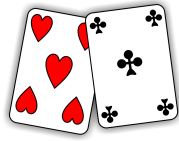


Addition War



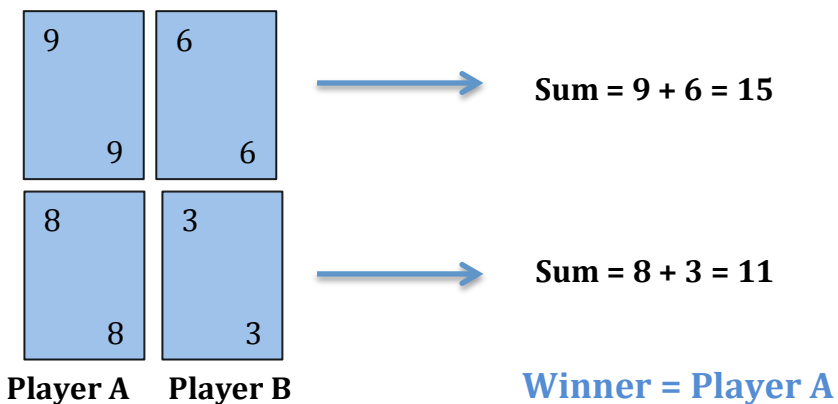
Remove all the face cards and the jokers.

The ace is the number 1.

Make sure the 40 cards are well shuffled.

Deal the whole deck to both players. Each player should have 20 cards in their “**playing pile**”.

Both players turn over their top two cards then add both numbers. The player with the larger sum takes all 4 cards and wins the first “**battle**” of this **war**. The winner of that round puts all 4 cards into their own “**captured pile**”.



In the case of a tie (both sums are equal) another two cards are turned over and the winner of that round takes all 8 cards and puts them into their capture pile.

This continues until all the cards have been played.

Both players count the number of cards in their capture pile. The player with the most cards in the capture pile wins the game (war).

Variations:

1. Winner of the battle is the player with the smallest sum
2. If you want to add more numbers leave the Jack, Queen and King in the deck and write 11, 12 and 13 respectively on the face.

