

Continue































War, also known as "I Declare War", is a two-player card game that is especially popular in the United States, although it sees play in the United Kingdom as well, where it is known as "Battle". The game is also similar to many national variations, which follow essentially the same rules. It is very easy to learn the game, and in this guide, we will explain both how to set up and deal a game. War is played using the Standard, 52-card Anglo-American deck. The 54-card Joker variant may be used, if the Jokers are removed from the deck before play. The deck should be shuffled, and then each Player should be dealt one card at a time, face-down. Dealing continues until the entire deck has been exhausted, at which point the game may begin. Both Players will draw the top card from their deck at the same time. Both Players will reveal their card, this head-to-head trick representing the "war" or "battle" from which the game derives its name. Suits are irrelevant, meaning the sole determination of victory is found in the rank of the cards played in the trick. Aces are high in War, and as such are the highest-ranking card a Player can play. The Player who wins the trick by Playing the highest ranking card may then take the cards in the center of the play area, and may either place them on the top, or bottom of their deck. Players must place both cards in the same place, meaning both cards must either be placed on top, or on bottom of the deck. The cards may, however, be placed in any order. For example, if a Player wins a 2 and an Ace in a trick, they may either place the cards on top or bottom of the deck, and may place the 2, or the Ace, as the top or bottom card, with the remaining card becoming the next top card or the second-bottom card. If the two Players both play a card of the same rank, then those cards remain in the Play area, while both Players play another top card from their deck. This continues until one Player wins the "pot", at which point the Player takes all of the cards put up. These cards must follow the same rules as other victories. Cards must be placed in one stack at either the top or bottom of the deck, in the order of the Player's choosing. The game continues until one Player commands all of the 52 total cards, at which point the remaining Player is the loser. The above instructions make us wonder, is it even a game? We summarized the basic rules of the War card game below: Rank is the only thing that matters, suit does not matter. Cards should not be looked at until they are played. Aces are high and are the highest-ranking cards in the game. Ties are resolved neutrally until a new "war" is fought. Some versions of War do not include the ability to place taken tricks where desired in the deck. In these versions, there is no strategy. Those games are entirely luck-based. In this particular version, the strategy derives from where and in what order a Player places his taken cards into the deck. High-value cards should be placed at the top, while low-value cards should be placed at the bottom. Cards must be placed in single packets, however, and as such, a mixed packet, such as a two and an Ace, requires a Player to consider where they should place the card. Continuously putting an Ace as the top card may seem smart, but if the other player matches it and wins the tiebreaker, they could end up with both Aces and control most of them in the game. At a minimum, they will control 50% of the game's Aces guaranteed. Sometimes, it may be best to place an Ace at the bottom of the deck, to remove it from being War. It is scored solely by the number of cards in the deck. Players with no cards in their deck are losers, and Players with all the cards in their deck are Winners. Otherwise, the game is still ongoing until the very end. Cards themselves are scored based upon their own ranking, and suit does not account at all. Cards are ranked in order, with Aces being high. 2-10, Jack, Queen, King, Ace. The highest-ranking card always wins the battle. Imagine the following scenario: 1: AxK 2: Ax4 3: Ax10 4: AxA 5: 10xA 6: 4xA 7: KxA Notice that Player 1 begins the game with a streak, by winning Wars and placing the Ace back as the top card of their deck. However, once Player 2 places their Ace down, Player 1 is forced to use the other cards won in the previous wars, as they were placed at the top of their deck to continue the use of the Ace. This means that if you constantly play an Ace, there is a chance you lose all of the cards won in previous wars. Sometimes the best option is placing it at the bottom, for a guaranteed Ace later in the game. Each Player, as there are only two Players in a game of War, gets 26 cards, half of the 52 present in the standard Anglo-American deck. Aces are the greatest cards in War because they can only be beaten by another Ace. Due to this guide's chosen mechanics for the game, to add a layer of strategy to what is otherwise a game of pure luck, Aces can be used to win streaks of cards. They are associated with risk, however, because if another Player possesses an Ace, they may win back their Ace. No War is designed to be a Two-Player game. It also requires both Players to possess the same number of cards at the start of the game. One Player would have a significant advantage, even though they only possess one additional card. Nothing. There are no Jokers in War. If you are using a deck that possesses the two Jokers, they should be removed from the deck. There exist multi-player variations for 3 or 4 players. Regional variations are also common. These include for example Război (Romanian), and P'yانيتsa (Russian), as well as a German version. Most notably, there is Casino War, which allows you to gamble and bet against the "house". Rules for Egyptian Ratscrew GoFish Card Game Yes. There exist a couple of sites where you can play in your browser. iOS and Google Play apps are also easy to find. If you have a deck of cards, grab them now. Got 'em? Good. Now get yourself another player and shuffle the deck. Cut the deck and shuffle it again. Today, we are learning how to play War card games. Back in the day, 1700 and something or other, a man called Charles Lamb said, "Cards are war, in disguise of a sport." Not a truer statement could be said about this particular card game appropriately named, War. War is a simple card game usually played by two players, but this doesn't mean that other people can't join in on the fun. Despite its name, this game is only as serious as you let it be. It is designed to be fun, competitive and entertaining. There are many variations of this card game. It's flexible rules make it easy to change the game and play it however you want. For simplicity's sake, we will explain the most common rules of the game. From there, you are free to change the game as you see fit. Make sure to have some fun and try at least a couple of alternate versions. The goal in the game is to win all of the cards. Sounds simple, doesn't