

# The Card Game Pharaoh

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## Introduction.

We played in the long winter evenings in campus of physical faculty of the Leningrad State University this game. My classmate has brought this game. He is from Sverdlovsk (nowadays Yekaterinburg). Rules of the game were simple therefore all very quickly have mastered them.

Before I played a kind of this game which in our area went under the name "Czech Fool", but "Pharaoh" there was more dynamic.

The current application version allows to play from two to four people, both real, and computer characters. It is possible to play as locally, and on network.

In the game mode on network it is possible to communicate with players by means of a game chat.



## Rules of the game.

Players play a deck **36** sheets. Cards deliver on one for time on only **5** on hands. The remained card pack is put on the center of a desktop.

The player sitting to the left of the deliverer call the first from any card convenient to him. The following player puts on top the card or equal suit or equal rank. If he has no suitable card or he doesn't want to call, then the player has to take one card from a pack. If and now he has no suitable card or he doesn't want to call, then the current player has to give the course to the following player.

When the pack is exhausted, from a pile of open cards top is removed. This card is left open on a desktop. Other cards need to be turned, reshuffled and again to use in a pack.

When at one of players cards come to an end, counting of points on the cards which have remained with players is made. This quantity adds with already gathered scores. If at any of players the quantity of scores has exceeded **120**, then the game is finished, and this player is considered a loser.

Delivery of cards is made in turn. The player calling the first is obliged to call. Queen can give all the best on any suit, at the same time the player who has laid out the queen, has to order suit with which the following player will go. Suit it is possible to order even that which was before.

If the player called the six, then the following player has to take one card from a pack and pass the course.

If the player called the seven, then the following player has to take two cards from a pack and pass the course.

If the player called the king of spades (the "Pharaoh"), then the following player has to take five cards from a pack and pass the course.

If the player called the eight, then he repeats the course. If the player called the ace, then the following player passes the course.

## Rules of counting of scores.

If the player has finished a game round on the queen (except the queen of hearts), to him **20** scores are subtracted.

If the player has finished a game round on the queen of hearts, then to him **40** scores are subtracted.

However, if the player upon termination of a game round remained with one queen (except the queen of hearts), then to him **20** points increase.

If the player remained with the queen of hearts, then to him **40** scores increase.

If the player had cards, then to him the sum of cost of these playing cards increases.

## Cost of cards.

Six, seven, eight and nine have no cost. In other words they cost **0** scores.

Ten costs **10** scores.

Jack costs **2** scores.

Queen costs **3** scores.

King costs **4** scores.

Ace costs **11** scores.

If a queen one on hands at the player, it costs **20** scores. At the same time a queen of hearts costs **40** scores.

## Strategy of a game.

The strategy of a game is in "filling up" opponents with cards and "to throw off" all the cards. At the same time it is desirable to finish a game round by a queen, and it is the best of all by a queen of hearts.

"To fill up" opponents, it is necessary to select combinations of the cards from a sixes, a sevens, the eights, aces and a king of spades.

It is desirable to get rid of tens and aces as they have big cost and in case of the termination of a game round all of them will go to you to offset.

The player calling under you also "fills up" you therefore it is necessary to try not to allow him to call.

It is also necessary to watch that at opponents cards didn't come to an end and at an opportunity to allow them to take cards from a pack, for example, having made calling the six, the seven or the king of spades.

## Interface.

After application launch you get on the main screen.



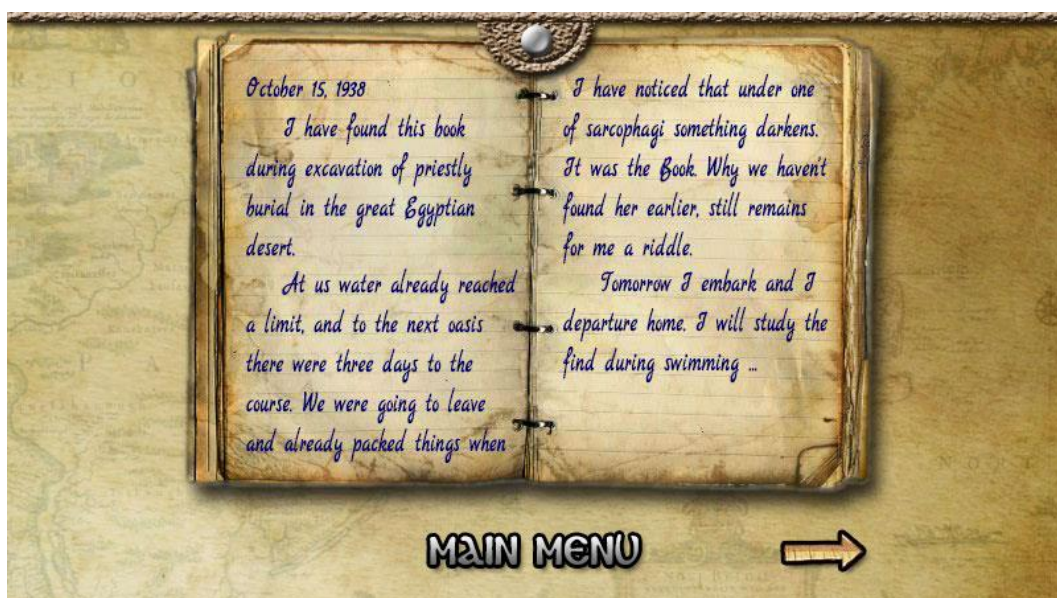


Pictures 1-2. Main screen of the application.

