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### Pre Game

1. randomly assign P1 or P2 with “Blind Chip”
2. shuffle and evenly distribute the “Starting Deck” between the players
   1. Cards are placed into the player’s “Library”

Game

1. Check for player with blind chip.
   1. If Human Player has blind
      1. Option to wager is given.
         1. If Wager
            1. Allow for wager of (deck count – 1)
         2. If NO Wager
            1. Continue with turn
   2. If Computer has blind
      1. Coin Flip to wager or not (Check for deck count > 1.)
         1. If Wager
            1. Wager = Random Integer between 1 and Deck Count -1
         2. If NO Wager

Post Game