it? Well, there's a bit more to it, let us explain a bit more. For this example we will be assuming that you want to start a two-player card game. Grab a standard deck of playing cards. Remove the Jokers and shuffle the deck. Cut your deck and shuffle again. In a two-player game the deck is dealt evenly at 26 cards each. If more than two players are joining in, simply deal the cards out evenly to each player. Players should keep their cards facing down; you don't want your opponent to see your cards. At this point, someone will undoubtedly say, "What are the rules?" I haven't played this since Reagan was in office." Simplicity is the name of the game here folks. Familiarity of the value of the cards is really the only skill needed. Suits do not contribute to the cards' value; only the number value and the rank of the card are important. So, for example; say you draw a four and your opponent has a two, the four is obviously larger than the two, meaning the four would win the round. Likewise, a King is more valuable than a Jack but an Ace is the top value card and wins out over all other cards. This is actually a very good game to play with younger children to help them learn numbers and how they compare to one another. So, without further delay, here are the rules. All players should have the same amount of cards. Each draw of the cards is done simultaneously. The highest value card wins the draw. If both cards are equal in value, War is declared In War, four new cards are drawn and placed face down on the table. Both players choose one card from the four and turn it to reveal its value. The highest value wins. All cards played in the War go to the winner. If, in the instance that the chosen cards match again, War is played again and the highest value card wins. The game of War ends when one player has won all of the cards in the deck. Everyone draws out their cards at the same time. The player should take the top card of their stack and place it face up. At the same time both (or all) players turn over their card to reveal its value. The player with the higher value card wins the round and collects all the cards on the table. The winner should place all of the newly won cards at the bottom of their stack. Continue with the game until you reach the point of both players flipping the same value card. Two cards with the same value neither win or lose so the play shifts into War. With War, both players draw four of their cards and leave them face down. Each will choose one card to flip and the winner of that card will determine who is going to win. Again, the highest value card wins. With War though, the winning card wins all the cards on the table used for the play. So, not only the two matching cards played but all four of both players cards. In total, the winner gets ten cards in a two-player match. If during War the two cards chosen happen to also match, then you simply leave all the cards as they are and lay down an additional four and try again. Obviously, this means the winner potentially wins a lot of cards. But that's the thrill of the game. It means you can lose a big part of your cards in one turn! Once the winner of the War is determined, you simply continue to play as normal. Keep going until the next War or until one player has won all of the cards. The winner is the player holding all of the cards. The opponent should not have a single card left to play. It is customary for the winner to stand up and sing Edin Starr's song, War and dance around proudly while the losing player gathers the cards and shuffles them. The loser usually ends up dealing the next round. Losing players often suggest playing a different game, such as Go Fish or maybe Slap Jack. And we also suggest you to try them. They are fun games that are a part of our childhood. However you play it though, we are sure that you will love it as much as we do. We've given you the basic War card game rules and we've shown you Now it's up to you to win the rights of singing and dancing around after the game. So shuffle that deck, deal out the cards and win the War! There are many variations of this game. Multiple Players: It is possible to play with more than two players. In this case give each player an equal number of cards and play as normal. The player with the highest card wins all cards played in the round. Once a player loses all of his or her cards they are out and play continues without them. There is only a war if there is a tie between the highest cards that are played. Only the players that tied will participate in the war using the same rules described above. Faster Game: To speed up the game there are several options. One method would be to simply not deal out all of the cards at the beginning of the game. Another version involves changing the rules of war. Instead of playing just three cards face down during a war, you may play a number of new tabs/Support/Your Privacy Choices (opens a new tab)/Your Privacy Choices (opens a new tab)/California Notice at Collection/California Notice at Collection Big fish eats small fish That's basically all you need to know about the game of War. This card battle for two is an ideal choice for kids, beginners, or even seasoned players who like to keep it simple. My War card game rules will teach you how to play. If you only have a single playing partner, your choice of possible card games is relatively narrow. Besides the classics like Speed or Kings in the Corner (check our Speed card game rules and Kings in the Corner rules if you're interested), you can also try War. In this straightforward game, you depend purely on luck: You play cards in a predetermined order and follow super-simple rules to decide who wins each of the tricks. There are also no compromises regarding the results: The winner must, literally, take it all. This War card game rules guide will cover the following: What is the War card game? What you'll need to play the War card game? War card game rules? How to play the War card game (video tutorial) FAQs Other similar games to War (our guides) Read on and learn how to play War from the initial setup to the final results. War is an ideal choice for two kids, one adult, and a kid, or two adults who prefer simplicity and fast pace to the complicated tactics of some more sophisticated games. Once you're familiar with the basic version of the game (which I describe step-by-step in this rules guide), you can also try some alternative versions like Peace, which reverses the gameplay by allowing the lowest-ranking cards to beat the higher ones. Number of Players: 2Gens: 5+Difficulty: Easy Length of Play: 20 - 60 minutesCategory: Catching-type card gameSimilar to: Slapjack, Beggar-My-Neighbor, PeaceMain Objective: Collect ALL the cards from the deck.Why We Love It: War is a rudimentary card battle that can be enjoyed anytime, anywhere, and with anyone regardless of their skills, age, or experience.To play War, you will only need a standard 52-playing card deck. However, make sure