

A New Kind of "War"

What you need:

2 players
deck of cards

Shuffle cards and place them face down in a pile between players.

This game can be played many ways. Here are a few of my favorites:

- **Close to 5**

Players each take one card. The player with the card closest to 5 wins both cards.

Example: Player #1 gets a 2, and player #2 gets a 7. Player #2 takes both cards because 7 is closer to 5 than 2.

When all the cards in the pile have been used, the player with the most cards wins the game.

If both players are an equal distance from 5, "War" is declared. Both players lay down 3 cards face down and the 4th card face up. The player closest to 5 on this last card takes all 10 cards.

- **Close to 50** (remove the 10s from the deck)

Each player takes two cards from the pile. They move the two cards around until they have a number as close to 50 as they can get.

Example: Player #1 draws an 8 and a 4. They can make 84 or 48. They decide to make 48 because that is closer to 50 than 84.

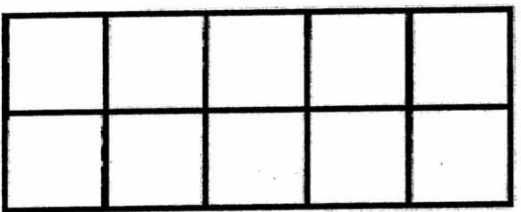
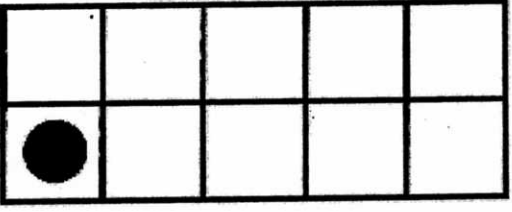
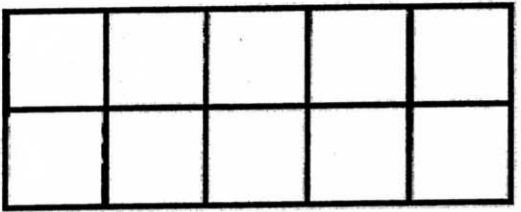
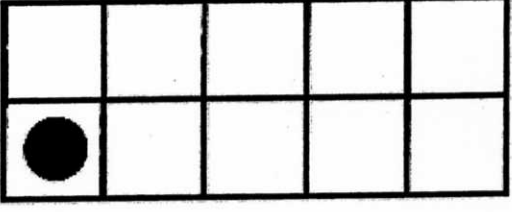
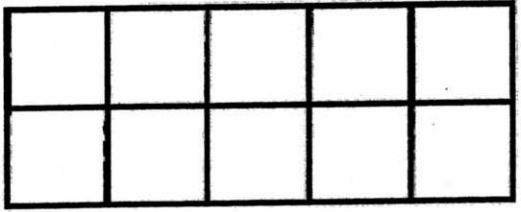
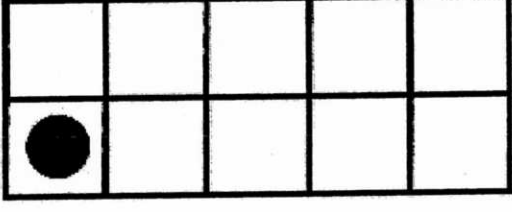
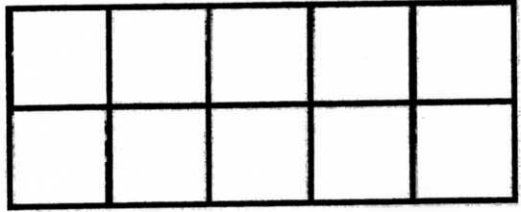
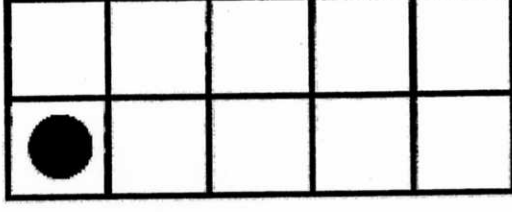
The player closest to 50 takes all 4 cards.

- **Close to 500** (remove the 10s from the deck)
Each player takes three cards from the pile. They move the three cards around until they have a number as close to 500 as they can get.

Example: Player #1 draws a 9, a 3, and a 4. They can make 934, or 943, or 493, or 439, or 394, or 349. They decide to make 493 because that is as close to 500 as they can get.

The player closest to 500 takes the 6 cards.

- **Close to 5,000** (remove the 10s from the deck)
Each player takes four cards from the pile and move the four cards around until they have a number as close to 5,000 as they can get.

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