

# Caravan User Manual

Alex Studniarz  
CSUID: 2824959

Bilal Haider  
CSUID: 2726111

Gabriel Surovey  
CSUID: 2798110

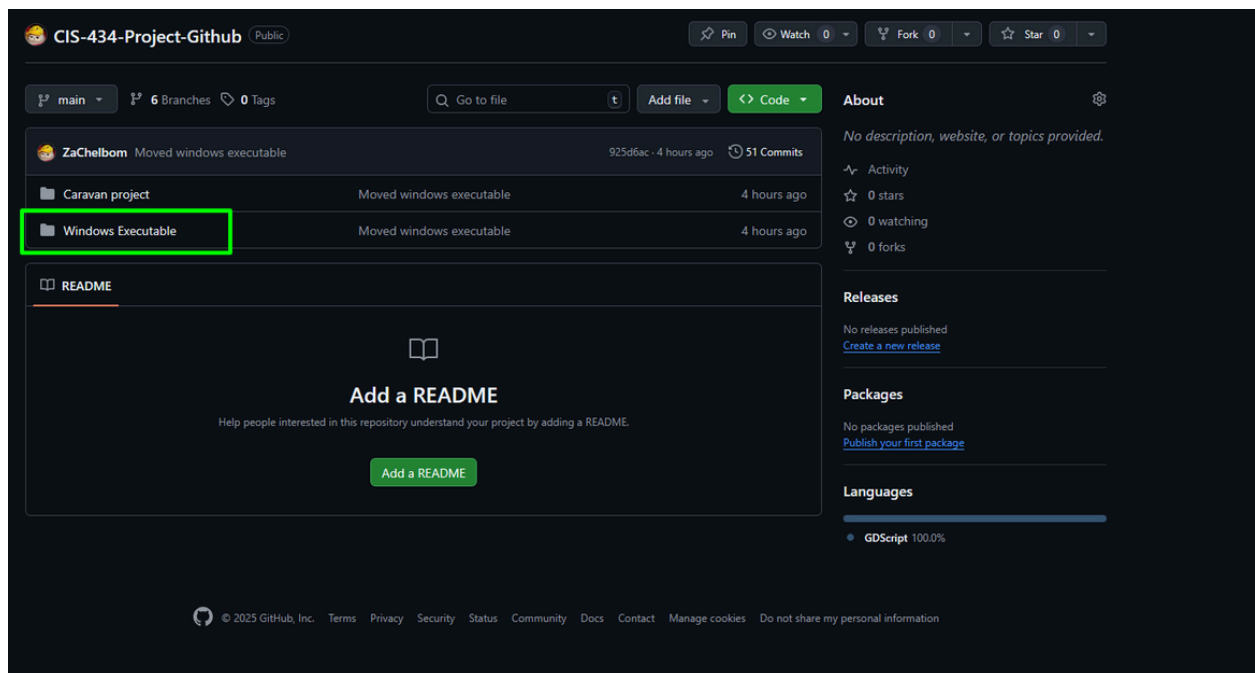
## Installation

This software has only been tested on windows and the installation guide assumes you are using windows.

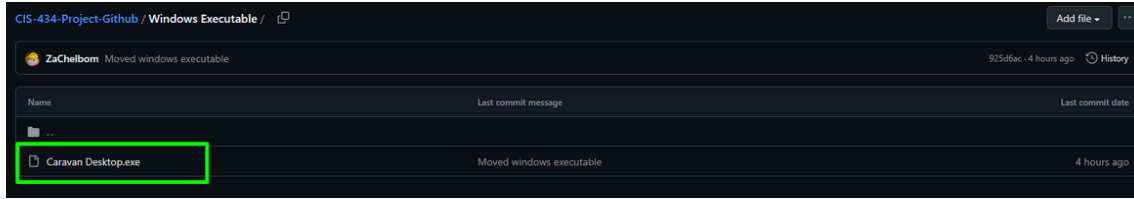
First, go to the projects Github Page:

