



Durak Game User Guide

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Authors:

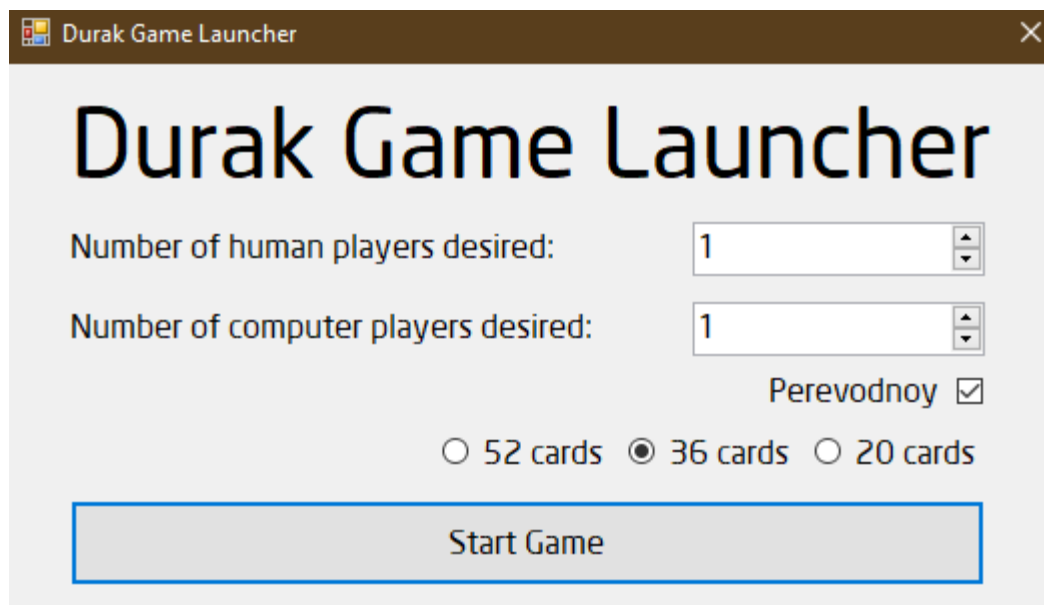
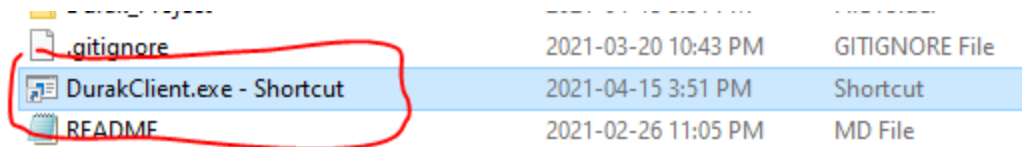
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Step 1: Getting Started

- To begin the game, the user must select launch the program through the .exe file.
- The user must then select the number of human and a.i bots that they would like to include in the game.
- The user must also select the number of cards he would like to use

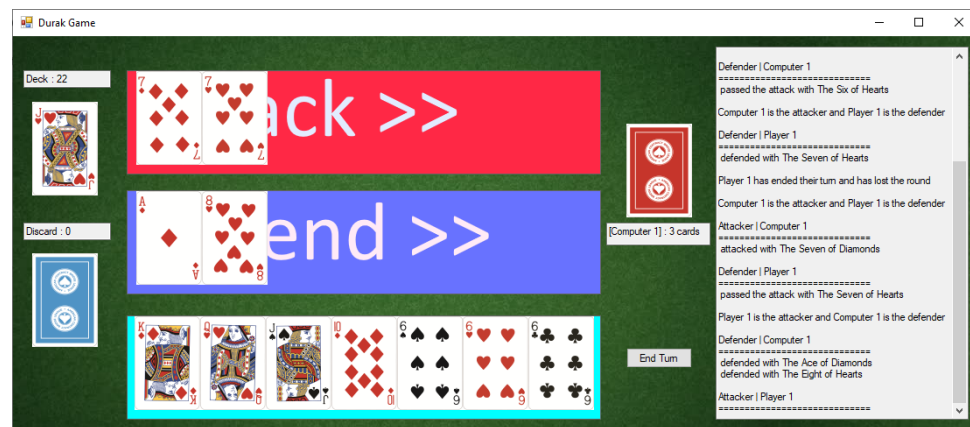


Step 2: First Turn

- Attacker
 - The player who has the lowest trump card will be the first attacker
 - After each round of attack play proceeds clockwise. If the attack succeeds, the defender loses their turn and the attack passes to the player on the defender's left.

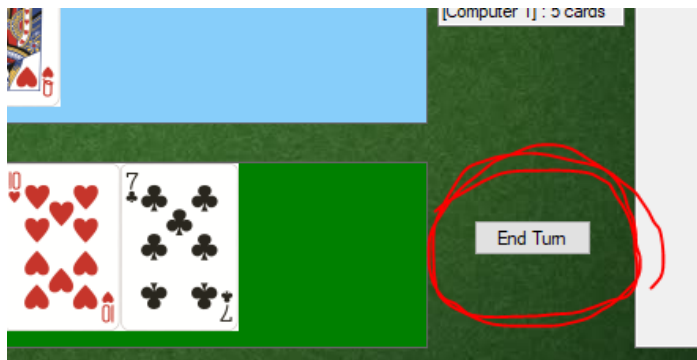


- Defender
 - If the attack fails, the defender becomes the next attacker.
 - The player to the attacker's left is always the defender.
 - If the defender succeeds, the attacker can launch another attack or pass.
 - Passing results the player to the left of the defender becoming the attacker



Step 3: Ending Turn

- Once the user chooses the card that they would like to place or pass their turn entirely; the user must click end turn to initiate the next player's turn.
- At the end of each round of attacks against a defender, each player in the game will draw new cards from the deck until they reach six (unless deck is reduced to 0)
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Step 4: Opponent's Turn

- The user must wait as the other human or a.i bots place their desired cards or pass.

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Attacker | Player 1
=====
attacked with The Seven of Clubs

Defender | Computer 1
=====

Computer 1 has ended their turn and has lost the round

Player 1 is the attacker and Computer 1 is the defender

Attacker | Player 1
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Step 5: Winning and Losing

- The last person left with cards in their hand is the loser

