Nicolette Ragon

Game Prototyping

Miron

January 18, 2013

**War (title pending)**

**Objective**: The main objective of the game is to obtain that highest amount of cards at the end of five turns.

**Rules:**

1. Always requires a winner in every round, while the other player loses cards.
2. Wins cards from other player’s deck.
3. No more than five rounds
4. Highest value of cards wins.
5. Each player must always offer three cards each turn.
6. The last card (third card) is face down.
7. The winner will take cards offered in the pile.

**How to Play:**

* This game requires two players and one deck of cards. Each player will draw up to five cards in their hand and will offer two cards from the hand to the table. The last card (which is the third card will be drawn randomly from the deck.)
* The player with the highest value of cards will be the winner and will claim all of the offered cards on the table.
* (note): During a tie breaker players will continue to draw cards until the highest value appears on either side, declaring the winner.