

## Possible Arguments:

- **No additional arguments**  
./hydra
- **Just seedNumber**  
./hydra 12345
- **Testing mode & seed number**  
./hydra -testing 12345
- **Just testing mode**  
./hydra -testing 12345
- **Testing mode with seed number and number of cards in a suit**  
./hydra -testing 12345 13

## Recommended Inputs

The orange row outlines what each set of arguments and inputs will highlight in particular. Ctrl may be Cmd on mac (unsure). Some cases will only be present in testing mode, and some only outlined in normal mode (code is almost exactly the same between them).

### Normal Mode

| <b>Will continuously ask for a valid number of players and gracefully handle EOF</b> | <b>Basic initial output + Cutting a head</b>            |
|--|---|
| ./hydra 12345<br>1<br>Ctrl-D   | ./hydra 12345<br>2<br>1                                 |
| <b>Only moves where card can be placed are permitted (will be re-prompted)</b>       | <b>Rule 4 &amp; 5 (swapping &amp; number remaining)</b> |
| ./hydra 12345<br>2<br>1<br>5<br>3  | ./hydra 12345<br>2<br>1<br>0<br>0<br>2                  |

## Testing Mode

|   |   |
|---|---|
| <ul style="list-style-type: none"><li>• Initialization card request</li><li>• Cutting a head</li><li>• Rule 4</li><li>• Rule 5 (does not decrease count)</li><li>• Rule 3</li></ul> | <ul style="list-style-type: none"><li>• Joker becomes value 2 during initialization</li><li>• Typing in Joker value will not ask for suit</li></ul> |
| <pre>./hydra -testing 12345 2 10 S J S 1 A S A S J S 0 0 2</pre>  | <pre>./hydra -testing 2 Joker Joker 1 A</pre>   |

|   |   |
|---|---|
| <ul style="list-style-type: none"><li>• Will reprompt card value if not appropriate</li><li>• Will reprompt suit if not appropriate</li><li>• Rule 1</li><li>• Joker will become value 2 when placing on head</li><li>• Rule 2 (end turn)</li></ul> | <ul style="list-style-type: none"><li>• &gt; 2 players</li><li>• Input value for joker that cannot be placed on that head (will reprompt)</li></ul> |
| <pre>./hydra -testing 12345 2 11 3 K C 2 S 1 3 S 1 4 D Joker 4 D 2</pre>  | <pre>./hydra -testing 12345 3 10 S J S 1 3 S 5 S Joker 3 6</pre>  |

| <ul style="list-style-type: none"><li>Winning through cut Head</li></ul>  | <ul style="list-style-type: none"><li>Using discard to draw</li><li>Ending on reserve</li></ul>  |
|---|--|
| <p>./hydra -testing 12345 0</p> <p>2</p> <p>10</p> <p>S</p> <p>J</p> <p>S</p> <p>0</p> <p>K</p> <p>S</p> <p>1</p> <p>10</p> <p>S</p> <p>10</p> <p>S</p> | <p>./hydra -testing 12345 1</p> <p>2</p> <p>10</p> <p>S</p> <p>J</p> <p>S</p> <p>0</p> <p>9</p> <p>S</p> <p>1</p> <p>8</p> <p>S</p> <p>1</p> <p>7</p> <p>S</p> <p>1</p> <p>8</p> <p>S</p> <p>1</p> <p>10</p> <p>S</p> <p>10</p> <p>S</p> <p>J</p> <p>S</p> <p>0</p> <p>K</p> <p>S</p> <p>2</p> <p>J</p> <p>S</p> <p>J</p> <p>S</p> <p>Q</p> <p>S</p> <p>0</p> <p>7</p> <p>S</p> <p>3</p> <p>Q</p> <p>S</p> <p>3</p> <p>K</p> |

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|  | <div>SS5SS43SS0</div> |
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