

Modified Uno Game (Trois)

About:

- It is a slightly different version of Uno:
 - There are more card combinations
 - Wildcards work slightly differently
- It is great for bored people to play
- One human player plays against three bots
- The game ends when a character wins by either of the following:
 - Having the least number of cards after the time limit (25 minutes):
 - If two or more characters have the same least number of cards, a tie will be announced
 - Having no cards left on hand

Characters in the game:

- Player (Human)
- Bot 1
- Bot 2
- Bot 3
- Dealer - Does not play the game (Game engine)

Terminology:

- Character:
 - A player in the game whether it is human or a bot
- Deck:
 - These are cards facing downwards
- Hand:
 - These are the cards a character currently holds
- Play:
 - This the part where a character has to either put card(s) onto the deck or take a card from the pile
- Pile:
 - These are cards facing upwards
- Wildcard pile:
 - This is where wildcards are discarded

Play progression:

- The dealer opens by taking handing eight random cards (excluding wildcards) from the deck to each character

- The dealer then takes a card from the deck and place the card facing upwards to create a pile
- Afterwards, Player and the bots will play the game until one character wins

Rules:

- Player always start the game
- Every character starts with 8 cards in hand at the start of the game
- No character can see each other's cards
- The time limit is 25 minutes
- No wildcards can be given at the start of the game
- Wildcards can only be obtained from the deck and the character who gets the wildcard must:
 - Take two additional cards from the deck if the wildcard is a +2:
 - If there is/are any of the additional wildcard(s), it will be discarded into the wildcard pile
 - Take four additional cards from the deck if the wildcard is a +4:
 - If there is/are any of the additional wildcard(s), it will be discarded into the wildcard pile
- Wildcards are to be discarded into the wildcard pile immediately after obtaining them
- In a play, a character can place card(s) from their hand onto the pile if they match the topmost card on the pile:
 - If there is not a single card that can be discarded from their hand onto the pile, they will have to take a card from the deck and then it will be the next character's turn
- Matching card(s) is/are of the same colour or number:
 - Example of same-colour combination if the topmost card on the pile is blue (B7):
 - [B0, B3, B8]
 - [B6]
 - Example of same-number combination if the topmost card on the pile is blue (B7):
 - [G7, P7]
 - [O7]

All game cards:

- Blue:
 - B0, B1, B2, B3, B4, B5, B6, B7, B8, B9
- Green:
 - G0, G1, G2, G3, G4, G5, G6, G7, G8, G9

- Yellow:
 - Y0, Y1, Y2, Y3, Y4, Y5, Y6, Y7, Y8, Y9
- Purple:
 - P0, P1, P2, P3, P4, P5, P6, P7, P8, P9
- Orange:
 - O0, O1, O2, O3, O4, O5, O6, O7, O8, O9
- Red:
 - R0, R1, R2, R3, R4, R5, R6, R7, R8, R9
- Magenta:
 - M0, M1, M2, M3, M4, M5, M6, M7, M8, M9
- Wildcards:
 - +2, +4