



WAR X-TREME

In the formative years of this planet, there were eight master factions who shaped the world in their collective image. **The Princess** was responsible for everything colorful and sweet. **The Ninja**, the secrets and the shadows were their specialty. **The Zombie**, frontrunners in decay and everything foul. **The Monster**, every animal grew from a strand of its hair. **The Robot**, budget keeping and number crunching were a must if this planet were to be done on schedule. **The Vampire**, life and death were the realm of its mastery. **The Alien**, painting the stars and sky for a perfect backdrop. And the mysterious one that has been long forgotten...

Slowly, greed overpowered each one, and the power struggle began. Thus WAR X-TREME!

Each set contains: 40 playing cards divided into 2 suits; 15 unique equipment cards; and three secrets of the universe.

This is not the children's game played in many parts of the world, because that game has NO strategy and it's boring. WAR X-TREME, on the other hand, is a complex game built for superhumans ONLY. It will take lots of practice and a lot of pumping iron to get the hang of this advanced game.

The object of the game: The object of the game is to win all the cards (unless otherwise stated).

Losing the game: When you run out of cards in both your army pile and P.O.W. camps, you're out of the game and must wait for a winner to be declared before starting another game.

Asking someone to play: It is very important to make sure everyone is ready for this great challenge. Simply ask each player if they're feeling extreme before the game starts. If their answer is "No," don't deal them into the game. It is imperative that every player is pumped up.



Setup: Each player is dealt 13 cards face down, which is now their army pile. Use the remaining cards to fill the spot in the center, which is the "Tax Pile." Draw 8 cards from the tax pile and cover the recruitment slots. These spots are surrounding the tax pile and look like face-down cards. See diagram. Deal each player one equipment card to start out.

Terminology:

Round – The moment a person puts down a card, until the winner sweeps up their winnings.

Sweeping – The act of raking in your winning cards with a magical wave of the hand.

Army Pile – The personal card pile that you play from.

P.O.W. Camp – Your discard pile.

Tax Pile – The community card pile used to lend players cards in the time of war. Located in the center.

Recruitment Slots – The eight recruitment slots around the tax pile, which are used as the final card you flip over during a war. These cards are replenished by the tax pile at the end of a round.

Recruit – The card taken from the recruitment slot to count as the final card in a war.

Deck – All the cards you have: army pile and P.O.W. camp.

Unique Cards – Each suit has 3 cards that are unique to that suit. These cards have special instructions on how they are played.

Cheater – A person who is "caught" not playing the game EXACTLY how the rules are stated.

Ranking – Each card has a value to show the hierarchy among the cards.

War – When 2 people play the same card (or card value), you create a war.

Equipment Cards – Special-use cards you can use to benefit yourself or hinder others.

Curse – Some equipment cards are curses, they are played as normal continuous use cards except that you play them on another player.

Store – The stack of faced-down equipment cards; this is where you draw equipment cards from.

Junk Pile – The discard pile for the equipment cards (face up).

In Play – Some equipment cards have a continuous use. Place these cards in front of you face up so every player can see what effect is on you.

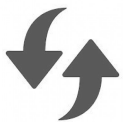
Restock – When the store runs out of inventory (meaning cards), shuffle the junk pile and place it face down on the store.

How to Play: Each player simultaneously turns over the top card from their army pile; whoever turns over the highest card picks up both cards and puts them face up in a pile (the P.O.W. camp), and so on. If the turned-over cards are the same, or you get a war card, duh, there is a war! In a war, the played cards stay on the table and both players play the next 3 cards face down from the top of their army pile. Then each player picks a card from one of the 8 recruitment slots and flips it face up. Whoever has the highest of the new face-up cards wins the war and adds all cards face up to their P.O.W. camp. But if the recruitment cards are equal as well (or you get another war card), the war continues: each player puts another 3 cards face down and another face-up recruitment card. It is not uncommon for this to go on a couple times. The highest card wins all the cards in play. The game continues until only one player remains with cards.