it includes Jokers, too - you will need them. War rules couldn't be much easier. It's a battle of higher and lower-ranking cards where players don't have to worry about suits, scores, or complicated strategies. If you've never played this game before, rest assured that you will learn it quickly. Eventually, the most intricate part of the War is its length - the game can sometimes last very long due to the frequent and unpredictable twists. Since it's all about the chance here, there's not much you can do to speed it up. In War, you will deal all the cards from your deck among the players. Of course, players don't have to hold all the cards in their hands: Simply form a down-facing pile of them and place it in front of you. First, players simultaneously flip the top cards from their respective piles and place them side by side at the center of the table. The player with the highest-ranking card takes BOTH cards and puts them on their separated face-up discard pile. In the next round, players do the same. If you both flip cards of the same rank (e.g., two Kings), you've entered a WAR. In War, each player places three down-facing cards on his first card and another face-up card on the top. Whoever has the highest-ranking card on top wins all the cards on the table. Play another War over the previous one if you're stuck in a tie. Continue with these battles until, eventually, one of the players wins. If one of the players runs out of cards in the process, he loses the War. To decide who wins each round, you need to know the ranking of cards first: Joker is the highest-ranking card in War. It is followed by Ace, King, Queen, Jack, Ten, and all the way down to Two, which is the lowest ranking card. Once you've played all the cards from your draw pile, turn your discard pile over, shuffle it well, and use it as a new draw pile. In War, there's no scoring. Instead, the gameplay continues until one player gathers ALL the cards from the deck. This player becomes the winner of the War. War is a straightforward game that does not require players to have any particular strategic skills or previous experiences. It is perfectly suitable for beginners or children. Yes. The rules remain pretty much the same, but each player gets fewer cards. If you play with an odd number of players, sort out one random card to ensure that the players have an equal number of cards. Three players, for example, get 17 cards each. No. Twos are the lowest ranking cards in War. Whenever you play a two, you can be sure that you're going to lose the trick - unless your opponent plays two as well and you enter the War. Enjoy this game? Check out our guides to the following War alternatives: Looking for instructions on how to play a game of "War", the card game? Great! You've come to the right place on a new tab/Support/Your Privacy Choices (opens a new tab)/Your Privacy Choices (opens a new tab)/California Notice at Collection/California Notice at Collection Big fish eats small fish That's basically all you need to know about the game of War. This card battle for two is an ideal choice for kids, beginners, or even seasoned players who like to keep it simple. My War card game rules will teach you how to play. If you only have a single playing partner, your choice of possible card games is relatively narrow. Besides the classics like Speed or Kings in the Corner (check our Speed card game rules and Kings in the Corner rules if you're interested), you can also try War. In this straightforward game, you depend purely on luck: You play cards in a predetermined order and follow super-simple rules to decide who wins each of the tricks. There are also no compromises regarding the results: The winner must, literally, take it all. This War card game rules guide will cover the following: What is the War card game? What you'll need to play the War card game? War card game rules? How to play the War card game (video tutorial) FAQs Other similar games to War (our guides) Read on and learn how to play War from the initial setup to the final results. War is an ideal choice for two kids, one adult, and a kid, or two adults who prefer simplicity and fast pace to the complicated tactics of some more sophisticated games. Once you're familiar with the basic version of the game (which I describe step-by-step in this rules guide), you can also try some alternative versions like Peace, which reverses the gameplay by allowing the lowest-ranking cards to beat the higher ones. Number of Players: 2Gens: 5+Difficulty: Easy Length of Play: 20 - 60 minutesCategory: Catching-type card gameSimilar to: Slapjack, Beggar-My-Neighbor, PeaceMain Objective: Collect ALL the cards from the deck.Why We Love It: War is a rudimentary card battle that can be enjoyed anytime, anywhere, and with anyone regardless of their skills, age, or experience.To play War, you will only need a standard 52-playing card deck. However, make sure it includes Jokers, too - you will need them. War rules couldn't be much easier. It's a battle of higher and lower-ranking cards where players don't have to worry about suits, scores, or complicated strategies. If you've never played this game before, rest assured that you will learn it quickly. Eventually, the most intricate part of the War is its length - the game can sometimes last very long due to the frequent and unpredictable twists. Since it's all about the chance here, there's not much you can do to speed it up. In War, you will deal all the cards from your deck among the players. Of course, players don't have to hold all the cards in their hands: Simply form a down-facing pile of them and place it in front of you. First, players simultaneously flip the top cards from their respective piles and place them side by side at the center of the table. The player with the highest-ranking card takes BOTH cards and puts them on their separated face-up discard pile. In the next round, players do the same. If you both flip cards of the same rank (e.g., two Kings), you've entered a WAR. In War, each player places three down-facing cards on his first card and another face-up card on the top. Whoever has the highest-ranking card on top wins all the cards on the table. Play another War over the previous one if you're stuck in a tie. Continue with these battles until, eventually, one of the players wins. If one of the players runs out of cards in the process, he loses the War. To decide who wins each round, you need to know the ranking of cards first: Joker is the highest-ranking card in War. It is followed by Ace, King, Queen, Jack, Ten, and all the way down to Two, which is the lowest ranking card. Once you've played all the cards from your draw pile, turn your discard pile over, shuffle it well, and use it as a new draw pile. In War, there's no scoring. Instead, the gameplay continues until one player gathers ALL the cards from the deck. This player becomes the winner of the War. War is a straightforward game that does not require players to have any particular strategic