Math 728
Log War

Tatsiana Maskalevich
January 27, 2011

1 How to Play

Each player turns one card face up. The player with the greatest number wins the skirmish, placing his own and all captured cards into his prisoner pile. Whenever there is a tie for greatest card, all the players battle: each player lays three cards face down, then a new card face up. The greatest of these new cards will capture everything on the table. Because all players join in, someone who had a low card in the initial skirmish may ultimately win the battle. If there is no greatest card this time, repeat the 3-down-1-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn. (we give each player their own pack of cards.)

2 Endgame

When the players have fought their way through the entire deck, count the prisoners. Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

3 Variations

For most variations, the basic 3-down-1-up battle pattern becomes 2-down-2-up. For advanced games, however, the battle pattern is different: in case of a tie, the cards are placed in a center pile. The next hand is played normally, with no cards turned down, and the winner of that skirmish takes the center pile as well.