

Egyptian War

Players: 2+

Type: Matching

Objective

To obtain all of the cards from your opponents.

The Deal

All cards are dealt between the players face-down. All players must be able to reach a central area of the table. Players cannot look at their cards at any time.

The Play

The player to the left of the dealer begins by placing a card face-up, always from the top of his/her deck, to start a central pile. Play then proceeds around the circle and each player takes turns laying down one card on the central pile at a time until a snap is made or a face card or Ace is played (making that player the "challenger" for that moment in play).

If a 'challenge' is made, the next player (the "challenged") then has a number of chances to play another face card or Ace, as follows: four chances after an Ace, three after a King, two after a Queen, and one after a Jack. The challenged player plays his/her cards, one at a time, until he/she either draws another face card onto the pile or exhausts all of his/her allowed chances. If the challenged player is able to play a face card, the next player after him/her must beat it; if the initial face card could not be beaten in its allotted chances, the challenger takes the pile. The player who takes a pile should start the next pile. When taken, piles are always added to the underneath of the player's deck, face-down. Cards are never shuffled.

In addition to winning a challenge, players can win cards by snapping. When two cards of equal rank are placed next to each other (e.g. 7♦ 7♠), or form a sandwich around another card (e.g. 7♦ 4♣ 7♠), any player can slap their hand down onto the pile. For a legitimate snap, the person to react the fastest and slap the pile first claims the pile. If multiple players slap simultaneously with no discernable victor, then play continues with no player taking the pile.

If a player has fewer cards than chances left while trying to counter a challenge and runs out of his/her deck without a successful counter, they are eliminated from play. Players who have been eliminated can rejoin the game by winning a snap.

Once a player has managed to collect every card in the pack, they win the game.