<https://github.com/ZaChelbom/CIS-434-Project-Github>

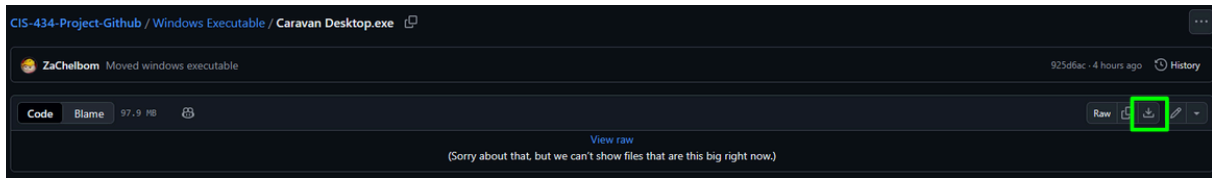
Then click the folder that says “Windows Executable”:



Click “Caravan Desktop.exe”:



Next click the download button icon when you hover over it:

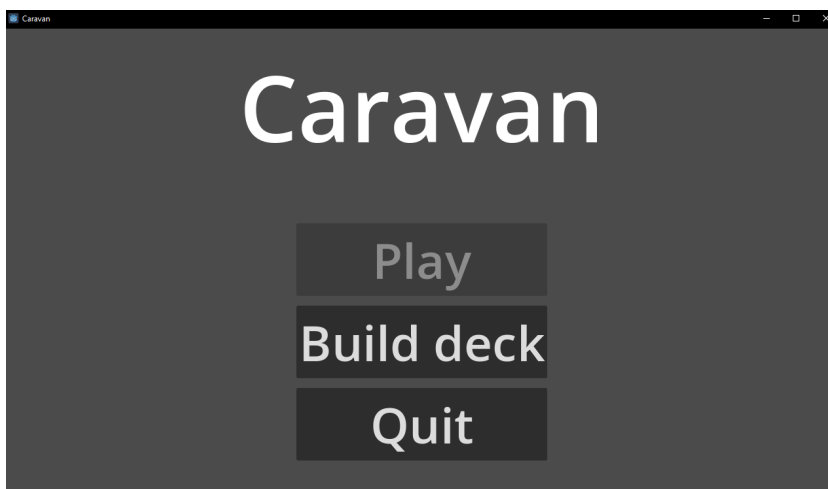


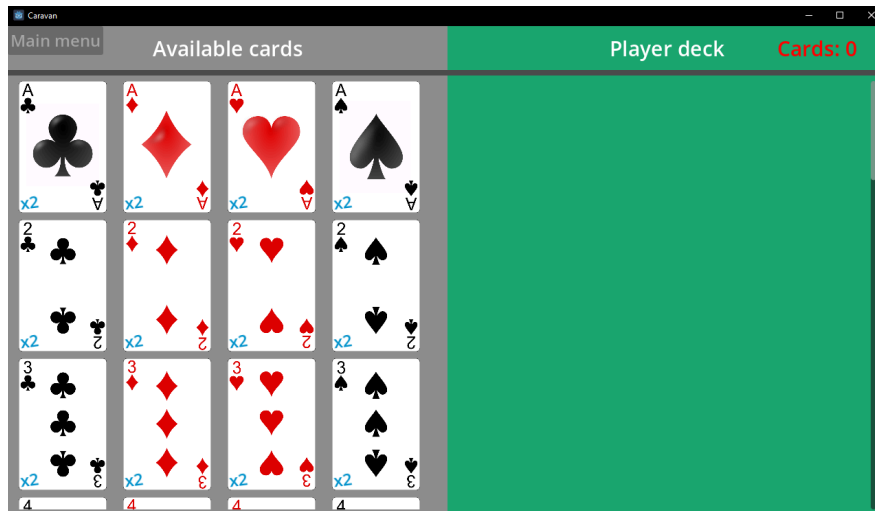
Finally go to your downloads folder, and move “Caravam Desktop.exe” to wherever you would find most convenient:



