

Pyramid Wars

- Remove all the 10s, Jacks, Queens and Kings.
- Count Aces as ones.
- Set up cards in a pyramid overlapping corners.
- (optional) roll the die to see which player goes first each round. Choose one player to go first when it's even and the other to go when it's odd.
- First player draws 2 cards. The cards cannot be “under” another.
- The player makes the largest number with his/her 2 cards as possible
- Player 2 does the same.
- Highest number wins the cards.
- If both players make the same number, it's war. Each player chooses one more card to make the biggest **3 digit** number he/she can.



Variations:

1. Lowest number wins.
2. Add the numbers together; highest or lowest number wins.
3. Multiply the numbers together; highest or lowest number wins.