Five Days of War

# What you’ll need to play

* Two players
* Two decks of playing cards (52 set)

# How to Win

The first player to reach three victories is declared winner and king of the lands.

# How to Play

**Step 1**: Shuffle both decks separately. Once shuffled, you may cut each other’s deck to ensure a fair game. After shuffling and cutting, each player draws six cards. These six cards are called your “***Blessings***”

**Step 2**: Arrange your blessings in an order you prefer, and lay them face down to the side of you. **You may only have up to five blessings**. If you have an extra card, you may put it on the top or bottom of your deck.

Exception to Step 2: If a player decides he/she does not like the starting blessing cards, that player may discard the hand, shuffle the deck, and draw five instead of six. A player may only do this once during step 2.

Extra information for players: Some cards will have special effects attached to them that can only occur if they are a blessing. Refer to the “***Card Powers***” section of the manual.

**Step 3**: Draw seven more cards from your deck. This hand is called your “***Army***.” Do not show the other player your hand!

**Step 4**: Once both players are ready, it is time for war! Go ahead and put three of your army cards face down in front of you to indicate you are ready to fight.

**Step 5**: Once both players are ready to fight, each player flips over the first blessing card. This blessing card will affect the battle one way or another, depending on the card’s powers.

**Step 6**: After all of the effects have taken place, each player reveals the army they brought into battle. The player with the highest total power is victorious for that day. The winner gains a point and all of the cards played are discarded onto the side.

**Step 7**: After the day is finished, each player draws back up to seven cards.

**Step 8**: Repeat the battles until a player reaches three points. Once a player reaches three points, he/she has conquered the other player and is deemed king of the land.

# Special Actions

During the five days of war, the player has a couple extra actions he/she may take to help achieve victory.

1. Hand Discards (Mulligans):
   1. The player has **two full hand discards** which he/she may use before or after fights. When the player decides to discard a hand, he/she must announce it, discard the hand, and then shuffle the deck. After shuffling and cutting, he/she can draw a full amount of cards again.
   2. A player only possesses the ability to mulligan twice in a game.
2. Blessing Mulligan
   1. As stated above in the “How to play” section, the player may decide to mulligan the initial blessing hand if he/she wish for a better hand. **The player may only do this once**.
3. When Jack meets Ace
   1. In the rare case of a Jack and an Ace blessing card being drawn on the same turn, both players flip the top card of the deck. The player with the highest card will have their blessing happen first. The flipped cards are discarded.
4. In the case of a tie of power
   1. If both armies are equal in power, then each player flips the top card of their deck. The highest card wins the victory for the day. The flipped cards are discarded.

# Card Powers

Certain cards will have special powers attached to them when used as a blessing. They can turn the tide of the war, or ruin your chances of winning. Please use these powers wisely.

**Ace**: The Ace is a master tactician, and can easily persuade enemies to turn in fear during battle. If an Ace is played as a blessing, that player will get an additional one point added to the total power and may remove one of the opposing player’s soldiers from the field. That soldier is discarded with the discard pile.

**King**: The King inspires and increases morale in an army. He emits an aura of strength throughout the army, and when played as a blessing the King adds eleven points to the total power.

**Queen**: The Queen fights on the political field, and fights not with strength but with intelligence and charisma. When the Queen is played as a blessing, the player may steal the opposing player’s blessing or completely nullify it.

**Jack**: The Jack is a deceiving menace that loves to confuse armies and find humor in things that aren’t humorous. When the Jack is played as a blessing, both players swap their armies on the field.

**The Deuce**: The Deuce is the hero of the fight. He brings to the table what other soldiers cannot, and effectively brings enemies to their knees with finesse and strength. When a 2 card is played as a blessing, the player’s total power is doubled for that day.

**Any numbered card (Besides the Deuce)**: Reinforcements are always helpful when fighting a tough enemy. If any numbered card is played as a blessing, that card is added to the total power of the player’s army.