

Installation Guide / User Manual

Steps to Install

- Acquire Android Device (Code is modified to handle all phone API Builds)
- Install zip and run on Android Studio (One day download on Android App Store)

User Manual

To play The Luck of the West, create a new game by clicking on the start game button. Next, there are several mini games to play in the town. To start playing, click on any of the four indicating arrows to start a minigame.

1. Mining Game: Follow the Ai's turn, indicated by the flashing red rectangles, and try to remember the pattern for as long as possible to acquire maximum points.
2. School House Game: Match the cards in pairs as fast as possible to get max points.
3. Bank Game(Anti TicTacToe): Play the AI to the first to make a connected row or column of three. The first to make three in a row loses.
4. Liar's Dice: Click on the Saloon to start playing Liar's Dice. Wager the amount of money you wish to bet. The objective of the game is to successfully call the minimum amount of a die-value on the table or lie/bluff about the amount of a die-value on the table. If Liar is called, the dice on the table are shown(known) and either the player who called Liar is wrong and loses a dice or the player who Liar was called upon was actually lying and so they lose a dice. If a player loses all 5 of their dice, they are out. The last player remaining wins. Win state: If the user beats all AI they win 5 times the wager amount (winner takes all scenario). Lose state: If the user loses all 5 of their dice, the wager amount is lost. The rules for making calls are relatively simple. At first turn, look at user's dice hand and "call" out a die-value and guess how many of the total dice on the table match the called die-value. On subsequent turns, user must call a higher die-value than the call of the previous player or raise the call amount of any die-value. When liar is called, the player who loses a die will make the first call of the next round. One special feature includes the use of the die-value 1 as wilds (any 1 in a dice hand will count as an extra die for the other die-values 2-6).
 - a. Example of valid calls:
 - i. Last player called 5 3's
 - ii. User can bid 5 4's, 5 5's, 5 6's, or increment the amount to 6 1's, 8 2's, etc.
 - b. Example of invalid calls:
 - i. Last player called 5 3's
 - ii. User cannot bid 5 3's, 5 2's, 5 1's, or decrement the amount to 4 3's, 4 6's etc.
 - c. Example of Liar called and player who called it is wrong:
 - i. Last player called 5 3's
 - ii. User calls Liar
 - iii. There are 7 3's among all players (including wilds)
 - iv. User loses a die because there are at least 5 3's on the table
 - v. User starts the next round if user has not lost all 5 dice
 - d. Example of Liar called and player who called it is right:

- i. Last player called 5 3's
- ii. User calls Liar
- iii. There are 4 3's among all players (including wilds)
- iv. Last player loses a die because there are only 4 3's on the table
- v. Last player starts the next round if they have not lost all their dice