

Combat Cards

A two-player card game played with a standard deck of cards

Requirements

Standard deck of playing cards (including 2 jokers)

Set up

Determine who is starting (high draw/coin flip)

Shuffle deck and place in between the players

Playing a hand

Starting player draws to 5 cards - this forms their hand

The starting player (P1) picks 2 cards from the same **suit** or matching values/faces this becomes the **Attack**

The second player (P2) draws 5 cards, forming their hand.

P2 now **Defends** against the **Attack** by matching or exceeding the value in the **Attack** by using as many cards from their hand as they wish.

If P2 plays at least one card from their hand that matches at least one **Suit** from the **Attack**, P2 can add cards from their hand to match or exceed the **Attack** value.

If there is no **Suit** match, then the **Attack** value is DOUBLED.

If P2 fails to match the value, then P1 gains points equal to the difference between **Attack** and **Defence** values.

P2 then draws to reach 5 cards and the process begins again with P2 as the **Attacker**

Play until the cards are exhausted from the deck and no more can be drawn - this is the final hand and is played with the remaining cards in both players hands.

Winning the Game

The winner of the round is determined by the player with the highest point total.

Games usually are best of 3 or 5.

The losing player starts the next round.

Card types

Most cards are face values, all picture cards are worth 10, Aces are worth 20.

Jokers are wild and can be used in place of any picture card or suit.