**Platoon User Manual**

**How to run the game**

This game requires Java and JavaFX to run, make sure you have both downloaded. Clone or download the repository on this page open the Platoon folder using VSCode and type this into the terminal to compile the game javac --module-path "/path/to/javafx-sdk/lib" --add-modules javafx.controls,javafx.fxml,javafx.graphics Game/Main.java

Run the game using

java --module-path "/path/to/javafx-sdk/lib" --add-modules javafx.controls,javafx.fxml,javafx.graphics Game.Main

(or just hit launch in vscode)

make sure to replace "/path/to/javafx-sdk/lib" with your own path to the JavaFX SDK library

**Gameplay**

Platoon is a card gamer where you draw 10 cards from a deck of playing cards (minus aces and jokers) and create 5 piles using those 10 cards. A computer will generate it’s very own 5 piles with the same amount of total cards.

When you finish creating your 5 piles the “Round Start” button will appear, when you’re satisfied with your piles, the button will start the real game.

Select one of your piles and one of the computer’s piles, when you’re ready click the “Play Hand” button. Then, whichever pile has the higher value will win the hand, the first won to win 3 hands wins the game.

**Card Values**

Cards are simply the value of their number, with the face cards having special properties

Jack – swaps player hands

Queen – will always lose a hand, only wins against a king

King – will always win a hand, only losses to Queen

**Tips For Winning**

Since you only need to win 3 times, I suggest focusing on making three winning piles. Utilize the special face cards to make high winrate piles while saving cards.