

WAR GAME

FOR 2 PLAYERS AGE 6+

Be the first player to win all 40 cards!

Deal:

Anyone may deal first. Shuffle the cards and divide out evenly between the players. Cards are dealt face down, one at a time to each player. Both players then place their cards in a stack in front of them with the cards remaining face down.

Play:

Each player turns over their top card at the same time and the player with the card of the highest rank (the large number in each corner) takes both cards and puts them, face down, on the bottom of their stack.

If the cards are the same rank, it is War!

Decide who starts the battle first. Check the BORN value to decide who starts the battle. The card that has the oldest historical value throws first. (In this case that would be Julius Caesar who was born in 100bc whereas Guy Fawkes was born in 1570... 1670 years later!)

'Caesar' (player one) now rolls the dice to try to achieve the most amounts of one number five 6s being the highest possible roll. Players have three rolls each. After their first roll they decide what number on the dice they are going for. Set aside any keepers then re-roll the rest. After they have thrown the dice three times they make note of their end score (four 5s for example) and 'Fawkes' (player two) then throws to try and beat player one. Player two must throw either five of any kind or four 6s to beat player one's four 5s.

The player that wins the dice battle takes the two cards in play PLUS cards to the value of the dice number they collected (6) from the other player. So if they won with four 6s they take a further six cards from the losing player plus the two cards in play and put them all face down on the bottom of their stack.

Winner:

The game ends when one player has won all the cards, that player is the winner.



BATTLE CARDS

FOR 2-4 PLAYERS
AGE 6+

Be the first player to win all 40 cards!

Deal:

All players throw two dice each and the player with the highest combined value deals first and becomes the starting player. Shuffle the cards and divide out evenly. Cards are dealt face down, one at a time to each player. All players then place their cards in a stack in front of them with the cards remaining face down.

Play:

Each player turns over their top card and looks at it without showing it to the other players. The starting player selects what they believe is the strongest value on the card. For example: "Age at Death", the player should read out that category plus the number next to it. Every other player then reads out the value of the same category that the starting player chose from their own card. The person who shouts out the "best" value wins the Battle (Caesar would win in this example). In this case the highest number wins. This player then takes all the top cards in play from all the other players and places them face down at the bottom of their pile. The winner then follows the steps that the starting player did. Play continues as they look at their new topmost card, and choose the category for the next round, repeating the previous steps again.

Battle:

In the event of a tie... let the battle begin! All players in the tie must take a dice and throw for the highest value. The player who throws the highest value wins all cards in play.

Winner:

The game ends when one player has won all the cards, that player is the winner.



KEY



YEAR BORN

Furthest back in history wins



AGE AT DEATH

Oldest person wins



FAME FACTOR

Most famous person wins



HORRIBLENESS!

Most horrible person wins

* where this symbol appears in Year Born or Age At Death approximate data has been used.