



**GAME 601 – Fall 2022**

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## **ABSTRACT**

*Armed* is a card game where each player duels to deplete their opponent's deck! Each player is dealt a 26-card deck and are then tasked with playing cards with values higher than their opponent's. The victor of each battle takes both cards. Once one player can no longer draw from their deck, the other player with more cards reigns victorious!

## **MATERIALS**

- Standard 52 card deck

# RULES

## BACKGROUND

1. *Armed* is a 2-player player vs player game
2. Card values are as follows:
  - a. 2, 3, 4, 5, 6, 7, 8, 9, 10, J (11), Q (12), K (13), A (14)
3. Definitions:
  - a. Deck: Stack of cards dealt to each player
  - b. Battleground: Surface where cards are played
  - c. Battle: Each turn after the cards are flipped
  - d. War: A battle in which players play cards of equal value

- 1.** Shuffle deck. Split deck evenly amongst players by dealing both players the same number of cards (26 each).



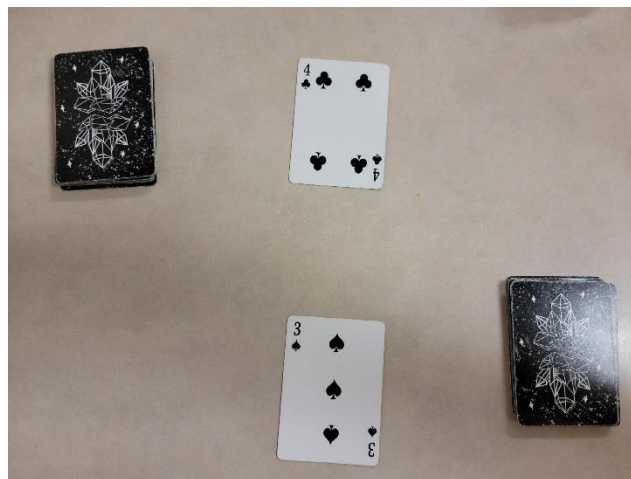
- 2.** Do not look at dealt cards. Place the stack of dealt cards to the right of each player. This will be your "deck."
- 3.** Each player draws 6 cards from their deck into their hand. Players are allowed to look at their own hand.



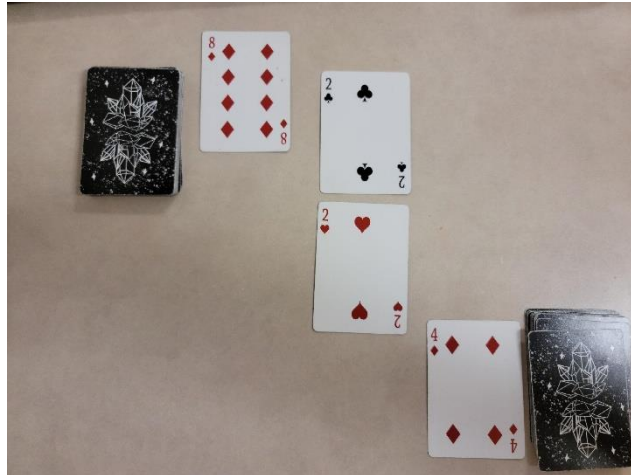
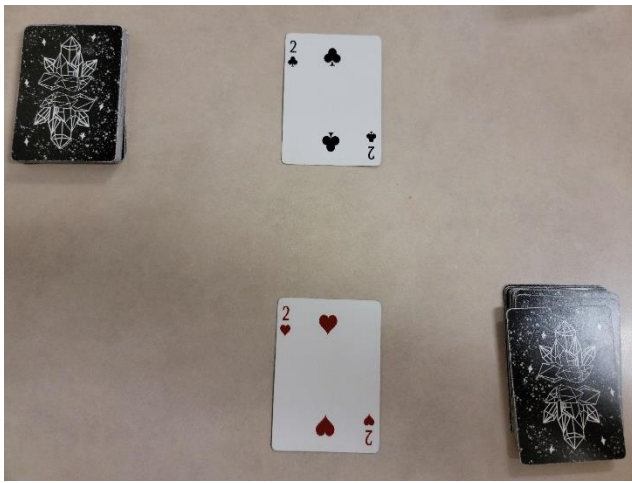
- 4.** Each player takes turns simultaneously. The players must each choose a card and place it face down on the play surface. This is the “battleground.”



- 5.** At the same time, each player must flip their face down card face up. The player with the higher value card wins the battle and takes both cards. The winner of the battle places the cards on the bottom of their deck and shuffles their deck.



- 6.** At the beginning of each turn, each player draws from their deck until they have 6 cards in hand.
- 7.** If you and your opponent flip the same value card, this means war! Place another card face down and add the value of the previous card to your new card. Continue this again if each player’s value is still the same. Whoever’s value is higher wins the war and is allowed to take all of the cards. Once finished, whoever had the highest value cards places all cards on the bottom of their deck and shuffles.



**8.** *A player wins if their opponent no longer has cards to draw from their deck!*

## DESIGN PROCESS – War, but modified

Game Modified: War, the traditional card game

War is a game that I am very familiar with. I remember the days of playing it with my grandpa in his living room, and ultimately cheating to win while he pretended not to notice what I was doing. This is how I imagine many people play War. Even doing a quick Google search yielded the results that the best way to strategize during a game of War is to just simply cheat.

War is a game that, to me, is entirely based off luck of the cards. There are no significant player choices in War, nor is there really a strategy one can come up with to mitigate the luck-based play. This is something that I wanted to change when it came to my design modification. Therefore, I chose to implement a system based on drawing a hand. While there are still some elements of “luck” (shuffled decks, random cards dealt to each player), ultimately there are now strategies that can be used to try to turn the course of the randomized premise of the game. Some of the strategies that came up while play-testing included:

- Using the smaller cards first to save your big cards for later while bloating the other player’s deck with small cards
- Use big cards first to try to build your deck and deplete the other player’s fast

While playing, there are two main concerns that came up with my design: the win condition and the length of play time. The original win condition I implemented was the same as War, the player with all 52 cards in their deck wins. I quickly (or rather, slowly) saw that this drags out the game time and leads to frustration amongst players. To solve this, I made it so that the win condition is when the player’s opponent can no longer draw from their deck. This way, the losing player is not just simply recycling cards from their hand for the last half an hour of the game. Despite this change of win condition, though, I still found that play time was longer than the traditional War time length. I discussed this with my play testers and received the feedback that despite this they still had fun playing the game and did not feel as though this gave them a negative play experience. With this feedback, I have deduced that this type of game might be more suited towards adults rather than children like War traditionally is.

Ultimately, I feel like my modification of War brings meaningful player choice to the game, while still having elements of randomness and surprise that can make the game both exciting and frustrating. I do not think the level of frustration this game can yield is a detriment, but rather makes drawing really good cards more exciting and fulfilling. The long play time is still a concern, though, and is something I would like to ideate on in the future.