skills or previous experiences. It is perfectly suitable for beginners or children. Yes. The rules remain pretty much the same, but each player gets fewer cards. If you play with an odd number of players, sort out one random card to ensure that the players have an equal number of cards. Three players, for example, get 17 cards each. No. Twos are the lowest ranking cards in War. Whenever you play a two, you can be sure that you're going to lose the trick - unless your opponent plays two as well and you enter the War. Enjoy this game? Check out our guides to the following War alternatives: Looking for instructions on how to play a game of "War", the card game? Great! You've come to the right place on a new tab/Support/Your Privacy Choices (opens a new tab)/Your Privacy Choices (opens a new tab)/California Notice at Collection/California Notice at Collection Big fish eats small fish That's basically all you need to know about the game of War. This card battle for two is an ideal choice for kids, beginners, or even seasoned players who like to keep it simple. My War card game rules will teach you how to play. If you only have a single playing partner, your choice of possible card games is relatively narrow. Besides the classics like Speed or Kings in the Corner (check our Speed card game rules and Kings in the Corner rules if you're interested), you can also try War. In this straightforward game, you depend purely on luck: You play cards in a predetermined order and follow super-simple rules to decide who wins each of the tricks. There are also no compromises regarding the results: The winner must, literally, take it all. This War card game rules guide will cover the following: What is the War card game? What you'll need to play the War card game? War card game rules? How to play the War card game (video tutorial) FAQs Other similar games to War (our guides) Read on and learn how to play War from the initial setup to the final results. War is an ideal choice for two kids, one adult, and a kid, or two adults who prefer simplicity and fast pace to the complicated tactics of some more sophisticated games. Once you're familiar with the basic version of the game (which I describe step-by-step in this rules guide), you can also try some alternative versions like Peace, which reverses the gameplay by allowing the lowest-ranking cards to beat the higher ones. Number of Players: 2Gens: 5+Difficulty: Easy Length of Play: 20 - 60 minutesCategory: Catching-type card gameSimilar to: Slapjack, Beggar-My-Neighbor, PeaceMain Objective: Collect ALL the cards from the deck.Why We Love It: War is a rudimentary card battle that can be enjoyed anytime, anywhere, and with anyone regardless of their skills, age, or experience.To play War, you will only need a standard 52-playing card deck. However, make sure it includes Jokers, too - you will need them. War rules couldn't be much easier. It's a battle of higher and lower-ranking cards where players don't have to worry about suits, scores, or complicated strategies. If you've never played this game before, rest assured that you will learn it quickly. Eventually, the most intricate part of the War is its length - the game can sometimes last very long due to the frequent and unpredictable twists. Since it's all about the chance here, there's not much you can do to speed it up. In War, you will deal all the cards from your deck among the players. Of course, players don't have to hold all the cards in their hands: Simply form a down-facing pile of them and place it in front of you. First, players simultaneously flip the top cards from their respective piles and place them side by side at the center of the table. The player with the highest-ranking card takes BOTH cards and puts them on their separated face-up discard pile. In the next round, players do the same. If you both flip cards of the same rank (e.g., two Kings), you've entered a WAR. In War, each player places three down-facing cards on his first card and another face-up card on the top. Whoever has the highest-ranking card on top wins all the cards on the table. Play another War over the previous one if you're stuck in a tie. Continue with these battles until, eventually, one of the players wins. If one of the players runs out of cards in the process, he loses the War. To decide who wins each round, you need to know the ranking of cards first: Joker is the highest-ranking card in War. It is followed by Ace, King, Queen, Jack, Ten, and all the way down to Two, which is the lowest ranking card. Once you've played all the cards from your draw pile, turn your discard pile over, shuffle it well, and use it as a new draw pile. In War, there's no scoring. Instead, the gameplay continues until one player gathers ALL the cards from the deck. This player becomes the winner of the War. War is a straightforward game that does not require players to have any particular strategic skills or previous experiences. It is perfectly suitable for beginners or children. Yes. The rules remain pretty much the same, but each player gets fewer cards. If you play with an odd number of players, sort out one random card to ensure that the players have an equal number of cards. Three players, for example, get 17 cards each. No. Twos are the lowest ranking cards in War. Whenever you play a two, you can be sure that you're going to lose the trick - unless your opponent plays two as well and you enter the War. Enjoy this game? Check out our guides to the following War alternatives: Looking for instructions on how to play a game of "War", the card game? Great! You've come to the right place on a new tab/Support/Your Privacy Choices (opens a new tab)/Your Privacy Choices (opens a new tab)/California Notice at Collection/California Notice at Collection Big fish eats small fish That's basically all you need to know about the game of War. This card battle for two is an ideal choice for kids, beginners, or even seasoned players who like to keep it simple. My War card game rules will teach you how to play. If you only have a single playing partner, your choice of possible card games is relatively narrow. Besides the classics like Speed or Kings in the Corner (check our Speed card game rules and Kings in the Corner rules if you're interested), you can also try War. In this straightforward game, you depend purely on luck: You play cards in a predetermined order and follow super-simple rules to decide who wins each of the tricks. There are also no compromises regarding the results: The winner must, literally, take it all. This War card game rules guide will cover the following: What is the War card game? What you'll need to play the War card game? War card game rules? How to play the War card game (video tutorial) FAQs Other similar games to War (our guides) Read on and learn how to play War from the initial setup to the final results. War is an ideal choice for two kids, one adult, and a kid, or two adults who prefer simplicity and fast pace to the complicated tactics of