# Atuu Game - Game Manual

#### Introduction

Welcome to the Atuu Game! This is a fun and challenging card game that tests your intuition and decision-making skills. This game was inspired from a rural village in Nigeria. It is used to make decisions between the Chief's and the citizen. Your goal as the player (citizen) is to predict whether the chief's card in the deck will be higher or lower than your card. Get ready to play, make predictions, and score points!

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("^ ~ ^")
Welcome to Atuu Game
In this game, you are a Citizen character, playing against a Village Chief
In order to win you need to guess if the Chief's card is higher than yours or not.
Goodluck!
Select an option:
1. Start a new game
2. View game statistics
3. Exit
```

### How to Play

- 1. Upon starting the game, you will be asked to choose the difficulty level (Easy, Medium, or Hard).
- 2. The game will then proceed with the selected number of rounds. In each round, you will be presented with a card.
- 3. You must guess whether the next card will be higher (H) or lower (L) than the current card.
- 4. The deck of cards is shuffled at the beginning of the game, and cards are dealt one by one.
- 5. At the end of each round, your score will be calculated based on how many correct predictions you made.
- 6. If you get all rounds correct, you will win the game!

```
( ≧□≦)
Round 2/10

Your card is the Queen of Hearts

Will the next card be higher (H) or lower (L)?

H

The next card is 3 of Diamonds

Your prediction was incorrect!
```

#### **Rules**

- 1.The game uses a standard deck of 52 playing cards, including the Jokers.
- 2. Each player must predict whether the next card will be higher or lower.
- 3. A prediction is correct if the next card's value matches the player's guess (higher or lower).
- 4. You score 1 point for each correct prediction made.
- 5. The game ends after the set number of rounds, and your score will be displayed.
- 6. Your score is tracked, and the highest score will be recorded.
- 7. If you lose, you'll be encouraged to play again and try to improve your score.

## **Extra Features**

- 1. Difficulty Levels: Choose between Easy, Medium, and Hard, each of them offering a different number of rounds.
- 2. High Score Tracking: Your highest score is recorded and displayed at the end of each game, encouraging competition.
- 3. Game Statistics: You can view how many games you've played, won, and lost, to track your progress.
- 4. Customizable Game Flow: The game allows users to make guesses using the 'H' for higher and 'L' for lower.
- 5. Shuffling of Cards: The cards are also shuffled before each game, ensuring a fresh start every time.

### Welcome & Exit Art

When the game start/ends or the player exits, a fun ASCII art message is displayed to thank them for playing.

This adds an extra touch of personalization to the game, making the game fun and casual.

ENJOY!!!

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