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

**RS Games:**

The RS games client is a great way to play a hole bunch of board, Dice or card games against other people across the internet, or against bots if everybody else is busy.

Expanding on the initial release of Rs Monopoly, the client allows users to play 24 different games, with possibly more coming in the future, and since it can be run on Windows, Mac, Linux, or even on iOS thanks to Marty Schultz of Blindfold games (Just search the ap store for Blindfold Rs GAMES), is compatible with Jaws, Window eyes, Dolphin Supernova, Ms Sapi, ns speech on the mac and Voiceover on iOS, it is accessible to a wide range of people allowing for a massive multiplayer experience.

There is even a totally browser based version as well available directly on the Rs games website, which, (though it lacks the interesting sounds and convenience of the main client), makes it extra easy to play plus of course it is playable on anything which can display web pages. The games are a selection of traditional (and in some cases none too traditional), card, board and dice type games requiring both skill and luck.

Are you ready to play?

To play, simply create an account from the first rs games client menu, (if using the official client sounds and such will automatically download along with bug fixes), log in and get started with your game of choice, and choice is what the client has a lot of. There are the games of Monopoly, Yahtzee, PIG, Blackjack, Shut the Box, Farkle, One Thousand Miles, Go Fish, Cards Against Humanities, WAR, Scrabble, Apples to Apples just to name a few. In our case, we will be playing UNO and Cards Against Humanities.

All of these games are quite playable with any version of the client (including the brouser version), and best of all, all are totally free on your computer however, on mobile devices they do cost money after a 7 day trial.

**Connecting and Playing:**

Once you create your account and your user name, please don’t forget to save or remember your login so you won’t have to keep putting in your password each time you leave the app.

Once you enter the client, you will have the list of games that you can play. Click on the game that you would like (in this case uno or cards against humanities)

Once you do this, you will see the option to either join a game, or new game.

You will click on join a game. Since RS has the option to either have the game be private or public, you may or may not see your already created room appear after you click in among the available games. 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 know that it is you entering the room with the given password on the day of the game night.**

Here is the link to get the RS Games downloaded to your preferred device. Once you click on the link, you could virtual find Getting started and scroll down from there. You can’t miss it!:

<https://rsgames.org/>

Uno Gaming Rules:

The object of Uno is to get rid of all the cards in your hand. The deck consists of 108 cards, each colored either red, green, blue, or yellow. There are ranked cards from 0 to 9, as well as special cards. When the game starts, the deck is shuffled, each player is dealt 7 cards, and a card is turned over to start the discard pile.

When it is your turn, you must match the top card of the discard pile, either by word or by color. You are presented with a menu of your cards, an option to draw a card, and a leave game option. For example, if the top card is a red 2, you could play any 2, or any red card. You can also match with a wild or a wild draw four (see below). If you do not have a card to match, you must draw a card from the draw pile. If after this you still do not have any playable cards, play automatically moves to the next player.

**Special Cards**

There are several special cards in the game.

* Skip: This card, if played, causes the next player's turn to be skipped.
* Reverse: This card causes the order of play to be reversed.
* Draw Two: This causes the next player to draw two cards and be skipped.
* Wild: This card allows the player to choose a color. It can be played regardless of the color of the top card on the discard pile. You will be presented with a menu, from which you must choose a color, and the next player must match to that color.
* Wild Draw Four: This card, like the wild, can be played under any circumstance, and allows you to choose a color. Additionally, the next player must draw four cards and is skipped. *(See Wild Draw 4 Challenge)*

**Getting Uno**

If you have one card left in your hand, you have Uno and must press the U key to indicate so after playing your card. If you do not do this within three seconds, the other players have until the end of the next player's turn to catch you. To catch someone for failing to say uno, press U. If you are caught, you will have to draw three cards. If you do not say uno, and you are not caught, you will get away with it and thus do not draw any cards.

**Wild Draw 4 Challenge**

According to official Uno rules, a Wild Draw 4 card may only be played if the player does not have a card that matches the top of the discard pile, by color. *(You are allowed to use the card if you have a matching number)*. If the person who the card is played on (referred to as a "victim") thinks that this is not the case, (*you actually DO have a color that matches the top of the discard pile*), they can challenge it. The victim of a Wild Draw 4 card is prompted after the card is play (with a Yes/No) if they would like to challenge the play. If they won the challenge, the player that played the card will draw 4 cards, instead of the Victim. If the Victim looses the challenge, he/she will draw six cards rather than four. A typical scenario might be as follows:

1. Player plays a Wild Draw four. The Wild Draw four sound is played.

2. Player immediately chooses the color he or she wants the Wild to represent.

3. Victim is asked if he or she wishes to challenge, and is given a Yes/No menu. If victim declines to challenge, he/she will draw 4 cards, and the game will continue.