some more sophisticated games. Once you're familiar with the basic version of the game (which I describe step-by-step in this rules guide), you can also try some alternative versions like Peace, which reverses the gameplay by allowing the lowest-ranking cards to beat the higher ones. Number of Players: 2Gens: 5+Difficulty: Easy Length of Play: 20 - 60 minutesCategory: Catching-type card gameSimilar to: Slapjack, Beggar-My-Neighbor, PeaceMain Objective: Collect ALL the cards from the deck.Why We Love It: War is a rudimentary card battle that can be enjoyed anytime, anywhere, and with anyone regardless of their skills, age, or experience.To play War, you will only need a standard 52-playing card deck. However, make sure it includes Jokers, too - you will need them. War rules couldn't be much easier. It's a battle of higher and lower-ranking cards where players don't have to worry about suits, scores, or complicated strategies. If you've never played this game before, rest assured that you will learn it quickly. Eventually, the most intricate part of the War is its length - the game can sometimes last very long due to the frequent and unpredictable twists. Since it's all about the chance here, there's not much you can do to speed it up. In War, you will deal all the cards from your deck among the players. Of course, players don't have to hold all the cards in their hands: Simply form a down-facing pile of them and place it in front of you. First, players simultaneously flip the top cards from their respective piles and place them side by side at the center of the table. The player with the highest-ranking card takes BOTH cards and puts them on their separated face-up discard pile. In the next round, players do the same. If you both flip cards of the same rank (e.g., two Kings), you've entered a WAR. In War, each player places three down-facing cards on his first card and another face-up card on the top. Whoever has the highest-ranking card on top wins all the cards on the table. Play another War over the previous one if you're stuck in a tie. Continue with these battles until, eventually, one of the players wins. If one of the players runs out of cards in the process, he loses the War. To decide who wins each round, you need to know the ranking of cards first: Joker is the highest-ranking card in War. It is followed by Ace, King, Queen, Jack, Ten, and all the way down to Two, which is the lowest ranking card. Once you've played all the cards from your draw pile, turn your discard pile over, shuffle it well, and use it as a new draw pile. In War, there's no scoring. Instead, the gameplay continues until one player gathers ALL the cards from the deck. This player becomes the winner of the War. War is a straightforward game that does not require players to have any particular strategic skills or previous experiences. It is perfectly suitable for beginners or children. Yes. The rules remain pretty much the same, but each player gets fewer cards. If you play with an odd number of players, sort out one random card to ensure that the players have an equal number of cards. Three players, for example, get 17 cards each. No. Twos are the lowest ranking cards in War. Whenever you play a two, you can be sure that you're going to lose the trick - unless your opponent plays two as well and you enter the War. Enjoy this game? Check out our guides to the following War alternatives: Looking for instructions on how to play a game of "War", the card game? Great! You've come to the right place on a new tab/Support/Your Privacy Choices (opens a new tab)/Your Privacy Choices (opens a new tab)/California Notice at Collection/California Notice at Collection Big fish eats small fish That's basically all you need to know about the game of War. This card battle for two is an ideal choice for kids, beginners, or even seasoned players who like to keep it simple. My War card game rules will teach you how to play. If you only have a single playing partner, your choice of possible card games is relatively narrow. Besides the classics like Speed or Kings in the Corner (check our Speed card game rules and Kings in the Corner rules if you're interested), you can also try War. In this straightforward game, you depend purely on luck: You play cards in a predetermined order and follow super-simple rules to decide who wins each of the tricks. There are also no compromises regarding the results: The winner must, literally, take it all. This War card game rules guide will cover the following: What is the War card game? What you'll need to play the War card game? War card game rules? How to play the War card game (video tutorial) FAQs Other similar games to War (our guides) Read on and learn how to play War from the initial setup to the final results. War is an ideal choice for two kids, one adult, and a kid, or two adults who prefer simplicity and fast pace to the complicated tactics of some more sophisticated games. Once you're familiar with the basic version of the game (which I describe step-by-step in this rules guide), you can also try some alternative versions like Peace, which reverses the gameplay by allowing the lowest-ranking cards to beat the higher ones. Number of Players: 2Gens: 5+Difficulty: Easy Length of Play: 20 - 60 minutesCategory: Catching-type card gameSimilar to: Slapjack, Beggar-My-Neighbor, PeaceMain Objective: Collect ALL the cards from the deck.Why We Love It: War is a rudimentary card battle that can be enjoyed anytime, anywhere, and with anyone regardless of their skills, age, or experience.To play War, you will only need a standard 52-playing card deck. However, make sure it includes Jokers, too - you will need them. War rules couldn't be much easier. It's a battle of higher and lower-ranking cards where players don't have to worry about suits, scores, or complicated strategies. If you've never played this game before, rest assured that you will learn it quickly. Eventually, the most intricate part of the War is its length - the game can sometimes last very long due to the frequent and unpredictable twists. Since it's all about the chance here, there's not much you can do to speed it up. In War, you will deal all the cards from your deck among the players. Of course, players don't have to hold all the cards in their hands: Simply form a down-facing pile of them and place it in front of you. First, players simultaneously flip the top cards from their respective piles and place them side by side at the center of the table. The player with the highest-ranking card takes BOTH cards and puts them on their separated face-up discard pile. In the next round, players do the same. If you both flip cards of the same rank (e.g., two Kings), you've entered a WAR. In War, each player places three down-facing cards on his first card and another face-up card on the top. Whoever has the highest-ranking card on top wins all the cards on the table. Play another War over the previous one if you're stuck in a tie. Continue with these battles