



For 2 players
Ages 4 and up

WAR RULES

OBJECT:

Be the first player to get all the cards

CONTENTS:

36 game cards (4 each of numbers
1 through 9)

SET UP:

Shuffle the game cards and deal 18, face
down, to each player.

Players should hold their cards in a deck.

PLAYING:

Players say, "All fired up!" and, at the
same time, turn over the top card of their
deck and place it in front of them. The
player with the higher number card takes
BOTH cards and puts them, face down, on
the bottom of their deck.

When both players turn over the same
card, the game goes into WAR! Each
player leaves the matching cards in front
of them. They now take the top card
from their deck and put it, face down, on

top of their matching cards. Then they turn over the next top card of their deck. The higher number takes all six cards played in that round.

ENDING AND WINNING THE GAME:

The game continues like this until one player has collected all the cards. That player is the winner.

Special rule for older players:

KAOS:

In addition to the above rules, when one or both players turn over a Kaos card, the game goes into Kaos mode. Players play as if it's a WAR round except that the player with the **LOWEST** number card at the end of the round takes the six card.

We appreciate your comments on this game.

Please send your correspondence to:

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New York, NY 10011.
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#6413A-0710