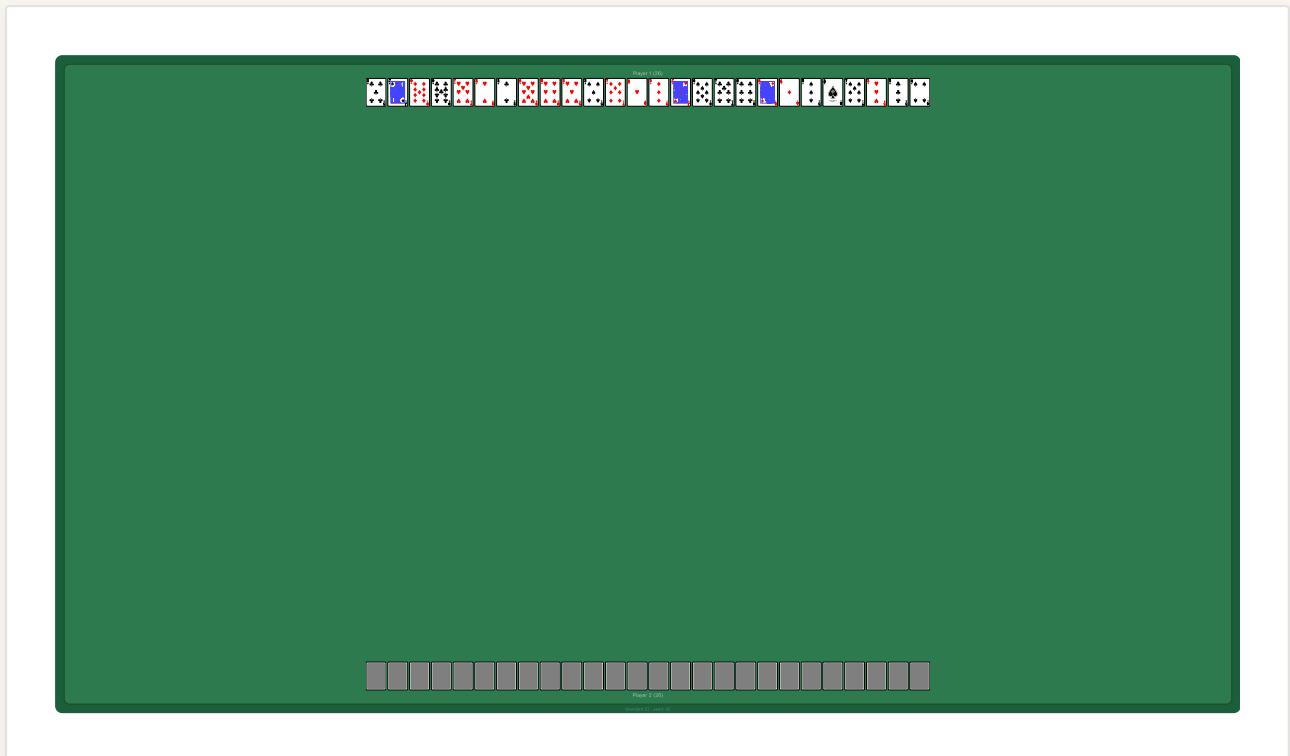


WAR

War is a 2-player card game of pure chance — there are no decisions to make. It is one of the most widely known card games in the world, particularly among children.



War — table layout

<https://engine.moddable.games/play/?game=standard-52&variant=war>

SETUP

Shuffle a standard 52-card deck and deal all 26 cards face-down to each player. Neither player looks at their cards. Card values, lowest to highest: 2 through 10, Jack, Queen, King, Ace. Suits do not affect the outcome.

THE TURN

Both players simultaneously reveal the top card of their pile. The player whose card has the **higher rank** takes both cards and places them at the bottom of their pile.

WAR

If both revealed cards have the **same rank**, War occurs:

- 1 Each player places **3 cards face-down**
- 2 Each player reveals **1 card face-up**
- 3 The higher face-up card wins **all 10 cards**
- 4 If the face-up cards also tie, War repeats from step 1

WINNING

The player who collects **all 52 cards** wins. If a player runs out of cards mid-War (unable to play the required cards), they lose immediately.

NOTES

War is a pure luck game; no strategy exists. A game can last indefinitely due to card cycling. Many players set a time limit and award the win to whoever holds more cards at that point.