until, eventually, one of the players wins. If one of the players runs out of cards in the process, he loses the War. To decide who wins each round, you need to know the ranking of cards first: Joker is the highest-ranking card in War. It is followed by Ace, King, Queen, Jack, Ten, and all the way down to Two, which is the lowest ranking card. Once you've played all the cards from your draw pile, turn your discard pile over, shuffle it well, and use it as a new draw pile. In War, there's no scoring. Instead, the gameplay continues until one player gathers ALL the cards from the deck. This player becomes the winner of the War. War is a straightforward game that does not require players to have any particular strategic skills or previous experiences. It is perfectly suitable for beginners or children. Yes. The rules remain pretty much the same, but each player gets fewer cards. If you play with an odd number of players, sort out one random card to ensure that the players have an equal number of cards. Three players, for example, get 17 cards each. No. Twos are the lowest ranking cards in War. Whenever you play a two, you can be sure that you're going to lose the trick - unless your opponent plays two as well and you enter the War. Enjoy this game? Check out our guides to the following War alternatives: Looking for instructions on how to play a game of "War", the card game? Great! You've come to the right place on a new tab/Support/Your Privacy Choices (opens a new tab)/Your Privacy Choices (opens a new tab)/California Notice at Collection/California Notice at Collection Big fish eats small fish That's basically all you need to know about the game of War. This card battle for two is an ideal choice for kids, beginners, or even seasoned players who like to keep it simple. My War card game rules will teach you how to play. If you only have a single playing partner, your choice of possible card games is relatively narrow. Besides the classics like Speed or Kings in the Corner (check our Speed card game rules and Kings in the Corner rules if you're interested), you can also try War. In this straightforward game, you depend purely on luck: You play cards in a predetermined order and follow super-simple rules to decide who wins each of the tricks. There are also no compromises regarding the results: The winner must, literally, take it all. This War card game rules guide will cover the following: What is the War card game? What you'll need to play the War card game? War card game rules? How to play the War card game (video tutorial) FAQs Other similar games to War (our guides) Read on and learn how to play War from the initial setup to the final results. War is an ideal choice for two kids, one adult, and a kid, or two adults who prefer simplicity and fast pace to the complicated tactics of some more sophisticated games. Once you're familiar with the basic version of the game (which I describe step-by-step in this rules guide), you can also try some alternative versions like Peace, which reverses the gameplay by allowing the lowest-ranking cards to beat the higher ones. Number of Players: 2Gens: 5+Difficulty: Easy Length of Play: 20 - 60 minutesCategory: Catching-type card gameSimilar to: Slapjack, Beggar-My-Neighbor, PeaceMain Objective: Collect ALL the cards from the deck.Why We Love It: War is a rudimentary card battle that can be enjoyed anytime, anywhere, and with anyone regardless of their skills, age, or experience.To play War, you will only need a standard 52-playing card deck. However, make sure it includes Jokers, too - you will need them. War rules couldn't be much easier. It's a battle of higher and lower-ranking cards where players don't have to worry about suits, scores, or complicated strategies. If you've never played this game before, rest assured that you will learn it quickly. Eventually, the most intricate part of the War is its length - the game can sometimes last very long due to the frequent and unpredictable twists. Since it's all about the chance here, there's not much you can do to speed it up. In War, you will deal all the cards from your deck among the players. Of course, players don't have to hold all the cards in their hands: Simply form a down-facing pile of them and place it in front of you. First, players simultaneously flip the top cards from their respective piles and place them side by side at the center of the table. The player with the highest-ranking card takes BOTH cards and puts them on their separated face-up discard pile. In the next round, players do the same. If you both flip cards of the same rank (e.g., two Kings), you've entered a WAR. In War, each player places three down-facing cards on his first card and another face-up card on the top. Whoever has the highest-ranking card on top wins all the cards on the table. Play another War over the previous one if you're stuck in a tie. Continue with these battles until, eventually, one of the players wins. If one of the players runs out of cards in the process, he loses the War. To decide who wins each round, you need to know the ranking of cards first: Joker is the highest-ranking card in War. It is followed by Ace, King, Queen, Jack, Ten, and all the way down to Two, which is the lowest ranking card. Once you've played all the cards from your draw pile, turn your discard pile over, shuffle it well, and use it as a new draw pile. In War, there's no scoring. Instead, the gameplay continues until one player gathers ALL the cards from the deck. This player becomes the winner of the War. War is a straightforward game that does not require players to have any particular strategic skills or previous experiences. It is perfectly suitable for beginners or children. Yes. The rules remain pretty much the same, but each player gets fewer cards. If you play with an odd number of players, sort out one random card to ensure that the players have an equal number of cards. Three players, for example, get 17 cards each. No. Twos are the lowest ranking cards in War. Whenever you play a two, you can be sure that you're going to lose the trick - unless your opponent plays two as well and you enter the War. Enjoy this game? Check out our guides to the following War alternatives: Looking for instructions on how to play a game of "War", the card game? Great! You've come to the right place on a new tab/Support/Your Privacy Choices (opens a new tab)/Your Privacy Choices (opens a new tab)/California Notice at Collection/California Notice at Collection Big fish eats small fish That's basically all you need to know about the game of War. This card battle for two is an ideal choice for kids, beginners, or even seasoned players who like to keep it simple. My War card game rules will teach you how to play. If you only have a single playing partner, your choice of possible card games is relatively narrow. Besides the classics like Speed or Kings in the Corner (check our Speed card game rules and Kings in the Corner rules if you're interested), you can also