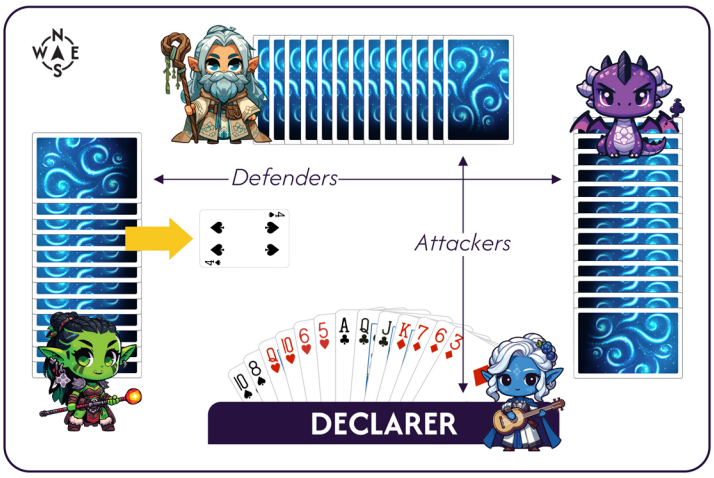
BRIDGE WAR™

An exciting fusion of the classic card games Bridge and War! This unique game blends the strategy of bridge with the simplicity of war.

So easy you can be playing in under a minute! And with over 635,000,000,000 possibilities, every hand is a new adventure!

EASY & FUN, ALL YOU NEED IS A DECK OF CARDS & 3 FRIENDS.

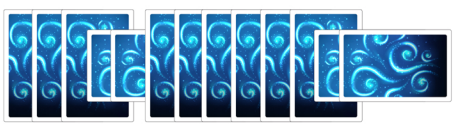




KEEPING THE CARDS: After each **trick**, players reclaim their card and place it face down in front of them, pointing (lengthwise) towards the winning team. The next card overlaps the previous one.

After the battle, count your winners. **The team with 7 or more tricks are the victors and gain 1 point.**

Example:
9 tricks won by Attackers.



HOW IT WORKS: 4 players use a 52-card deck (no jokers). The player opposite you is your partner. One player deals all the cards and declares War. They are the **Declarer** and their partnership are the **Attackers**. The opposing pair are the **Defenders**.

The defender left of **Declarer** strikes first by playing any card (this is the "**lead**.") Each player in turn, proceeding clockwise, must now play a card in the same suit, if possible ("**following suit**").

THE TWIST? At their turn, Declarer's partner lays their whole hand face-up on the table in columns, sorted by suit, this is the "**Dummy**." Declarer is now in command and directs partner which card to play at each turn.

If a player cannot follow suit, they play any card in another suit ("**discard**"), but only cards in the same suit as the **lead** can win.

After everyone has played one card, the "**trick**" is complete. The highest card in the suit led wins the **trick**. Ace is the highest, then King, Queen, Jack, etc.

The ♠4 was led, so if Declarer plays the ♠8 in their hand, they will win the **trick**. Whoever wins leads to the next trick and can play any card in any suit.

Play until one team wins 7 tricks, or if you want continue until all 13 tricks have been played.



PLAY BRIDGEWAR™ HEROES

In this war you need to capture 8 tricks to claim victory. The basics of play are the same with one key tactical difference, the Declarer must choose a **Hero Suit**.

The defender seated left of Declarer strikes first by leading any card. And Declarer's partner lays their hand face-up on the table ("**Dummy**"). The Declarer is now in command.

Declarer reviews both hands and chooses their **Hero Suit** ♠ ♥ ♣ ♦ before directing Dummy which card to play. Every card in the **Hero Suit**, no matter how small, is stronger than any card in the other suits. (Hint: When choosing, look for the suit with the most cards between the two hands, ideally 8 or more.)

Players must still follow suit for each trick but now if they cannot follow suit, they have a choice, they can discard or they can deploy a hero card. In **Hero Battles**, the highest card played in the suit that was led still wins the trick, unless a hero card is played. When a hero card is played, the highest hero card wins. **If Declarer captures 8 tricks they win the war and 1 point, if they fail the Defenders claim the point.**

PLAY BRIDGEWAR™ SELECT

After the defender makes the opening lead and the Dummy hand is revealed, Declarer gets to choose whether to play with a **Hero Suit** or play a **Free-for-All** (no hero suit).

What battle will you choose? **If you are successful on either battlefield you claim 1 point, but if you fail the Defenders score the point.**

FREE-FOR-ALL (BridgeWar™): When choosing a Free-for-all, you want a few good cards in every suit. Your Aces, Kings, Queens, Jacks, and even Tens are "**honors**". Honor cards are stronger and can be deployed to win tricks and also block the defenders from overwhelming you on the battlefield.

Battle Rules: Highest card played in the same suit as the suit led wins the trick. Win 7 tricks for victory.

HERO BATTLE (BridgeWar™ Heroes): When choosing a Hero Battle, you also need to declare a champion. Will you deploy Spades, Hearts, Diamonds or Clubs as your hero suit? When reviewing your troops to select your hero, look for at least 8 cards in that suit between your two hands (a "**fit**").

Battle Rules: Highest card played in the same suit as the suit led wins the trick, unless a hero card is played, then highest hero card wins. You need to take 8 tricks to triumph in this battle.

PLAY BRIDGEWAR™ EXTREME

Cards are dealt and players tally their battle strength (add up points for the honor cards in their hand: A = 4, K = 3, Q = 2, and J = 1). Starting with Dealer, each player shares their total. The team with the most points are the **Attackers**, and the player with the most is the **Declarer**.

The Defender seated left of Declarer makes the opening lead, and the Dummy hand is laid out faceup. Declarer then reviews both hands and chooses the type of battle and the stakes.

First, Declarer decides the type of battle like in BridgeWar™ Battles. And then they choose their objective, the # of tricks they are committing to win ("**contract**"), and the stakes. In Extreme, if you do not take at least the # of tricks promised, then the Defenders win.

SKIRMISH: Free-for-all (7 tricks) / Hero battle (8 tricks).

CLASH: Free-for-all (9 tricks) / Hero battle (10 tricks).

SHOWDOWN: 12 tricks in either battle type.

	Attacker	Defenders
Skirmish (7 or 8)	1 pt.	1 pt.
Clash (9 or 10)	5 pts.	2 pts.
Showdown (12)	10 pts.	5 pts.

Take a bigger risk and earn a bigger reward, but fall even 1 trick short and defenders claim the spoils.