**This document will serve as a written instruction guide for the gaming platforms (QuentinC's Playroom) that the Florida Association of Blind Students will be using for their game night on April 19th.**

**QuentinC's Playroom:**

QuentinC's playroom is a donation-funded, client-based service designed around the idea that people should be able to play a number of games at once with other people by connecting to a server and choosing games from a versatile list. The roster of traditional favorites has seen random and rapid growth and currently contains 33 titles that are likely to produce endless hours of entertainment for anyone who wishes to be involved. Additionally, one can spend much of their time simply looking for friends to talk to using the free table option and other social features that have been integrated into the client for the social bird's convenience. The amount of flexible customization available to the user also allows for a more comfortable playing experience, with settings ranging from messages and alerts, automatic history saving, audio and vocal synthesis, security and privacy, and if nothing suits you anymore and you wish to start over from scratch, the ability to restore to the default configuration.

The client connects to a server which has both the ability to create game tables to play with other players, join existing ones, or add fairly intelligent bots to games, should no one be connected to play with when you are. It is possible to communicate with other players to provide a more interactive experience when in a game, making play more exciting. Additionally, one can choose to watch a game if he or she does not feel like participating in the game directly by playing but does wish to be part of the action.

Are you ready to play? Here’s the **getting Started guide:**

* Download the client from [[https://www.qcsalon.net/]](https://www.qcsalon.net/), available for Windows, Mac, Linux, and iOS.
* Alternatively, play directly from your web browser [at the same link].
* To do this, once you open the link, you can virtual find quick links and there will be the links to download the client or access the web version.
* Once done, create an account from the main menu of the client. Please don’t forget to save or remember your login info so that you don’t have to keep logging in when you leave the client.
* Log in to access the games and features.

**2. Connecting and Playing:**

When you log on to the server, you’ll have an option to either create a new table, join a table, or resume a table.

You will click on join a table. Since QC has the option to either have the game be private or public, you may or may not see your already created table appear within the lists of games available. It’ll say the game in the lists along with who’s in the game**. It’ll be up to the facilitator on whether it’ll be public or private but most likely it will be private to avoid unwanted guess or bots.**

**In the event that it is private, you should indicate on the sign up sheet what your username (AKA Gamer name) will be so that the facilitator could find you in the list of people online and invite you to the table.**

**The Next page will include the two games that we’ll be playing and their rules (UNO and Farkle) within QC. Please note, that both UNO and Farkle are played differently on QC then RS Games.**

**UNO Game rules**

The objective of the game is to get rid of all your cards as quickly as possible. The player who is the first to get rid of all his cards is the winner of the round.

At the beginning of the game, the dealer deals 7 cards to each player, places the remaining pile of cards in the center of the table and turns the first card face up. This card will serve as the starting point.

In turn, each player, starting with the player to the right of the dealer, must place a card on the table that is either the same color, number or symbol as the card currently on top of the pile of cards already placed. Some cards have the privilege of being played at any time, and some cards have special effects, see below.

A player that can't play any of their cards must draw one from the deck (by pressing space). If the drawn card is playable, they can put it down immediately, otherwise their turn is over and it's the next player's turn.

A player who has only one card left in their deck must announce "uno!" to alert the other players (by pressing U). If that player forgot to do this and someone points it out to them (also by pressing U), they must draw 4 penalty cards.

**Special cards**

As said above, some cards have a special meaning. Some of them can be played at any time, while others trigger a specific action when played:

**Skip**

When a player puts down this card, the next player skips their turn and the player next to them plays. When only two players are playing, the one who played the card can immediately play again.

**Reverse**

When a player puts down this card, the direction of play is reversed. If the game was previously played clockwise, it will now be played counter-clockwise until another reverse card is played. When only two players are playing, the one who played the card can immediately play again.

**draw two**

When a draw two card is played, the next player must draw two cards from the deck before playing.

**Wild**

This card can be put down at any time and allows the player who plays it to choose which color the next player should play.

**Wild draw four**

This card can be played at any time and requires the next player to draw 4 cards before being able to play. The player who placed it can also choose the next color.
Depending on the variant, the player who has to draw 4 cards may be skipped.

**Scoring**

When a player has successfully got rid of all their cards, each player who still has cards in their hand gets points.
Therefore, the winner is the player who has the fewest points after a certain number of rounds or after a certain limit is reached by the loser (often 500, 1000 or 1500 points).
Here is the value of each card in points :

* Ordinary numbered cards are worth the corresponding number from 0 to 9 points.
* The special cards skip, reverse and draw two are worth 20 points
* The special cards wild and wild draw four are worth 50 points

**Game variations**

**Responses**

In this variant, the player who has to draw cards after a draw two or wild draw four can, instead of drawing, play another draw two or wild draw four card. The next player must then draw the sum of all the draw cards played, unless that player also has another +2 or +4 card. A draw two can't be placed on top of a wild draw four and vice versa.
If a player puts down a draw two card after drawing their cards, the next player only has to draw 2 cards.

