GA 3331 – Week 1 – Advanced War

# Description

You are to take the mediocre game of war, and modify it so that it actually incorporates an element of skill and strategy.

# Requirements

* You must win cards from the other player as a game mechanic.
* You lose if you have no more cards in your deck.
* **You must utilize tokens or dice in your game (the little cubes/dice you are given in class, or your own tokens if you want to use them)**

# Deliverable

* A document detailing the rules of Advanced War, and a playable demonstration of the game.
* A deck of cards and any tokens/dice borrowed

# Document

Your document should have the following sections:

* + **Title –** Name your game
    - **Example:** Drunk War
  + **Description –** In one sentence, explain what your game is.
    - **Example:** Drunk war is a just the war card game played with less inhibitions.
  + **Setup instruction** – How do you prepare the game?
    - **Example**: Cut the deck in half and give it to both players, take out all the kings, get some booze, and shuffle the remaining cards.
  + **Rules –** Explain what a full round looks like. Try to keep this part under a page.
    - **Example:** Both players reveal the top card of their decks, and whoever has the highest puts both cards on the bottom of their deck and the loser takes a drink. 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. Loser takes a drink.
  + **Win/Loss condition –** How do you determine the winner/loser?
    - **Example**: The loser is who lost all cards from their deck first or starts blacking out.
  + **Ideal strategy for winning –** Explainhow do you maximize your chances of winning?
    - **Example:** Take small sips.