Installation Guide/ User Manual
Game of Cards
Team WildCard
Revision #2, 12/01/2018
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Installing GameofCards:

- Download the game on the github page:
  https://github.com/thuanle123/GameOfCards/releases
- Download the GameofCards.zip file and extract it
- Play the .exe file
- Click on the Play button
- Choose the game Chance or Blackjack
- Enjoy the game and the music in the background

Chance Rule:

- At the beginning of the round, the player and opponent will get 3 cards.
- The values of the cards correspond to their numerical value from 1-10. Jack, Queen, King are worth 10 points.
- The color of the cards do not have any effect.
- The goal of the game is to reach the highest score by swapping.
- The sum value will be the sum of all three cards but you only take the single digit. For example, an 8, 7 and 2 will give the player a score of 7 and a 3, 4 and 3 will give the player a score of 0.
- A 'Chance' hand is any combinations of three face cards and they beat every other combination except for another similar hand.
- If your hand happens to have a low sum, you have a 'Chance' to swap any random card in your hand to the opponent. Be careful as you only have one swap.
- The opponent also has a chance to swap any random card to you.
- At the end of the round, the player and the opponent will compare the hand value, whoever has the higher score will get a point added to the tally.
- The game will end after 8 rounds, after that whoever won more rounds win the game.

Blackjack Rule:

- At the beginning of the round, the player and dealer will get 2 cards.
- The values of the cards correspond to their numerical value from 2-10. Jack, Queen, King are worth 10 points. Ace can be either 1 or 11, depends on the player's decision.
- The color of the cards do not have any effect.
- The goal of the game is to reach a score that is closer or equal to 21 without going over 21 (bust).
- Add up all the cards for the total sum value.
- A Blackjack is a hand with an Ace and a card with numerical value 10 (10, Jack, Queen, King).
- During your turn, you can choose to either 'Hit' or 'Stand'.
- 'Hit' will add another card into your hand. If your new sum is over 21, you lose automatically.
- 'Stand' will pass the turn to the dealer, if his current hand is less than 17, he will be force to draw until it is over 17 or the dealer goes bust.
- At the end of the round, the player and the opponent will compare the hand value, whoever has the higher score will get a point added to the tally.
- The game will go until the deck has less than 10 cards.

Credit:

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