

“Suits of Armor War”

The goal is to win the most cards in a winning "suit of armor." No one wins a tie score.

Aces and jokers are high. Players may declare "war" again or agree to "peace" and play ends.

Flip a "heads win" coin. Lucky guesser selects a game "suit of armor" (♣ Clubs, ♦ Diamonds, ♥ Hearts, or ♠ Spades) and war battles begin.

A shuffled deck is divided evenly among players and each gets a down-facing stack. Include jokers if 2 or 3 play and exclude them with 4 players.

Players each reveal the top card in their deck to go to "battle." Higher card winner gets both cards and puts them on their pile.

First winner puts them on the pile A, second gets pile B, and so on until all cards are played. The winner is who has the most “suit of armor” cards.



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A

B

C

D