Running out of cards during a war: A war always has to happen; this game is built on that fundamental truth. That being said, if you run out of cards during a war, you can just borrow the cards you need from the friendly tax pile. However, if you lose the war, you're out of the game because you're really out of cards now. The winner gets your borrowed cards, along with your pride. Now, if you win, you don't need to pay back the borrowed cards (remember, the government loves you).

If another war happens while you're borrowing cards, you don't continue to borrow 3 face-down cards. You simply borrow the final recruit card, but the opposing player still needs to play 3 cards face down.

AFTER A WAR, YOU MUST REPLACE THE RECRUITMENT CARD USED WITH THE TOP CARD OF THE TAX PILE BEFORE THE NEXT ROUND STARTS!



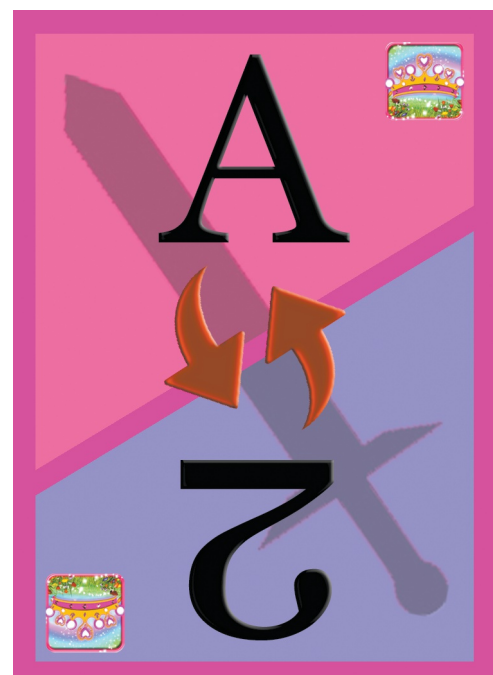
Double Cards - There are cards in the game that can be two different cards in one. The card that is on the top is the card that you count. Most common of these cards are the A/2, 9/6 and 8.

A/2 – This is both the highest and lowest regular card in the game. If the Ace is on top, it has the value of an Ace; if the 2 is on the top, its value is 2.

9/6 – If this card looks like a 9 from your perspective, then it holds the value of a 9, but if it looks like a 6, it's played as a 6.

8/8 – Either way you flip it, it's an 8.

Note: You cannot rotate a double card once played or in the process of being played.



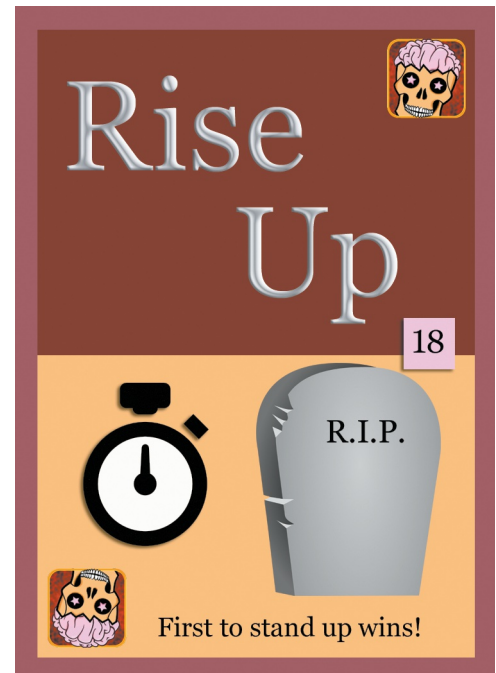


Speed Cards - Some cards have a “speed symbol” on them. This means that whoever does the action on the card first wins the round. If there are different types of speed cards in play at the same time, the first person to do either card’s action first wins the round.

