USER MANUAL & INSTALLATION GUIDE

CARD GAME OF WAR

by Jerry Parng
Benjamin Nix
and Ryan Mecir

INTRODUCTION

Welcome to the Card Game of War, a digital recreation of the beloved classic card game. This manual will supply all the information you need in order to properly install this software, as well as the rules of this game.

INSTALLATION

Requirements

- A desktop computer or laptop running Windows 10 (or above), or a Mac running Mac OS X.
- Version 19.0.1 (or above) of the Java Development Kit (or JDK) Visit [Java Archive Downloads - Java SE 19 (oracle.com)](#) to download.
- A copy of the WarGame ".jar" file.

Running the Program

1. Open the folder that the .jar file is located (by default, it is located in the **Downloads** folder, located in **C: > Users > [your username]**
2. Simply double click the jar file and the application should pop up, with the game being at the title screen.
3. After reading the introductory text on the title screen, simply press the button labeled "Start Game" and you're ready to play.

BASIC TROUBLESHOOTING Q&A

Q: When I double click the application as mentioned in Step 2, nothing happens. Why is this happening?

A: This usually means you will need to install a version of the Java Development Kit (JDK) that's version 19.0.1 or above. This is listed in the requirements and contains a link to the latest version of the JDK.

Q: I've lost track of what folder I've placed the .jar file in. How would I be able to find it?

A: On Windows, the bottom left side of your screen should have a bar with the text "Type here to search". Click on this bar and type in the name of the .jar file, and the name should pop up along with its location. For Mac, press command + F and type in the file name and the same should happen. Press enter to start the application.

RULES OF THE GAME
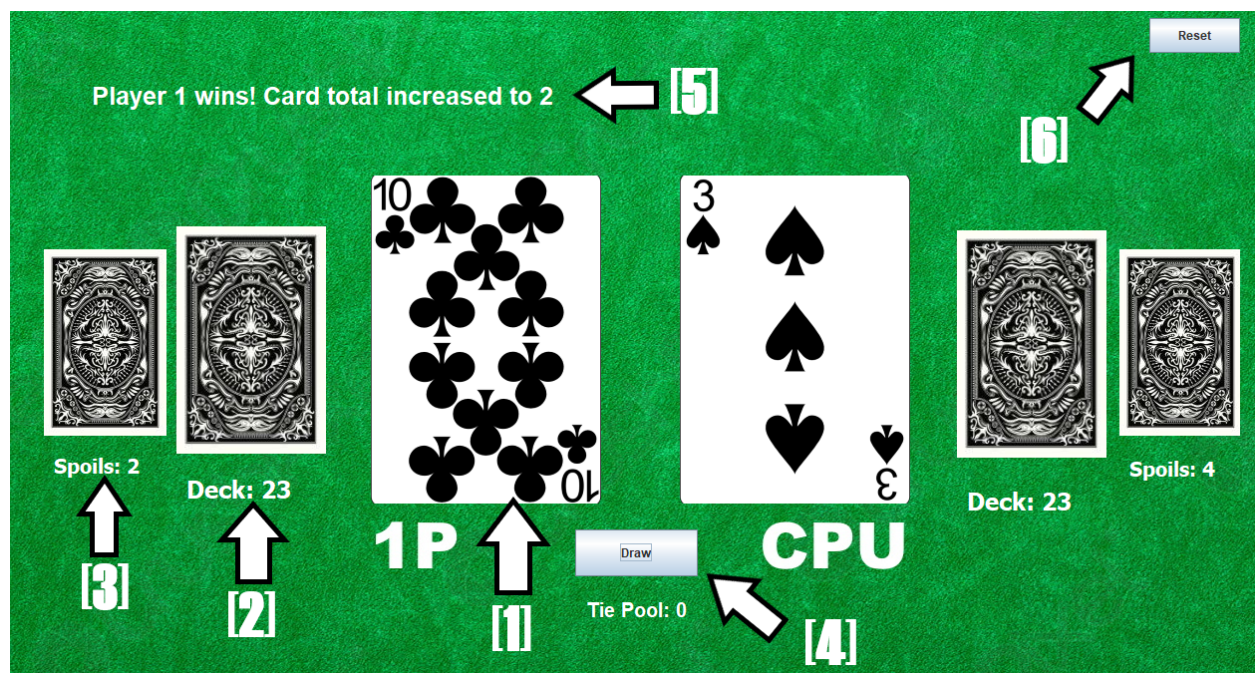
On-screen elements (Refer to the above picture.)

- This game is one player, meaning that your opponent is an automatic computer player.
- There are 3 parts of the main playing field (per player): The **active card [1],** the player **deck [2],** and the **spoils deck [3],** as well as **the "Draw" button [4],** the **deciding text [5]** and the **"Reset" button [6].**
- The numbers below the player decks and spoils decks indicate how many cards are left in each (***The number under the player deck also counts the active card***).
- The Reset button will bring you back to the title screen. Know that this will end your current game and will not save the progress you've made in your current session.
- There also exists the tie pool, represented by a counter at the bottom middle of the screen. This will be explained in the "Tie Events" section.

Rules and Basic Play

As there are many variations of the Game of War that have different rules (i.e., Aces being the lowest or highest value, the inclusion of the joker card, etc.), it would be best to lay out how this variation works:

1. Each player starts with 26 cards in their deck, with empty spoils decks and no active cards.
2. Pressing "Draw" will take a card from both your player deck and the computer's deck. The cards chosen will become the active cards.
3. The game will compare the values between the two active cards, and the highest value wins (aces are the lowest values, then 2-10 in that order, then jack, then queen, then kind).
4. The deciding text will let you know who won the match, and how much the winning player's deck is after the victory. Both cards will be added to the winning player's spoils deck.
5. When either player deck runs out, all of the cards in the spoils deck will be transferred to the deck.

6. If either you or the computer player run out of cards (nothing in your player deck or spoils deck), the game will end and the one that has all of the cards will be the winner.

Player 1 Wins! Game Over!

CPU Wins! Game Over!

Tie Events

1. If the two active cards are of the same value, the two cards are added to the tie pool, displayed at the very bottom of the screen.
2. If there are a number of successive ties, the tie pool will become bigger and bigger, as all of the cards from the ties pile up.
3. The next time a player wins a card, they also win all of the cards held in the tie pool. This will also set the tie pool down to zero.

Tie has occurred. Tied card + 1 more card placed into the tie pool. Draw again!