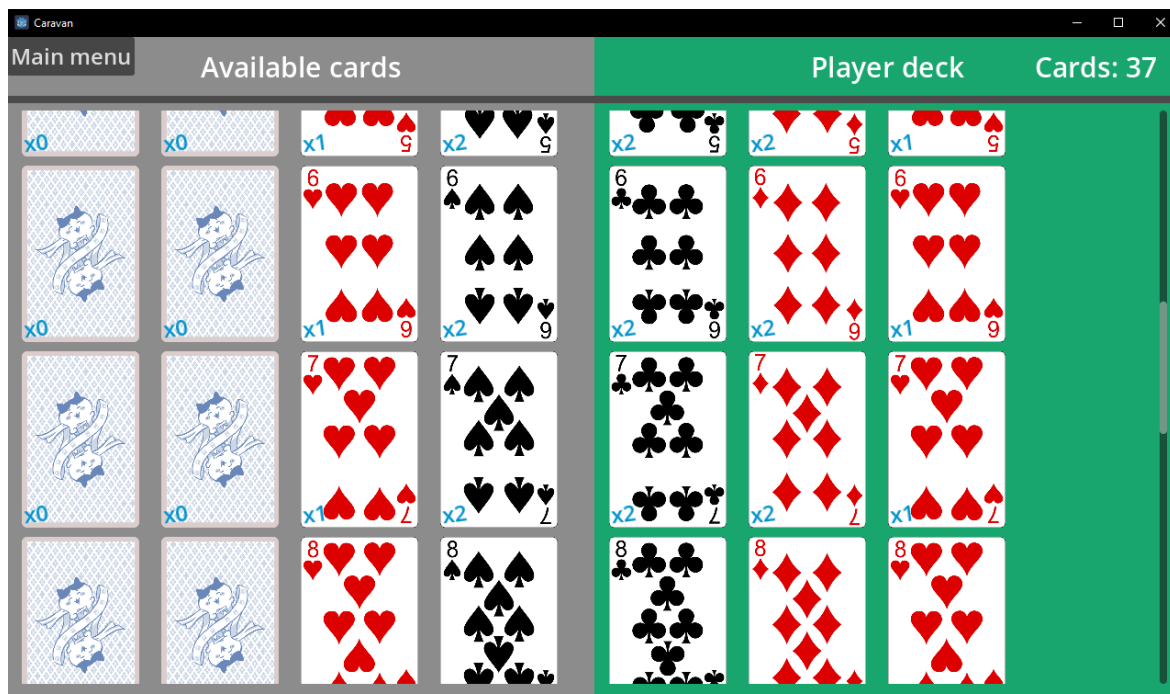
## Quickstart guide

On first startup, you may notice that you are unable to select the “Play” button, this is because in order to play you must first build a deck of cards to play with. To do this press the button that says “Build deck”:



