1. Update the player class and game mechanics:
   * Players should play for points with a pre-decided rupee value.
   * Implement a toss to decide which player makes the first move.
   * Each player should be dealt a set of 13 cards randomly.
   * Modify the game objective to require at least two sequences, one of which must be a pure sequence.
2. Implement the drop option:
   * Allow players to drop the game in their turn, with the following scoring:
     + First Drop: 20 points
     + Middle Drop: 40 points
     + Automatic Drop (after missing 3 consecutive turns): 40 points
3. Adjust the scoring system:
   * The winner should have 0 points.
   * Losing players should have their hand score calculated based on the rules provided.
   * Cap the maximum points for a player at 80.
   * Calculate winnings based on the formula provided: (Sum of points of all opponents) \* (Rupee-value of the point) - RummyCircle Fees
4. Update the user interface (if applicable) to accommodate these changes, such as displaying the rupee value, joker cards, and points.