



## Alternate Ways to Play

### **4 player Acceptable Losses.**

*Team up for more chaos and strategy than you can shake a hog at.*

*Players:* Two teams of 2 players each.

*Setup:* The players on each team sit across from one another. Players take turns in a clockwise manner, thus alternating players between the two teams. The deck is shuffled and dealt into four decks of six cards. Place the decks at the corners between each player, then deal from each of those decks three cards face up.

### **The Play**

On a player's turn, that player may use a card from either of the munitions piles to his or her left or right, but not either of the piles across the table. When a card is used, it is replaced by the next one off the top of the deck next to it. If a deck runs out, no more munitions will be added to that pile. This means that sometimes a player will completely run out of munitions to play. The game ends in the normal fashion; as soon as one team's tokens are completely eliminated, the other team wins.

Alternately, before the four decks are created, the deck is divided into two piles: 1 through 12 of red (the Low) and 13 through 24 of red (the High). Shuffle those piles separately, then divide each pile into two decks. Then when placing the piles, alternate between the Low and the High as you place them around the board. This version of the game gives players more perfect information.

Have other cool ways to play our games? Questions? Comments?  
Let us know at [Comments@StoneTabletGames.com](mailto:Comments@StoneTabletGames.com)

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