Everette de los Reyes

January 18, 2014

GA 3331 Game Prototyping

Week 1 Lab

Title: War - Second Chance

Description: It is a war card game with the ability to save yourself with a life saver card.

Setup instruction: Split a deck of cards in half and give it to both players, remove jokers.

Rules: Players draw 3 cards. Players will then draw 1 card and place it face down as a life saver. Only 1 life saver from each player can be on the field. Players will then place a card from their hand to use on the field. Highest card wins the turn, however the person with the lowest card has an option to use their life saver or not. The card that is the highest on the last phase will take all the cards on the field except the life saver if it wasn’t used. The life saver card will remain on the field until used. If players reveal the same card, then they go to ‘war’, putting 3 cards face down from their deck, and revealing the fourth one. Whichever player has the higher fourth card puts all drawn cards under their deck. In the next turn players will repeat the steps and place a life saver again if it was used last turn.

Win/Loss condition: The loser is who lost all their cards.

Ideal strategy for winning: Strategically place a good card from your hand to play. Know when to use your life saver if it is worth it or not.