

Skyjo Enhanced: UTBM Edition Rules

Objective:

1. The objective of Skyjo Enhanced is to have the lowest point total at the end of the game. Players aim to collect cards with low point values while trying to get rid of high-value cards through strategic decision-making.

Game Modes:

1. DEUTEC: Maximum score of 120 ECTS credits.
2. Engineering degree: Maximum score of 180 ECTS credits.
3. UTBM Enjoyer: Maximum score of 300 ECTS credits.

Game Setup:

1. Shuffle the deck of 115 cards thoroughly.
2. Each player is dealt 12 cards face down.

Starting Player Selection:

1. For the first round, the starting player is the first player of the game.
2. Starting from the second round, after all players have selected their two cards to be placed face-up, the player who has the highest score start the game. If there are multiple players with the same highest score, the player who selected their cards last in the previous round is selected to start the game.

Gameplay:

1. On their turn, a player has two options:
 - a) Draw a card: The player can draw the top card from the draw pile and swap one of their cards with its. The swapped card is sent to the discard pile. If the player doesn't want to take the drawn card, he can place the card to the discard pile and flip one of their cards.
 - b) Replace a card: The player can choose to replace one card from their hand with a card from the discard pile.
2. The round continues with each player taking turns clockwise.

Card Values:

1. Each card has a number and a corresponding value.
2. The modified card values in Skyjo Enhanced are as follows:
 - A Card:
 - Number: 10
 - Value: 10
 - B Card:
 - Number: 25
 - Value: 8
 - C Card:
 - Number: 30
 - Value: 6
 - D Card:
 - Number: 25
 - Value: 4
 - E Card:
 - Number: 10
 - Value: 2
 - FX Card:
 - Number: 5
 - Value: -1
 - F Card:
 - Number: 10
 - Value: -2

Scoring:

1. At the end of a round, when one player has revealed all their cards, the round ends.
2. The remaining players calculate the sum of the points in their hands using the modified card values.
3. If the first player with hand visible doesn't have the lowest score at the end of a round, his score is double.
4. The scores are accumulated throughout the game until a player reaches or exceeds the target score for the chosen game mode.
5. The player with the lowest accumulated score at the end of the game is declared the winner.

Skyjo Enhanced: UTBM Edition offers an engaging twist on the original game, introducing new card values and different game modes. Adapt your strategies, make strategic decisions, and aim for the lowest score to emerge victorious in this exciting version of Skyjo!