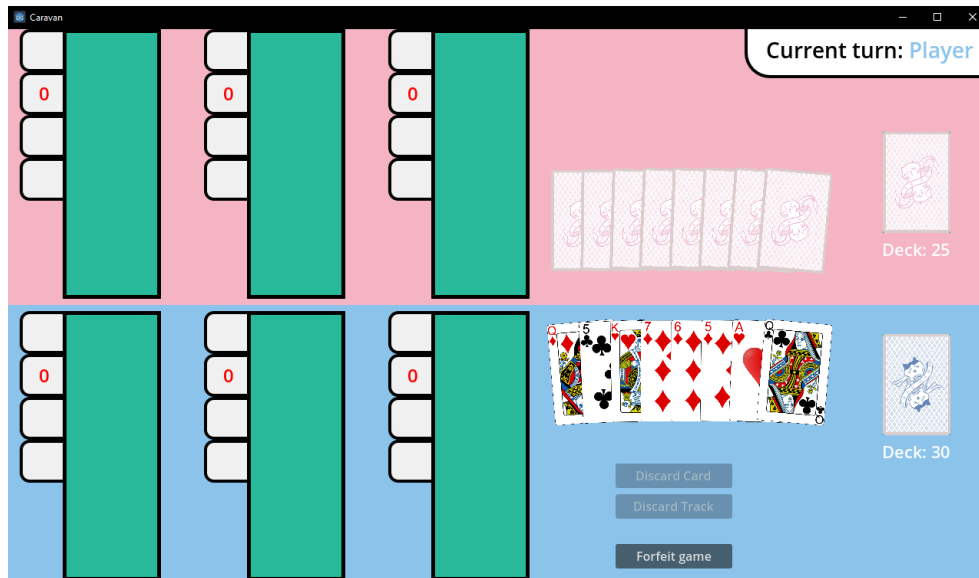


This is the Deckbuilder. In order to play Caravan, you must create a deck that contains at least 30 cards. You can use the mousewheel to scroll up and down on this screen. To add cards into your deck, click on the cards that appear in the left grey panel. Clicking on the cards on the left side of the screen will move them into your deck on the right side. If you want to remove a card from your deck, you can click on the card on the right side of your screen.

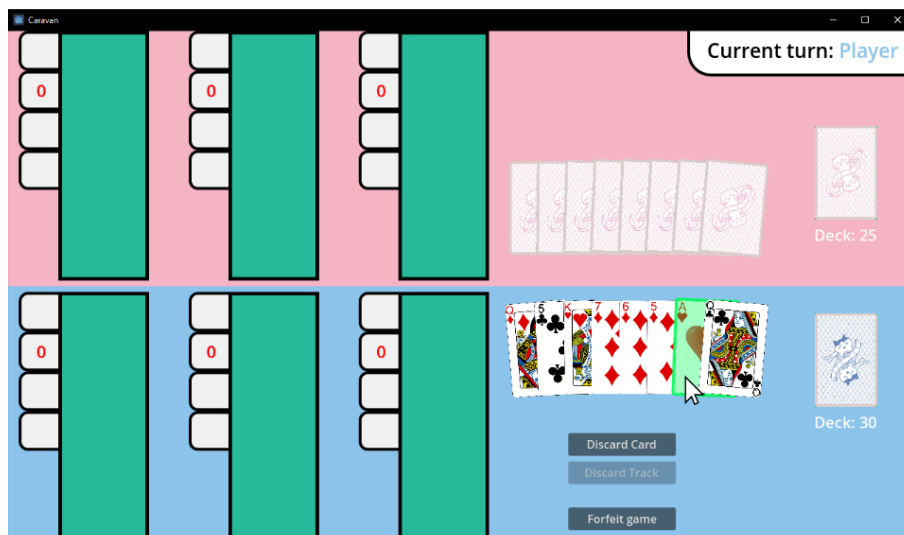


Once you have 30 or more cards in your deck, the card counter in the top right will turn white, signaling that your deck is valid and the top left "Main menu" button will now become available to select, to save your deck select this button. When you return to the main menu, you will now be able to select the "Play" button.

