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Prototyping

Title: Advanced War

Descriptions: memory mixed with war type of game using resources available in order to win opponent

Setup Instructions: Split the deck in half between the players then place 9 cards face down that you know the value of.

Rules: Each player puts 9 cards face down but gets to see what each card they set down is, a play card is then drawn face up and the opposing player gets to try to remember which face card that is down is strong enough to win. If war is instantiated then players wager 5 cards and choose their best face down card to potentially win.

Win/Loss Conditions: The loser is one player that loses all cards first.

Ideal Strategy: placing face down cards in a methodical order and choosing when to play your strong card, as well as keeping valuable cards in case of a war.