

# Split Uno

This document outlines the complete rules, logic, and algorithms for the **Split Uno** variant, designed for two players. The game is managed by an Arbiter (or software) to handle the complex card interactions and penalties.

## I. Game Setup and Goal

The game starts with the following conditions:

- **Players:** Player A and Player B.
- **Goal:** The primary objective is to be the first player to successfully reduce their total **Number Cards to 0** and fend off any final challenge from the opponent.
- **Starting Hands:** Each player starts with **20 Number Cards** and **0 Action Cards**. Action Cards must be acquired during gameplay.
- **Deck Totals:** The Arbiter tracks a total pool of **68 Number Cards** and **32 Action Cards**.
- **Win Streak:** Starting at 0 for each player, this tracks consecutive round wins for a potential bonus.
- **Blocked State:** Starting as False for both players, this flag indicates if a player is temporarily prevented from playing a Number Card in the next round.

## II. Number Card Round Logic (The Bid)

A standard round occurs when neither player is blocked. Both players simultaneously choose and reveal one **Number Card (0-9)**.

### Special Card Effects

These effects are resolved **before** determining the winner of the bid:

- **0 (Draw):** The player who played the **0** forces the opponent to shed **1 Number Card** and draws that card into their own hand.
- **7 (Penalty Draw):** The player who played the **7** forces the opponent to draw **2 Number Cards** and **1 Action Card**.

### Round Resolution Algorithm

1. **Resolve Special Effects:** Apply any effects from the **0** or **7** cards played by either player.

## 2. Compare Cards:

- **Winner (Higher Card):** The player with the **higher** Number Card wins the bid.
  - *Winner Action:* Sheds **1 Number Card** (their hand size decreases by 1).
  - *Loser Action:* Draws **1 Number Card** (their hand size increases by 1).
  - *Win Streak:* The winner's streak is incremented, and the loser's streak is reset to 0.
- **Tie (Same Card):** Both players play the same number.
  - *Both Actions:* Both players **shed 1 Number Card** and **draw 1 Number Card**.
  - *Win Streak:* Both players' streaks are reset to 0.

## Blocked Round Logic

If one player is **Blocked** (due to a previous BLOCK card) for the round:

- **Unblocked Player:** Sheds **1 Number Card**.
- **Blocked Player:** Draws **1 Number Card** as a penalty.
- **Status Update:** The **Blocked** status for the penalized player is immediately removed. The unblocked player receives a win streak increment.

## III. Action Card Logic

Action Cards are played in separate rounds and deducted from the player's Action Card hand count.

### Action Card Effects

- **BLOCK**
  - *Effect & Resolution:* Blocks the opponent for the next Number Card round.
  - *Counter-Play:* The opponent may play a **BLOCK** in response. If countered, both players shed **1 Number Card**, and the original Block effect is cancelled.
- **REVERSE**
  - *Effect & Resolution:* **Hand Swap**. Both players immediately swap their **entire hands** (all Number Cards and all Action Cards).
  - *Counter-Play:* None.
- **COLOR CHANGE**
  - *Effect & Resolution:* Both players **shed 1 Number Card**. The playing player then announces a temporary rule (e.g., "Must play an even number") that is enforced in the next Number Card round.
  - *Counter-Play:* None.
- **DRAW TWO (+2)**
  - *Effect & Resolution:* The opponent must draw **2 Number Cards**.
  - *Counter-Play:* The opponent can counter with a **+2** or **+4** (See Draw Counter-Play section below).
- **DRAW FOUR (+4)**
  - *Effect & Resolution:* The opponent must draw **4 Number Cards**.

- *Counter-Play*: The opponent can counter with a **+2** or **+4** (See Draw Counter-Play section below).
- **TRUTH**
  - *Effect & Resolution*: Both players **shed 1 Number Card**. If the opponent **refuses to answer** the question, the playing player chooses a penalty.
  - *Counter-Play*: None (Refusal triggers the penalty selection).
- **DARE**
  - *Effect & Resolution*: Both players **shed 1 Number Card**. If the opponent **refuses to complete** the dare, the player who played the **DARE** wins the entire game **instantly**.
  - *Counter-Play*: None (Refusal results in instant game loss).

## Draw Counter-Play and Penalty Algorithm

When a **+2** or **+4** is played, the opponent can counter with their own **+2** or **+4**. The final penalty is based on the card difference plus one base penalty card.

- **+2 vs. +2 or +4 vs. +4 (Tie)**: Both players shed their Action Cards and draw **1 Number Card** each.
- **+2 (Initial) vs. +4 (Counter)**:
  - The Initial Player (+2 holder) loses the counter-battle.
  - *Penalty*: The Initial Player draws **3 Number Cards** ( $\mathbf{1} + (4 - 2)$ ).
- **+4 (Initial) vs. +2 (Counter)**:
  - The Counter Player (+2 holder) loses the counter-battle.
  - *Penalty*: The Counter Player draws **3 Number Cards** ( $\mathbf{1} + (4 - 2)$ ).

## Truth Refusal Penalty

If the opponent refuses to answer the **TRUTH** question, the playing player chooses one of the following two penalties for the opponent:

1. The playing player draws **2 Action Cards**, AND the opponent draws **2 Number Cards**.
2. The opponent draws **5 Number Cards**.

# IV. Win Condition and Challenge Logic

## Consecutive Win Bonus

If a player wins **two or more** Number Card rounds in a row, they earn a bonus. The streak is reset after the bonus is claimed.

The player with the streak chooses one of two bonuses:

1. The player draws **1 Action Card**.
2. The opponent is forced to draw **2 Number Cards**.

## Game Win and Challenge

When a player (the **Potential Winner**) reaches **0 Number Cards**:

1. **No Challenge:** If the opponent (the **Challenger**) does not challenge, the **Potential Winner wins the game instantly.**
2. **Challenge:** The Challenger may challenge by playing a **+2** or **+4** Action Card.
  - **Insufficient Cards:** If the Challenger has only **1 Action Card**, they cannot legally challenge. They draw **1 Number Card** as a penalty, and the Potential Winner wins instantly.
  - **Successful Challenge:**
    - The Challenger's Action Card is **deducted**.
    - The **Potential Winner** must draw the corresponding penalty amount (**2 or 4 Number Cards**).
    - The Potential Winner's card count is now  $>0$ , and the **game continues**.