Card Rankings: Unique cards can sometimes result in a heated argument. For example, one player plays a Wild Card and someone else plays a Tax Card, all cards must go to the tax pile, and the effect of the Wild Card is void. Tax Card has the higher ranking. Rankings are located on the right side of every non-numbered card. Notice how "Rise Up" has the rank of 18.

Ranks: from highest to lowest:

Tax, Win, Speed Card, War Card, Joker, Wild Card, Ace, King, Queen, Princess, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, Lose.



Shuffling: When you run out of cards from your army pile, shuffle your P.O.W. camp and place it face down. It is now your new army pile. Place your deck face down close to another player, while saying, “Do you trust me?” If that player does, in fact, trust you, then you’re allowed to continue with the game. However, if the other player says "No," pass them your deck and they have the option to shuffle, cut, rotate the deck or any combination of the three, to their heart’s content. Note: You can always tell to what degree a player trusts you by how much he cuts, shuffles or rotates your deck.

Tax Time: If at any point the tax pile runs out of cards, this is called tax time. This causes an immediate effect and pauses the round until tax time is finished. Each player has to pay a percentage of his deck to the tax pile. Locate the easy-to-use Tax Chart. Players with 15 or less cards are exempt from taxes.

| Tax Brackets | | | |
|-------------------------|-----------------|------------|------------|
| Status | Total net cards | Taxes owed | % of cards |
| Unemployed | 1-15 | 0 cards | 0% |
| Lemonade Stand CEO | 16-19 | 1 card | 10% |
| Seasonal Employee | 20-24 | 2 cards | 11% |
| Karate Teacher | 25-29 | 3 cards | 12% |
| Animal Breeder | 30-34 | 4 cards | 14% |
| Inventor Of Things | 35-39 | 5 cards | 15% |
| Race Car Driver | 40-44 | 6 cards | 15% |
| Teen Celebrity | 45-49 | 7 cards | 16% |
| Zoo Owner | 50-54 | 8 cards | 16% |
| President Of Everything | 55-59 | 11 cards | 20% |

Equipment Cards: When you start the game, each player is dealt one equipment card that can be played at any time, unless otherwise stated. I am stating it now, “You cannot play an equipment card during the first round.” The rest are placed face down on the game board on the “store” spot. Some have a one-time use, and others have continuous use, which can be used over a long period. Rarely you will find one that must be played now! If a player gets one of those cards and doesn't play it right away and gets caught, he loses the game, and the next runner-up is declared the winner. Unlike your army cards, you can look at these cards, sort them, do pretty much anything you want with them, except show them to others, or talk about them without using them. Anytime you win a war, you also receive one equipment card. If you win a double or triple war, you get 2 or 3 equipment cards. The goal of equipment cards is to “enhance” your odds of winning, and they add some strategy to the game.



Continuous use cards can only be played before the round starts, unless otherwise stated. One-time use cards can be played at any time.

Disputes:

No Rule, Rule: If there is ever a disagreement that can't be resolved by the rules, it can be settled by a war. But instead of gaining cards, you win something much greater - bragging rights.

Multi-player Rules: If two players each had the same low ranking card like 6s (and were about to war) and the 3rd player had a K, the player with the K has the option to: A, flee, and take his high card back by placing it in his P.O.W. camp; or B, buy into the war by paying two cards from his army pile to the tax pile. He then continues to participate in the war with the two 6s as if the K were a 6. Lower cards cannot buy into a higher-card war. For instance, if two 6s were at war, and the 3rd card was a 5, the winner of the war gets the 5 along with the war cards that have been played.

Multiple Wars: You can have multiple wars happening at the same time. For example, with a 4-player game, 2 players have 6s and 2 players have Ks. The two Ks war, and the two 6s war. The winner of each war gets only the cards played in their war.

Two War Cards Played: If two cards of the same value are played, such as a War High card and a War All card, you can choose which value wins by whichever results in more wars, or you can flip a coin. Remember, call it in the air, guys.