* 1. A dealer shuffles and deals 8 cards to each player.

Notes: The dealer is randomly chosen. The remaining card pack is placed face down

**Pseudo code**

Card pack = (54 cards)

Supertrump cards = (6)

For each player

Give 8 cards (subtracts 8 cards for each player from the card pack/supertrump cards)

* 2. Players can look at their cards but not show them to other players. The first player place a card on the table and state the mineral name and one of the five playing categories and the top value of that category.

**Pseudo code**

Upon selecting a card

If player selects the look option

Display card attributes to that player

If the player selects the play card option

They must pick one of the following categories

(Example)Glaucophane

Na2(Mg,fe)3AL2SI8O22(OH)2

1. Hardness: 6

2. Specific Gravity: 3.0 – 3.2

3. Cleavage: 2 good

4. Crustal Abundance: low

5. Economic Value: trivial

The name, category and value of that category are then displayed.

(Example) Player 1 played Glaucophane Hardness – 6

That category and its value are then set as the trump category that needs to be topped by the next player

trump category = user card category value

next player

Notes: The player to the left of the dealer goes first. The five playing categories are: Hardness, Specific Gravity, Cleavage, Crustal Abundance, and Economic Value

* 3. The next player must play a card that has a higher value in the playing category than the previous player’s card. If the player does not have any cards that meet the above requirement they must pass and pick one card from the table. The player must wait until all but one player have passed or until another player throws a super-trump card to change the trump category.

**Pseudo code**

If player card category > trump category

player card category = trump category

next player

Else

Pass

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While trump category = trump category

If player passed

Player cannot play until player amount – 1 = pass or

Notes: The player next to the left takes the next turn. The game continues with the player left of this player. A player is allowed to pass even if they have cards that could be played.

* 4. A player may place a super-trump card at any of their turns. The player can change the playing category or trump according to the instructions on the super-trump card by placing a super-trump card.

**Pseudo code**

(Example) The Geologist

Select new trump category

1. Hardness:

2. Specific Gravity:

3. Cleavage:

4. Crustal Abundance:

5. Economic Value:

Notes: The super-trump card types are: The Mineralogist, The Geologist, The Geophysicist, The Petrologist, The Miner, and The Gemmologist. At this stage any player who passed on the previous round is able to play again.

* 5. If a player throws The Geophysicist card together with the Magnetite card, then the player wins the hand.

**Pseudocode**

If player cards = Geophysicist AND Magnetite card

Player = winner.

* 6. The last player then gets to lead the next round and chooses the trump category to be played. Players will continue taking turns to play cards until all but on player has past.

**Pseudocode**

While players with cards > 1

Game continues

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Winner = no one

If player cards = 0 AND winner = no one

Player = winner

* 7. The first player to lose all their cards is the winner. The last player to still have cards is the loser.

**Pseudocode**

Winner = no one

If player cards = 0 AND winner = no one

Player = winner

Else If player cards >0 AND all other player cards = 0

Player = loser

Else

Continue