# How to play Caravan

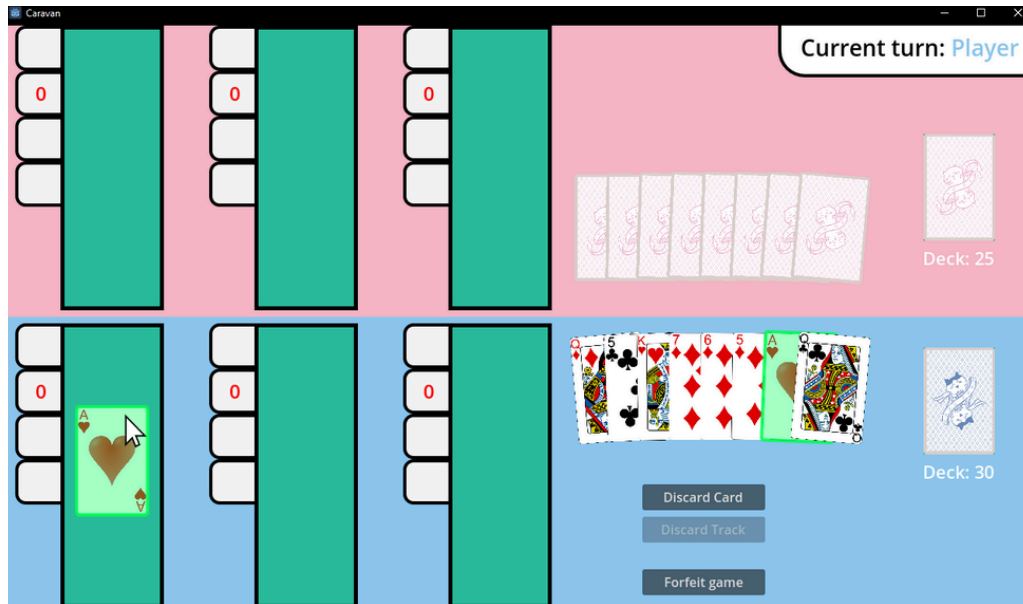


This is what the screen will look like after the “Play” button is pressed on the main menu. Everything on the blue half of the screen is owned by you, the player. Everything on the pink side is owned by the computer opponent. The green rectangles, called Caravan tracts (or just Caravans), are the spaces where cards will be placed.



To select a card, hover your mouse cursor over one of the cards in your hand and press the left mouse button. This will highlight the card in green, signifying that the card has been selected. When a card is selected you may notice that the “Discard Card” button below your hand becomes available to be clicked. Clicking this button will remove the selected card from your hand and draw a new card from your deck, normally this would

advance your turn as well but during the setup phase (see setup phase section) your turn will not advance.



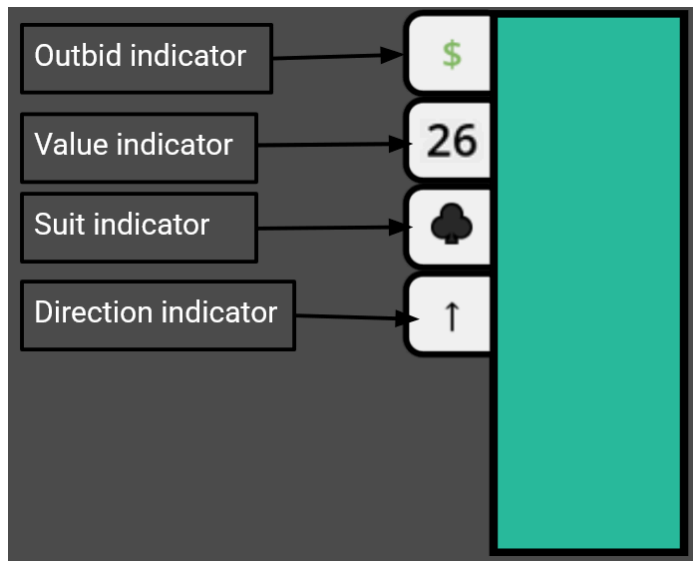
After you've selected a card, if you hover your mouse over a Caravan, a projection of the card will be shown. Clicking the left mouse button when the card is being projected will play the selected card and advance the turn to the computer opponent.

## Setup phase

Once a game of Caravan has started it is in the setup phase. At the start of the phase, 8 cards are drawn from your shuffled deck and placed into your hand. The setup phase ends once a number card has been placed in every Caravan on the board. It's worth noting that some mechanics work differently during this phase and some actions are restricted:

- Face cards can not be played during setup phase
- Caravans can not be discarded during setup phase
- Only one number card can be placed per Caravan during setup phase
- Discarding cards does not advance your turn during setup phase
- When cards are played during setup phase, new cards are not drawn from the deck

