

# Stacked Deck War

A game for the Piecepack by: Eric Witt

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<b>Two Players</b>	<b>25 Minutes</b>	<b>Two Piecepacks</b>
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## Definitions:

Deck: The stack of 18 tiles in front of each player.

Playtile: The first tile you reveal in any round.

Reserve: The stack of 6 tiles in front of each player.

Wartile: The tile drawn if players go to war.

## Math:

Aces have a value of Six.

Nulls have a value of One.

Back Story: For years Spades, Hearts, Diamonds and Clubs had the exclusive claim to the game commonly known as 'War'. In the world of playing cards, all was well. One day Suns, along with Moons, Crowns and Arms decided they wanted to take the game of 'War' for their own. The playing card clan grew angry at the piecepackian army. With all rational reasoning and compromises ignored, the two rivals soon decided to stack their decks and play the ultimate game of war, for rights of the game of 'War'.

## Setup:

Each player takes all of the tiles from their piecepack set and arranges them in one 18 tile high column face down (This column becomes that players 'deck'). **The tiles can be prearranged in any order.** Your opponent has the same benefit. The remaining 6 tiles are placed in a smaller face down column. (This smaller column is known as the 'reserve') As in the deck, you can prearrange your reserve as well, however the deck must start game play with 18 tiles, and the reserve must start game play with 6 tiles.

After decks and reserves are constructed, players separately take all of the coins from their piecepack set and mix them up in their hand and drop them on the table. This process is done to randomize a players coins into two groups (Face up and face down). If a coin can not be determined to be face up or face down, it is dropped again. Once all coins have been dropped, players may arrange their coins into any configuration they wish. **Coins may not be flipped during any part of setup or game play.**

## Gameplay:

Each player rolls one die. The highest roller will play first. He or she becomes Player A for the first round of play. The Winner of the subsequent round becomes player A for the next round.

Player A reveals the top tile on his or her deck and places it in front of his or her deck. After this is done the other player (Player B) reveals the top tile on his or her deck and

places it in front of his or her deck. After both of these tiles have been played, Player B may spend his or her coins for one action off of the action table. The table is displayed at the end of these rules. After the Player B spends (or doesn't spend) coins, then Player A may spend his or her coins for one action off of the action table. The resulting actions from the action table are applied "Last in, first out". Player A receives or initiates the effect he or she paid for first, and then Player B receives or initiates the effect he or she paid for after Player A's effects. At this point it is possible that some rounds may have already been decided before any math is involved. If no winner is determined, the player that has the highest tile value wins the round. If the values are tied, the players go to war.

To start war, each player reveals the next tile from their deck and places it on top of the tile he or she previously placed in front of his or her deck. **Only one tile is needed for war.** (These tiles drawn for war are considered to be played once they move off the deck.)

#### **On coin spending:**

All actions take two coins; one coin is spent as the suit, and another coin is spent as the value. When it is your turn to spend coins, announce your action, and show your coins for that action. After this is done, and your effect has been played, you have spent those coins.

If you do not have the correct combination for an Action, you may not play that action. Once coins are spent, they are all put in one pile outside of game play. Do not flip these coins. (refer to Action Arms/Clubs-2)

At this point, players may spend additional coins for another action. However any modifiers will now modify the tile drawn at the start of war. Again, as for the regular round, Player B spends his or her coins first, with player A following after Player B. Player A's effects however are still realized first.

After all players have spent coins (or have not spent coins in war) the winner is the player with the highest tile value in the war. (He or she will become Player A for next Round).

If another war is needed, simply draw an additional tile from each deck and proceed with buying actions as in previous rounds. Players can not buy more than two effects per round, regardless of how many wars each round may have.

At the end of each round Player A removes all tiles that have been revealed and or played from the game. When no tiles remain in either deck, the player who removed the most tiles wins the game.

#### Variations:

1. Instead of tossing the coins at game start, you may choose how to spend them as you wish.
2. Actions only take one coin instead of two. (The suit and value come from the same coin, instead of splitting them between two coins.)
3. Players can not pre-arrange their decks or reserves. (Shuffle and play the deck and reserve "As-is")

## ACTION TABLE

	Suns/Spades	Moons/Hearts	Crowns/Diamonds	Arms/Clubs
Ace	You win this round	You win this war.	Roll a die. Add the roll value to your playtile, or wartile.	You and Opponent switch decks.
Five	Players draw on this round Player A is Player A for the next round.	Players draw in war this round. Player A is Player A for the next round.	Roll a die. If the value is even, add 3 to the value of your playtile, or your wartile	You and Opponent switch reserves.
Four	Multiply your tile's value by 2	Add the value of your playtile to the value of your wartile.	Add 1 to your play-tile or war-tile The lowest tile value wins this round.	Switch any number of tiles in your reserve with the same number of tiles from the bottom of your deck.
Three	Add 4 to your tile's value	Add 1 to the value of your wartile, and Subtract 1 for opponents wartile	Play rock paper scissors until there is a winner. The winner adds 1 plus the # of tied RPS games you played this turn to his play-tile or war-tile value.	Put the top two tiles of your deck on the bottom of your reserve. Opponent may do this as well, with only one tile.
Two	Add 2 to your tile's value	The value of your playtile and your wartile switch.	Roll a die If the roll is even, look at and rearrange 3 tiles from the top of your deck If the roll was odd, opponent does this to his deck.	Opponent chooses two spent coins and gives them to you You may play them on a later turn.
Null	Reveal your top reserve tile. Add its value to your Playtile	Reveal your top reserve tile. Add its value to your Wartile	Guess Opponents Next reserve tile. Opponent reveals it. If you're right, add 2 to your play or war tile.	Opponent names a suit. Roll a die. Follow the directions of indicated cell