner.
  + **Ideal strategy for winning –** Guess what your opponent would play. Know when to play low cards and when to use your high. High cards are extra useful during a war when a lot is on the line. Low cards, while seemingly useless, can be useful when used in combinations.