**PPM Project RULES**

Play digits on four position displays. [][][][]

\*If a player skips, no points are subtracted.

\*Both players are allowed to see next two random digits.

\*Game ends if a player’s total points exceeds (255)10.

\*Display Overflow-> all four displays blink.

1. Player 1 starts game with random digit (RD). Player 1 chooses to skip or play.
2. If player 1 has ***at least 1 adjacent digit***, they play again.
3. Player 2 plays. Player 2 receives new RD. Player 2 chooses to skip or play.
4. If player 2 skips, Player 1 gets new RD. Player 1 chooses to skip or play. Cycle continues.

Random digit is BCD (Binary Coded Decimal) 0 – 9. Two ways to play random digit:

1. **Direct Play (Overwriting):** Store RD in position
2. **Adding to display:** Position added to random digit and result is place on same display. Largest value able to display is hexadecimal F (15)10. So, sum cannot exceed F (if sums > F, it is *display overflow*).

If display overflow, Display [] = Sum – ((16)10).

\*No adjacency: player earns what displayed is stored (what they played on).

\*If there is adjacency (digit played has identical neighbor), player earns more points. Displays on two sides [\][][][\] is **NOT** adjacent.

1) **1 Adjacent digit:** Earned points is 2x the result where digit is played.

2) **2 Adjacent digits in a row:** Earned points is 4x the result where digit is played

3) **3 Adjacent digit in a row:** Earned points is 8x the result where digit is played.

\*Non-visible two digit code is on rightmost two displays (1 and 0), more points if found.

1) If player plays code digit on one of rightmost two displays, player earns code reward.

A) If other display does not contain code digit, player earns eight times the code digit as code reward.

B) If other display already contains code digit, player earns the 2-digit code as code reward.