

## How to Play War

This game works best with 2 players.

For this game the kids will need to have collected several griffin cards.

Before playing this game, participants should write their names on their cards so they don't get them mixed up with the other player's cards.

Take all of the card decks, mix them up, and divide them into equal piles for each player.

Players will keep their piles face down and play the card from the top of their pile.

How to figure out who wins.

First check the card colors to find a winner

Red (fire) beats Green (plants)

Green (plants) beats Blue (water)

Blue (water) beats Red (fire)

The winner takes both cards and adds them to their win pile.

If both players have the same color, next look at the age of the creature. The oldest creature wins.

Eggs are the youngest and adults are the oldest.

If both players' creatures are the same age and the same card color then they will have a war.

Each player puts 2 cards face down. Then each player plays one card face up.

Again check the card colors and creature age to see who wins.

The winner takes all the cards both players laid down in the war.

The game ends when the players run out of cards to play. (If for some reason one player has extra cards, those cards are discarded and do not count when determining the winner)

Whoever has the most cards in their win pile is the winner.