**Straights**

In this variant, whoever has several cards of the same color with consecutive numbers, e.g. yellow 2, 3 and 4, has the right to put them down in the same turn, in ascending or descending order. However, you have to be quick enough, because you lose this right as soon as the next player has played, and the next player has the right to do so as soon as the first card in the sequence has been played.

**Interceptions**

In this variant, if a player has exactly the same card as the one currently on top of the pile, that player can play it immediately even if it isn't their turn. The player who made the interception can play again, and then play continues to the next player. A number of players may therefore have missed their turn.
IF you aren't fast enough or if you make a mistake, you get 3 penality points... So be careful!

All cards can be intercepted, except wild and draw four cards.

**Super interceptions**

In this variant, all cards can be intercepted as long as they have the same number or symbol, regardless of the color, according to the interception rule above.

**Bluff**

In this variant, it is suggested that a wild draw four can only be played if there is no other choice. Putting down a wild draw four when you had the option of playing something else is still allowed, but is considered *bluffing* (bluffing in the sense of making it look like you had nothing else to play when in fact this is not the case).

The player who has to draw cards following a wild draw four can, instead of drawing, declare that the player who played this card is *bluffing*. If this is the case, i.e. if the player could have played something else than wild draw four, then the bluffer gets the 4 cards plus two more penalty cards. If, on the other hand, the player suspected of bluffing had no other choice, then the wrongly accusing player must draw two more cards.

This rule is not at all incompatible with the responses rule. In this case, it may be strategically better to wisely draw cards rather than retaliate and risk being caught for bluffing and thus having to draw even more cards in the end.

**Skipping turn after drawing cards**

This variant proposes the obligation to pass your turn after drawing cards (after a draw two or a wild draw four).

**0/7 rule**

IN this variant, 0 and 7 cards are given special effects:

* When a 0 is played, each player passes their hand to the next player in the current direction of play
* The player who plays a 7 has the possibility, but not the obligation, to exchange their deck with another player of their choice. The player designated for the exchange cannot refuse.

**Buzzer**

In this variation, we introduce 8 more cards in the deck, the *buzzer cards*. They can be played at any time and anything can be played on top of them.
When a player plays a buzzer card, all players must press B as quickly as possible, including the one who just played the card. The slowest player will have to draw two penalty cards.

**Summary of keyboard shortcuts**

* Arrow keys: navigate through your cards
* Enter: play a card or start the game

Spacebar: draw one or more cards

* C: announce the card currently on the top
* S: announce scores
* T: announce whose turn it is
* U: say ? uno ! ? or denounce a player who forgot to to so
* F: declare a bluff (if this rule is activated only).
* B: press the buzzer (if this rule is activated only)
* Shift+C: sort your cards by color
* Shift+H: sort your cards by number
* Shift+D: disable card sorting

## Farkle Game rules

Farkle is an Anglo-Saxon dice game played with 6 dice. The objective of the game is to roll the dice, make combinations with obtained rolls, and collect points up to the victory.

When comes your turn, you keep rolling the dice until you decide to stop or are forced to.

After each roll, you must choose at least one winning combination. Dice that are part of the chosen winning combinations are set apart and you keep going with remaining dice.

If you decide to stop rolling the dice, points collected thank to all combinations formed so far during your turn become permanent, and the next player in turn starts to play. If you can't make any winning combination with the obtained roll, you are said to have farkled and all points collected since the beginning of your turn are lost, then the turn of the next player begins.

You can keep rolling as long as you wish provided that you don't become farkled. IF you manage to use all dice in your combinations, you can continue playing by rolling all six. This situation is commonly called hot dice.

In principle, a minimum score is fixed under which you aren't allowed to stop, or not allowed to make the points of your turn permanently banked. Similarely, the first banking, i.e. when you first save points in order to get above 0, must reach a minimum slightly above average. These limits are by default proposed to be respectively 30 and 50 points. A complete game is usually played in 1000, 1500 or 2000 points.

### Combinations

The following combinations are recognized:

* A 5 alone: 5 points
* A 1 alone: 10 points
* Three 2 to three 6: 20 to 60 points
* Three 1: 75 points
* Four of a kind: 110 to 160 points
* Five of a kind: 320 to 420 points
* Six of a kind: 625 to 750 points
* Small straight (5 consecutive dice): 100 points
* Large straight: 200 points
* Three pairs: 150 points
* Full house (four of a kind and another pair): 250 points
* Two three of a kind: 250 points

All combinations have to be made in a single roll. For example if you roll 1, 2, 2, 4, 4, 6, that you are using the 1 to mark 10 points, and then that you roll 1, 1, 3, 3, 4 afterwards, you aren't allowed to use the 1 of the first roll to make three 1.

## Keyboard shortcut summary

* Enter: roll the dice
* C: say number of points collected in the turn
* D: repeat the last roll obtained
* S: say scores
* T: say whose turn it is