try War. In this straightforward game, you depend purely on luck: You play cards in a predetermined order and follow super-simple rules to decide who wins each of the tricks. There are also no compromises regarding the results: The winner must, literally, take it all. This War card game rules guide will cover the following: What is the War card game? What you'll need to play the War card game? War card game rules? How to play the War card game (video tutorial) FAQs Other similar games to War (our guides) Read on and learn how to play War from the initial setup to the final results. War is an ideal choice for two kids, one adult, and a kid, or two adults who prefer simplicity and fast pace to the complicated tactics of some more sophisticated games. Once you're familiar with the basic version of the game (which I describe step-by-step in this rules guide), you can also try some alternative versions like Peace, which reverses the gameplay by allowing the lowest-ranking cards to beat the higher ones. Number of Players: 2Gens: 5+Difficulty: Easy Length of Play: 20 - 60 minutesCategory: Catching-type card gameSimilar to: Slapjack, Beggar-My-Neighbor, PeaceMain Objective: Collect ALL the cards from the deck.Why We Love It: War is a rudimentary card battle that can be enjoyed anytime, anywhere, and with anyone regardless of their skills, age, or experience.To play War, you will only need a standard 52-playing card deck. However, make sure it includes Jokers, too - you will need them. War rules couldn't be much easier. It's a battle of higher and lower-ranking cards where players don't have to worry about suits, scores, or complicated strategies. If you've never played this game before, rest assured that you will learn it quickly. Eventually, the most intricate part of the War is its length - the game can sometimes last very long due to the frequent and unpredictable twists. Since it's all about the chance here, there's not much you can do to speed it up. In War, you will deal all the cards from your deck among the players. Of course, players don't have to hold all the cards in their hands: Simply form a down-facing pile of them and place it in front of you. First, players simultaneously flip the top cards from their respective piles and place them side by side at the center of the table. The player with the highest-ranking card takes BOTH cards and puts them on their separated face-up discard pile. In the next round, players do the same. If you both flip cards of the same rank (e.g., two Kings), you've entered a WAR. In War, each player places three down-facing cards on his first card and another face-up card on the top. Whoever has the highest-ranking card on top wins all the cards on the table. Play another War over the previous one if you're stuck in a tie. Continue with these battles until, eventually, one of the players wins. If one of the players runs out of cards in the process, he loses the War. To decide who wins each round, you need to know the ranking of cards first: Joker is the highest-ranking card in War. It is followed by Ace, King, Queen, Jack, Ten, and all the way down to Two, which is the lowest ranking card. Once you've played all the cards from your draw pile, turn your discard pile over, shuffle it well, and use it as a new draw pile. In War, there's no scoring. Instead, the gameplay continues until one player gathers ALL the cards from the deck. This player becomes the winner of the War. War is a straightforward game that does not require players to have any particular strategic skills or previous experiences. It is perfectly suitable for beginners or children. Yes. The rules remain pretty much the same, but each player gets fewer cards. If you play with an odd number of players, sort out one random card to ensure that the players have an equal number of cards. Three players, for example, get 17 cards each. No. Twos are the lowest ranking cards in War. Whenever you play a two, you can be sure that you're going to lose the trick - unless your opponent plays two as well and you enter the War. Enjoy this game? Check out our guides to the following War alternatives: Looking for instructions on how to play a game of "War", the card game? Great! You've come to the right place on a new tab/Support/Your Privacy Choices (opens a new tab)/Your Privacy Choices (opens a new tab)/California Notice at Collection/California Notice at Collection Big fish eats small fish That's basically all you need to know about the game of War. This card battle for two is an ideal choice for kids, beginners, or even seasoned players who like to keep it simple. My War card game rules will teach you how to play. If you only have a single playing partner, your choice of possible card games is relatively narrow. Besides the classics like Speed or Kings in the Corner (check our Speed card game rules and Kings in the Corner rules if you're interested), you can also try War. In this straightforward game, you depend purely on luck: You play cards in a predetermined order and follow super-simple rules to decide who wins each of the tricks. There are also no compromises regarding the results: The winner must, literally, take it all. This War card game rules guide will cover the following: What is the War card game? What you'll need to play the War card game? War card game rules? How to play the War card game (video tutorial) FAQs Other similar games to War (our guides) Read on and learn how to play War from the initial setup to the final results. War is an ideal choice for two kids, one adult, and a kid, or two adults who prefer simplicity and fast pace to the complicated tactics of some more sophisticated games. Once you're familiar with the basic version of the game (which I describe step-by-step in this rules guide), you can also try some alternative versions like Peace, which reverses the gameplay by allowing the lowest-ranking cards to beat the higher ones. Number of Players: 2Gens: 5+Difficulty: Easy Length of Play: 20 - 60 minutesCategory: Catching-type card gameSimilar to: Slapjack, Beggar-My-Neighbor, PeaceMain Objective: Collect ALL the cards from the deck.Why We Love It: War is a rudimentary card battle that can be enjoyed anytime, anywhere, and with anyone regardless of their skills, age, or experience.To play War, you will only need a standard 52-playing card deck. However, make sure it includes Jokers, too - you will need them. War rules couldn't be much easier. It's a battle of higher and lower-ranking cards where players don't have to worry about suits, scores, or complicated strategies. If you've never played this game before, rest assured that you will learn it quickly. Eventually, the most intricate part of the War is its length - the game can sometimes last very long due to the frequent and unpredictable twists. Since it's all about the chance here, there's not much you can do to speed it up. In War, you will deal all the cards from your deck among the players. Of course, players don't have to hold all the cards