## Caravans

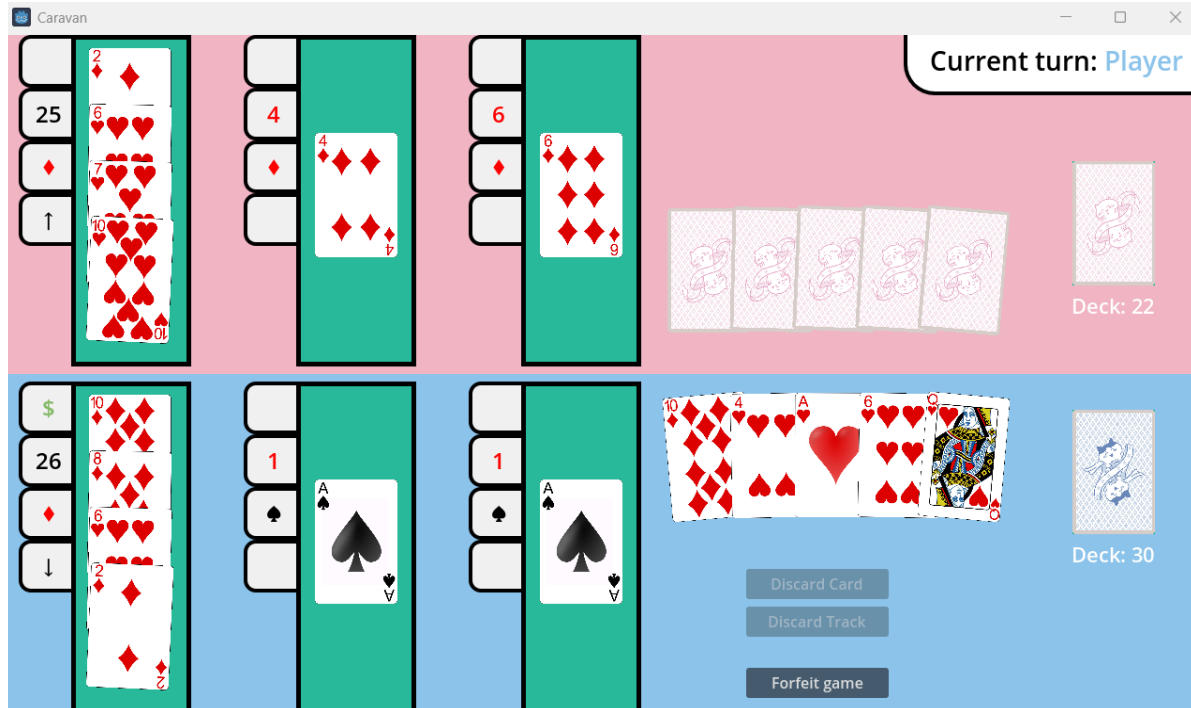


Attached to the sides of each Caravan are four panels that display current information about it.

### Outbidding and Caravan value

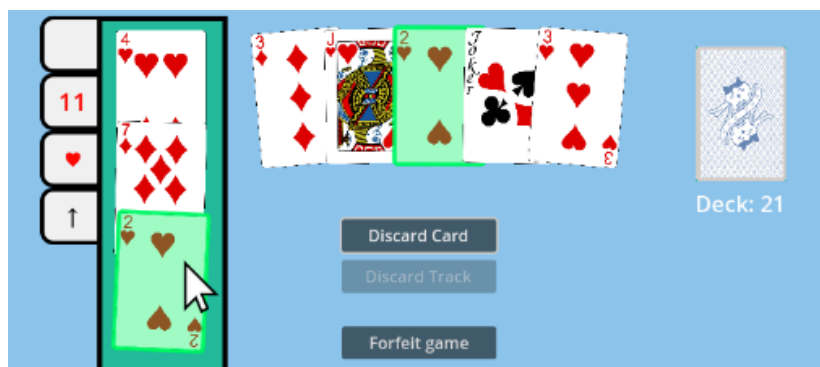
The value indicator shows the current sum value of the Caravan. The color of the value indicator turns red when a Caravan is not sold and turns black when it is sold (within the 21-26 value range).

