Game logic:

-If nothing selected by countdown, random select.

Points starting from 0

-show everyone’s points after each round

4 players:

All steal: +7 points each

3 steal: +4 for priest, +11 for thieves

2 steal: +8 for thieves, +15 for priests

1 steal: +12 for thieves, +19 for priest

all cooperate: +16 points each