4. If victim decides to challenge, everyone is told, and a challenge sound is played.

5. The game privately tells victim the contents of player's hand.

6. The game determines whether player has any cards matching the color of the top card before the Wild Draw four was played.

7. If player has at least one card matching the color as in step 6 above, victim has won the challenge. Player must draw four cards, and Victim gets to take his or her turn. In other words, Victim is not skipped.

8. If Player does not have any cards matching the color as in step 6 above, Victim has lost the challenge. A sound is played, possibly a buzzer. Victim must draw six cards instead of four, and Victim is skipped.

**Winning The Game**

The player who has no cards left is the winner of the game. They receive points based on the number of cards left in the other players' hands. The more cards they have left, the higher the winner scores. After 30 seconds, a new round will start. The game ends when a player scores 500 points or more, and that player wins the game.

**Postponing the Next Round**

Sometimes, players will want to open up the game for others to join between rounds. The game master can do this by pressing P at the end of a round. This postpones the start of the round until the game master presses Enter to start it, and adds the game to the list of available games so that others may join it.

**In Game Keyboard Commands**

There are several keyboard commands that can be used to get information about your current game:

* T: Find out who's turn it is.
* C: Says the top card of the discard pile.
* H: Says the number of cards in your hand, and lists them.
* S: Says the scores of the players in the game.
* Q: Leave the game.
* F1: To get help from admins (works similar to chat.)
* F2: Send a chat message to players in the game. If you are in the main menu, this will send a chat message to all players waiting for a game.
* F3: Lower the volume of the background music.
* F4: Raise the volume of the background music.
* F5: Lower the volume of all sounds.
* F6: Raise the volume of all sounds.
* W: Who's online.
* TAB: Get game information such as who's in the current game, who is the game master, and who is the bot.
* P: Postpone the start of the next round and allow players to join the game.

**Chatting**

You can chat with other players at any point during game play by pressing the F2 key, typing your message into the input box and pressing enter. You can also chat at the main menu to other players who are not currently in a game, also by pressing F2.

**Background music**

To change the volume of the background music during the game, use F3 to lower the volume and F4 to raise the volume. You can also adjust the volume of the sound effects with F5 and F6 to lower or raise the volume, respectively.

**Transcripts**

You can opt to receive a transcript of your game, that is, an email containing the entire text of your game. When you leave a game, you will be asked if you would like to receive a transcript. If you would, choose Yes, and the transcript will be sent to the email address you used when creating your RS Games account. You can also press F11 during the game, rather than wait until you leave the game to decide.

Cards Against Humanities Gaming Rules:

# Warning and Disclaimer

Warning! Cards Against Humanity contains content that may be considered highly offensive. Cards Against Humanity is an adult game and is therefore not suitable for minors. By playing Cards Against Humanity, you certify that you are over the age of 18, and that you understand that the content of the game may be considered extremely offensive to you. When you log in, you will hear the above disclaimer and be asked to certify that you agree to it and understand it. If you have questions, please contact RS Games. By playing, you are indicating you understand and agree to the disclaimer.

Cards Against Humanity is an easy game to learn. Everyone in the table is first dealt seven *answer cards*. These *answer cards* are answer cards. One player in the table is designated a "judge" for the round. The judge flips over a different kind of card, called a *question card*. The *question cards* are sentences containing one or more blanks that you fill in by choosing the best answer cards from your hand.

It is the job of all players who aren't a judge to pick one or more of their *answer cards* to go along the *question card*. Once all players have submitted their answer cards to the judge, the judge picks the best answer card that matches the question card. The judge may pick whatever card they wish, however, the official rules encourage the judge to pick the answer card that is the "most creative, humorous or interesting". The judge switches every round, every person will get the opportunity to be a judge. (*Note that judges do not submit their own card*). The winner of the round gets to keep the question card, they serve as score.

For example, lets say the judge flips over "Scenic". All the non-judges in the game are now presented with a menu, where they will choose the card they think is most appropriate. Once all the players have finished submitting their cards, the judge is now presented with a menu where he/she will choose their favorite match. The judge does not know who submitted what card, and whoever the judge picks wins the round. The winner keeps the question card, this is how the score is kept.

**Winning The Game**

The first person to accumulate 12 question cards wins the game. It is under consideration to adjust this number depending on how many players are in the game.

**In Game Keyboard Commands**

There are several keyboard commands that can be used to get information about your current game: (*In Mac, please use the Option key where Alt is used*)

* Alt+C: The current question card flipped over.
* Alt+H: The question cards you have won.
* Alt+O: The question cards your opponents have won.
* Alt+U: Who hasn't yet submitted a card for judging.
* Alt+J: Who is the judge.
* Q: Leave the game.
* F1: To get help from admins (works similar to chat.)
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