### 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

Notes on Wager (1/22/2020)

-You can only wager as many cards as the other player has available (not arrogant over betting)

-Separate decks for the battlefield because if it is a draw with, each player gets their battlers back.

-Single “wager deck” where all wagers are kept together. Anything that is wagered is subject to win/loss on the next hand.