in their hands: Simply form a down-facing pile of them and place it in front of you. First, players simultaneously flip the top cards from their respective piles and place them side by side at the center of the table. The player with the highest-ranking card takes BOTH cards and puts them on their separated face-up discard pile. In the next round, players do the same. If you both flip cards of the same rank (e.g., two Kings), you've entered a WAR. In War, each player places three down-facing cards on his first card and another face-up card on the top. Whoever has the highest-ranking card on top wins all the cards on the table. Play another War over the previous one if you're stuck in a tie. Continue with these battles until, eventually, one of the players wins. If one of the players runs out of cards in the process, he loses the War. To decide who wins each round, you need to know the ranking of cards first: Joker is the highest-ranking card in War. It is followed by Ace, King, Queen, Jack, Ten, and all the way down to Two, which is the lowest ranking card. Once you've played all the cards from your draw pile, turn your discard pile over, shuffle it well, and use it as a new draw pile. In War, there's no scoring. Instead, the gameplay continues until one player gathers ALL the cards from the deck. This player becomes the winner of the War. War is a straightforward game that does not require players to have any particular strategic skills or previous experiences. It is perfectly suitable for beginners or children. Yes. The rules remain pretty much the same, but each player gets fewer cards. If you play with an odd number of players, sort out one random card to ensure that the players have an equal number of cards. Three players, for example, get 17 cards each. No. Twos are the lowest ranking cards in War. Whenever you play a two, you can be sure that you're going to lose the trick - unless your opponent plays two as well and you enter the War. Enjoy this game? Check out our guides to the following War alternatives: Looking for instructions on how to play a game of "War", the card game? Great! You've come to the right place on a new tab/Support/Your Privacy Choices (opens a new tab)/Your Privacy Choices (opens a new tab)/California Notice at Collection/California Notice at Collection Big fish eats small fish That's basically all you need to know about the game of War. This card battle for two is an ideal choice for kids, beginners, or even seasoned players who like to keep it simple. My War card game rules will teach you how to play. If you only have a single playing partner, your choice of possible card games is relatively narrow. Besides the classics like Speed or Kings in the Corner (check our Speed card game rules and Kings in the Corner rules if you're interested), you can also try War. In this straightforward game, you depend purely on luck: You play cards in a predetermined order and follow super-simple rules to decide who wins each of the tricks. There are also no compromises regarding the results: The winner must, literally, take it all. This War card game rules guide will cover the following: What is the War card game? What you'll need to play the War card game? War card game rules? How to play the War card game (video tutorial) FAQs Other similar games to War (our guides) Read on and learn how to play War from the initial setup to the final results. War is an ideal choice for two kids, one adult, and a kid, or two adults who prefer simplicity and fast pace to the complicated tactics of some more sophisticated games. Once you're familiar with the basic version of the game (which I describe step-by-step in this rules guide), you can also try some alternative versions like Peace, which reverses the gameplay by allowing the lowest-ranking cards to beat the higher ones. Number of Players: 2Gens: 5+Difficulty: Easy Length of Play: 20 - 60 minutesCategory: Catching-type card gameSimilar to: Slapjack, Beggar-My-Neighbor, PeaceMain Objective: Collect ALL the cards from the deck.Why We Love It: War is a rudimentary card battle that can be enjoyed anytime, anywhere, and with anyone regardless of their skills, age, or experience.To play War, you will only need a standard 52-playing card deck. However, make sure it includes Jokers, too - you will need them. War rules couldn't be much easier. It's a battle of higher and lower-ranking cards where players don't have to worry about suits, scores, or complicated strategies. If you've never played this game before, rest assured that you will learn it quickly. Eventually, the most intricate part of the War is its length - the game can sometimes last very long due to the frequent and unpredictable twists. Since it's all about the chance here, there's not much you can do to speed it up. In War, you will deal all the cards from your deck among the players. Of course, players don't have to hold all the cards in their hands: Simply form a down-facing pile of them and place it in front of you. First, players simultaneously flip the top cards from their respective piles and place them side by side at the center of the table. The player with the highest-ranking card takes BOTH cards and puts them on their separated face-up discard pile. In the next round, players do the same. If you both flip cards of the same rank (e.g., two Kings), you've entered a WAR. In War, each player places three down-facing cards on his first card and another face-up card on the top. Whoever has the highest-ranking card on top wins all the cards on the table. Play another War over the previous one if you're stuck in a tie. Continue with these battles until, eventually, one of the players wins. If one of the players runs out of cards in the process, he loses the War. To decide who wins each round, you need to know the ranking of cards first: Joker is the highest-ranking card in War. It is followed by Ace, King, Queen, Jack, Ten, and all the way down to Two, which is the lowest ranking card. Once you've played all the cards from your draw pile, turn your discard pile over, shuffle it well, and use it as a new draw pile. In War, there's no scoring. Instead, the gameplay continues until one player gathers ALL the cards from the deck. This player becomes the winner of the War. War is a straightforward game that does not require players to have any particular strategic skills or previous experiences. It is perfectly suitable for beginners or children. Yes. The rules remain pretty much the same, but each player gets fewer cards. If you play with an odd number of players, sort out one random card to ensure that the players have an equal number of cards. Three players, for example, get 17 cards each. No. Twos are the lowest ranking cards in War. Whenever you play a two, you can be sure that you're going to lose the trick - unless your opponent plays two as well and you enter the War. Enjoy this game? Check out our guides to the following War alternatives: Looking for instructions on how to play a game of "War