The outbid indicator shows if a Caravan is outbidding the opposing Caravan directly across from it. The indicator only turns on when both your Caravan and your opponent's adjacent Caravan are sold. The Caravan with the higher value while still staying within the value range of 21-26 outbids the other. An in-game example of outbidding:



## Caravan suit

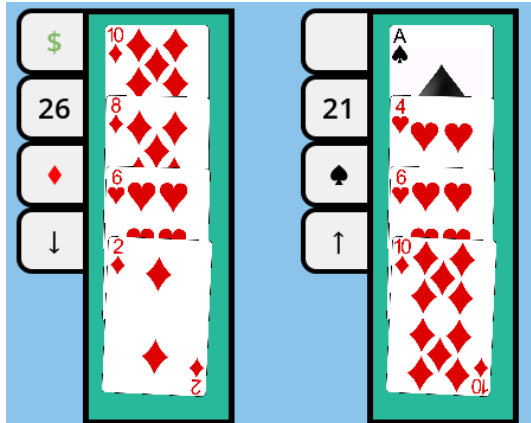
The suit indicator shows the current suit of the Caravan, which is determined by the first card placed in the Caravan. Suit is important as it is one of the determining factors of how you can place cards. To place cards in a Caravan, they must follow either the suit or direction of the Caravan. For example, consider the following screenshot:



The cards placed on this Caravan are a 4 of hearts and a 7 of diamonds. This means in order to place another card, its value must be greater than 7 OR that card must match the suit of the Caravan. The suit of this Caravan is hearts, which allows a 2 of hearts to be played, even though it doesn't follow the direction of the Caravan.

## Caravan direction

The direction of a Caravan is determined by the second card placed on it. Direction is one of the ways that dictate if a card can be placed. If the second card placed on a Caravan is greater than the first card, the direction is “ascending”, meaning subsequently played cards must be of increasing value in order to be played. If the second card placed on a Caravan is less than the first card, the direction is “descending”, meaning subsequently played cards must be decreasing in value in order to be played. In-game example of direction:



The Caravan on the left is “descending”, if you wanted to place another number card that wasn’t the same suit of the Caravan it would have to be a value of 1 because the last card played was a 2.

The Caravan on the right is “ascending”, if you wanted to place another number card that wasn’t the same suit of the Caravan you would not be able to, because 10 is the highest number card.



## Discarding Caravans



When the setup phase of the game is over, a Caravan that you own may be selected by left clicking on one without a card selected. This will highlight the selected Caravan and will allow the “Discard Track” button to be pressed. Pressing this button resets that Caravan, removing all cards and advancing your turn.

## Cards

### Number Cards and Aces

The standard number cards (2-10) and Ace (with a value of 1) increase the value of the Caravan you place them in. You cannot play number cards of the same value subsequently. These cards may not be played on the opponents Caravans, unlike face cards.

### Face Cards

The face cards, King, Queen, Jack, and Joker, have special abilities different to the standard number cards and aces. Face cards are also able to be played on the opponents Caravans. Face cards can not be played during the setup phase of the game.

### King

Kings can be placed on top of number cards and other Kings. When placed on top of number cards, they copy the value of the card below it. When Kings are placed on other Kings, they sum all the values underneath them, until they reach the number card causing multiplicative effects.

## Queen

When the queen is placed on a Caravan, it will reverse its current direction and change the suit of the Caravan to match the suit of the Queen.

## Jack

Jacks can be placed on top of number cards and Kings. When played, the Jack removes the card it was placed on top of, and if any Kings are on top of the card it was placed on, they will be removed as well.

## Joker

The Joker can be placed on top of number cards and aces. Different effects occur when played on either card. When played on a number card, all of the cards across the board of the same value are removed from all Caravans, except for the card it was placed on. When played on an ace, all non-face cards matching the ace's suit are removed across the board from all Caravans, except the card ace it was played on.

## Win/loss conditions

To win a game of Caravan, you must sell all 3 of your Caravans with no ties occurring. A Caravan is considered to be sold when its value is within the range of 21-26. If an adjacent opposing Caravan has the same value as your Caravan, the game can still be won by outbidding 2/3 of your opponents Caravans. Outbidding occurs when two opposing Caravans are both sold. The Caravan that has a larger value than the other while staying within the 21-26 range, is said to outbid the other. A game of Caravan can be lost if you run out of cards in your deck.

## Uninstallation

To uninstall Caravan, right click "Caravan Desktop.exe" and select "Delete":

