**Title**: Psych War

Karly Labate

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Game Prototyping

Miron

**Description**:

This is a game of learning to read your opponent while also trying to keep in mind what cards are still waiting to be played.

**Setup Instructions**:

* 2 Players
* Each player starts out with half the deck (26 cards — no jokers)
* Each player draws 5 cards from their downward facing deck that they are allowed to look at and choose from.

**Rules**:

1. Aces are high, 2’s are low.
2. As in the typical War game, a player wins the other player’s card by who played the highest card.
3. Each player may choose which of their cards in their hand they wish to play and play it face down. Once both players have chosen their card to play, the cards are flipped over.
4. The player that wins the hand takes both cards and places them in at the bottom of their deck or in a discard pile, whichever the player finds more convenient (the cards may not be shuffled or order changed once placed in the discard pile or the bottom of the deck).
5. After the turn has ended, both players draw their hands back up to 5 cards.
6. If a player holds a 3 in their hand, they may play the card in one of two ways, either as a 3, or they may play it and choose to switch hands (not decks) with their opponent. If they wish to switch hands, the player must make this desire known before the cards are flipped over. If their opponent also possesses a 3, they may counter the switch by playing theirs. If hands are exchanged, each player will be allowed to place the hand (or parts of it) in their discard pile or at the bottom of their deck (as in Rule #4) or keep it active and in play. Once a 3 is played, it stays on the table and the game continues. Whichever player wins the next round will also take both threes.
7. If each player plays the same face value card, war will commence. Three cards are drawn from down faced deck and the top card can be chosen from the top 3 cards of the player’s deck. They may not look at the card before turning it over.

**Win/Loss Condition**:

The player who has all the cards will be declared the winner while the player without any cards remaining will be declared the loser.

**Ideal Strategy for Winning**:

* Trying to recall what cards have been played as well as observing their opponents playing habits will help the player decide which of their cards they’d like to play and when.
* If hands are exchanged it may be beneficial to keep some of the stronger cards in their hand and discard weaker cards. Also, throw off their opponent by discarding the whole hand and starting fresh.
* If a player has a 3 but otherwise a weak hand, it might be beneficial to exchange hands to not only give the opponent a handful of weak cards, but maybe trade for some higher cards their opponent has been saving for an opportune time.
* While keeping a strong card in the player’s hand may work for after a 3 is played, it could also be harmful if there are no 3’s in the hand when their opponent plays a 3.