Skull Game Rules

Setup

Each player chooses a pack of **4 disks** with the same back, which are held in that player's hand, keeping the card faces hidden from the other players.

Object of the Game

Win 2 challenges. To succeed at a challenge, you must flip the corresponding number of discs without revealing a Skull. The 4 discs with which you play will also be the 4 "lives" you have available

Step 1 - Turn Preparation

Each player chooses **one of their discs**, and places it **face-down** on their mat. Once each player has placed their disc, play moves on to step 2.

Step 2 - ADDING extra discs or CHALLENGE

In turn order a player may choose one of two options **ADDING** an extra disk to their stack or **CHALLENGE**.

ADDING - A player adds a disk face down on top of their disks that have already been played. The player on their left then takes a turn (Clockwise)

CHALLENGE - If a player cannot or does not want to play an additional disc, the player issues a challenge. They then **announce the number of discs** they intend to reveal from among all those played on mats.

Then, proceeding clockwise, each player must:
- **Increase the Bid** on the previous challenge by announcing a greater number.
- **Or pass** by calling "I pass" and sliding their mat towards the center of the table. In that case, the player will no longer be able to take part in that bid.

Play proceeds that way until all players pass, save one: **The player who bid the highest, called the Challenger.** A challenge concerns all discs played on all mats, including those of players who have passed. Play then proceeds to step 3.

Step 3 - The attempt

The Challenger must flip a number of discs equal to their challenge while respecting the following rules:
- The player begins by flipping **all of THEIR own discs**.
  - If the Challenger has played more discs than the amount of the challenge, they'll flip from the top of their stack the number of discs necessary for the completion of their attempt.
- They **continue** to flip discs with those of the other players, and in the order they choose.

Be Careful:
- The discs are flipped one by one.

- The first disc to be flipped is the top one on a mat, before eventually flipping, in order, the remaining discs.
- A player doesn't have to flip over all of an opponent's discs

Continue choosing and flipping the disk until either the total number of disks revealed is equal to the challenge. Or a skull is flipped.

- If **ONE SKULL** is flipped - The challenger has failed.
- If **NO SKULLS** are flipped - The challenger has succeeded

Failed Attempt

- All players return all their discs to their hand.
- The Challenger loses a disc for the rest of the game - they shuffle and place face-down on the table all of their remaining discs. The player whose Skull the Challenger flipped chooses the disc to eliminate. That disc is removed from the game without being revealed. Only the Challenger will know if they've lost their Skull or a flower-disc.
- If the Challenger has flipped their own Skull, that player is the one who secretly chooses the disc they will lose.

If the Challenger loses their last disk, That player is eliminated from the game

Successful Attempt

If a player has two successful attempts they are the winner.

New Round

The challenger is the first player of the new round.

Special case

A player has lost 3 of their 4 discs, they thus only have one disc left. They've placed that disc in the turn paration step, it's now their turn to play.
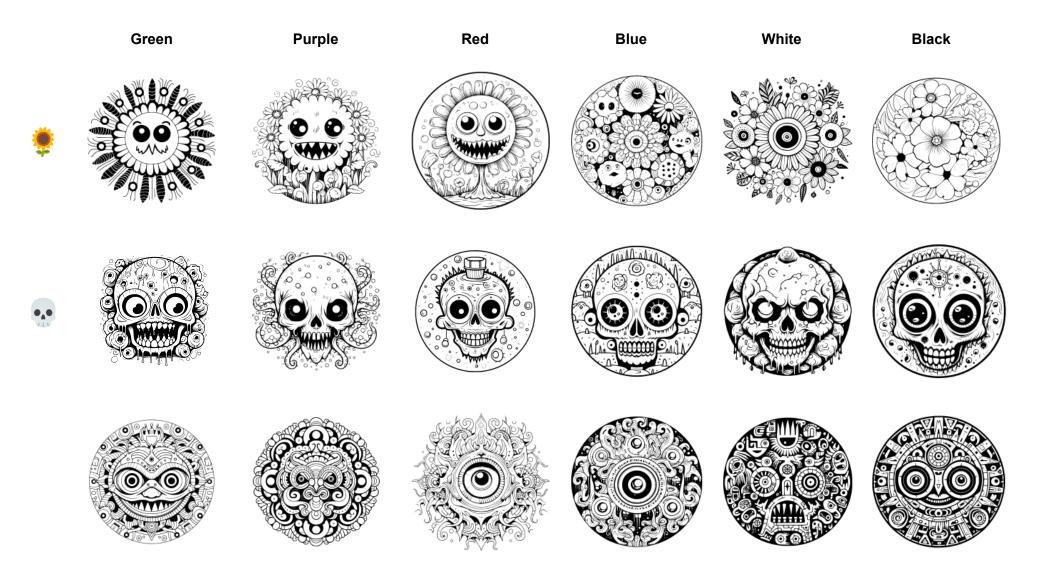Depending on the step:

- **Adding discs:** They must call a challenge.
- **Bidding:** They can pass or increase their bid.
- **Challenge:** If their disc is revealed and is a Skull, that player is eliminated from the game.

More information

More information about this project can be found on my website
https://blog.abluestar.com/projects/2023-skull-game-pcb/

Source code files can be found on the Github project page
https://github.com/funvill/skull-game-pcb

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