

Cameo Card Game Rules

1. Game Description

Cameo is an engaging card game played between two players, designed to test strategy and memory. Using a standard deck of 52 cards, players aim to minimize the sum of their card values through clever swaps and peeks.

Image Placeholder: A screenshot of the game lobby from your React app showing "Start Game" and "Connect" buttons, with a caption: "Two players begin a match of Cameo."

2. Initial Setup

Each player receives 4 random cards from a shuffled deck of 52 cards. At the start, all cards are placed face-down, meaning neither player can see their own cards' values initially.

- **Arrangement:** Cards are arranged in a 2x2 grid for each player.
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Image Placeholder: A 2x2 grid of four face-down cards labeled "Player 1" and another for "Player 2," with a caption: "Initial 2x2 card layouts for both players."

3. Peeking at Bottom Row Cards

Before the game begins, both players may peek at the two cards in the bottom row of their 2x2 grid. They should memorize these cards and then return them to their face-down position.

- **Step:** Click the bottom two cards (positions 2 and 3) to flip them face-up briefly, then they flip back down automatically after 2 seconds.
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Image Placeholder: A sequence of images: (1) Face-down bottom row cards, (2) Face-up bottom row cards (e.g., "3 of Hearts" and "10 of Spades"), (3) Face-down again, with a caption: "Players peek at their bottom row cards."

4. Player 1's Turn: Drawing a Card

Player 1 starts by drawing the top card from the remaining deck (now 44 cards after initial deals). This drawn card remains face-up, and Player 1 can choose whether to reveal it to Player 2 or keep it private initially.

- **Options:** Depending on the drawn card's rank, Player 1 can take specific actions (see below).
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Image Placeholder: Player 1's screen with a drawn card (e.g., "5 of Clubs") face-up, with a caption: "Player 1 draws a card from the deck."

5. Card Actions (1-6: Replace)

If Player 1 draws a card ranked 1 to 6 (any suit: Hearts, Diamonds, Clubs, Spades):

- **Replace:** Swap it with any of their 4 cards (without showing Player 2 the replaced card).
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- **Discard:** Place the drawn card aside face-up, doing nothing with it.
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Image Placeholder: (1) Drawn "4 of Diamonds," (2) Dragging it over a face-down card in Player 1's grid, (3) New grid with "4 of Diamonds" face-down, with a caption: "Player 1 replaces a card with a drawn 4."

6. Card Actions (7-8: Peek Own)

If Player 1 draws a 7 or 8 (any suit):

- **Peek Own:** Quickly flip any of their 4 cards face-up for 2 seconds, memorize it, then return it face-down.
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Image Placeholder: (1) Drawn "7 of Spades," (2) Clicking a card to flip it (e.g., "Q of Hearts"), (3) Card face-down again, with a caption: "Player 1 peeks at their own card."

7. Card Actions (9-10: Peek Opponent)

If Player 1 draws a 9 or 10 (any suit):

- **Peek Opponent:** Flip any of Player 2's 4 cards face-up for 2 seconds, memorize it, then return it face-down.
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Image Placeholder: (1) Drawn "10 of Clubs," (2) Clicking Player 2's card (e.g., "K of Diamonds"), (3) Card face-down, with a caption: "Player 1 peeks at Player 2's card."

8. Card Actions (J-Q: Switch)

If Player 1 draws a Jack (J) or Queen (Q) (any suit):

- **Switch:** Swap one of their cards with one of Player 2's cards.
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Image Placeholder: (1) Drawn "Q of Hearts," (2) Dragging Player 1's card to Player 2's grid, (3) Updated grids after swap, with a caption: "Player 1 switches cards with Player 2."

9. Card Actions (K Black: Peek and Optional Switch)

If Player 1 draws a King (K) of a black suit (Clubs or Spades):

- **Peek and Switch:** Look at one of Player 2's cards for 2 seconds, then decide to swap it with one of their own cards or leave it as is.
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Image Placeholder: (1) Drawn "K of Spades," (2) Peeking Player 2's "6 of Hearts," (3) Optional swap confirmation dialog, with a caption: "Player 1 peeks and chooses to switch or not."

10. Card Actions (K Red: No Power)

If Player 1 draws a King (K) of a red suit (Hearts or Diamonds):

- **No Special Power:** Treated as a regular card with a value of 0. Player 1 can discard it or replace a card with it.
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Image Placeholder: (1) Drawn "K of Hearts," (2) Option to discard or replace, with a caption: "Player 1 draws a red King with no special power."

11. Post-Draw Choice

After drawing, Player 1 decides:

- **Use Power:** Exercise the drawn card's special action (if applicable).
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- **Discard:** Place it aside face-up without action.
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Image Placeholder: Player 1's screen with a drawn card and buttons "Use" and "Discard," with a caption: "Player 1 decides to use or discard the drawn card."

12. Player 2's Turn

After Player 1 completes their turn (uses or discards the card), Player 2 draws a card from the deck and follows the same rules (steps 4-11).

Image Placeholder: Player 2's screen mirroring Player 1's actions, with a caption: "Player 2 takes their turn with the same options."

13. Game Objective and Ending

- **Goal:** Minimize the sum of your 4 cards' values.
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- **End Game:** When it's a player's turn and they haven't drawn a card yet, they can choose to "End Game" if they believe their sum is lower than the opponent's.
 - Both players reveal their cards.
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 - The player with the lower sum wins.
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Image Placeholder: (1) "End Game" button clicked, (2) Both players' cards revealed with sums (e.g., Player 1: 15, Player 2: 20), (3) "Winner: Player 1" message, with a caption: "Game ends with Player 1 winning."

14. Card Values

- **1-10:** Face value (e.g., 2 = 2, 10 = 10).
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- **Jack (J):** 11
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- **Queen (Q):** 12
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- **King (K) Black:** 13
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- **King (K) Red:** 0
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Image Placeholder: A table or graphic showing card ranks and values (e.g., "2: 2, J: 11, K (Black): 13, K (Red): 0"), with a caption: "Card values in Cameo."