You can always pass to the main screen of the application from any place of the program, having selected the following item in the top menu:



To enter into the game club and to begin a game, press the **Enter** button. After that you get on the screen on which the prehistory of a game is told.



Picture 3. Prehistory of the game.



If you already read prehistory of a game, you can pass into the main menu at once, having pressed the **Main Menu** button.

At the same time, if you didn't come into a game long ago, the screen of an entrance to game club will appear.



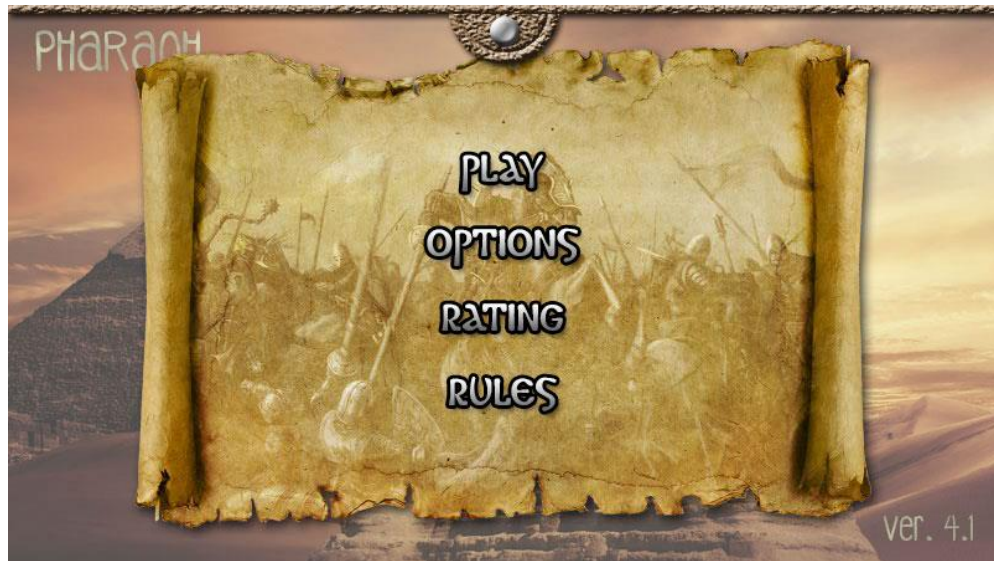
Picture 4. Window of an entrance to game club.

If you the first time have started a game, then you aren't a member of game club yet and you need to be registered. For this purpose press the **Registration** button on the screen of an entrance to game club.



Picture 5. Window of registration of the new member of game club.

After successful authorization or registration you get on the screen of the main menu.



Picture 6. Main menu.

Having selected a menu item "**Play**" you are included in the following menu where it is possible to choose your further action.



Picture 7. Menu of selection of a game.



## Creation of a game.

If you have selected a menu item "**Create game**" in the menu of the choice of a game, you get on the screen of set of players of the team.



*Pictures 8-9. Recruit of players in team.*

After you decide that the team of players is completed, press the **Play** button to start game process.



## Join in a game.

If you have selected the **Join Game** item in the menu of the choice of a game, then you will get on the screen of the choice of the games which are already created by someone to ask to take part in them at creators of these games.

If the games taking participants no, you see the following picture:



Picture 10. There are no games taking participants.

else:







Pictures 11-13. Joining in a game.

Game will begin after the creator of a game decides that the team of players is fully completed and will start game process.



## Loading of a game.

If you played a local (not network) game and haven't finished, it automatically remains and, further, it can be loaded and finished.

For this purpose in the menu of the choice of a game select the **Load Game** item.



Picture 14. The choice of earlier saved game.

If there are no saved games, you will see the following picture:



Picture 15. There are no saved games.



## Game interface.

For a game mouse is used.

To make the call, the card needs to be dragged on a game desktop.



Picture 16. Make the call.

To take the card from a pack it is necessary to drag the card from a pack to the cards, or to press the **Card** button.



Picture 17. Take the card from a pack.

To pass the call, it is necessary to click in the center of a game desktop or to press the **Pass** button.

If you have called the queen, then on the screen there will be a dialogue of the choice of card's suit on which you have to click on any of images of suits (it is desirable on that card's suit with which your opponent has to call at the left).

Near a name of each player the current quantity of the scores gathered by him during game party is displayed.

Under a card pack the image of the current suit is displayed.



## Toolbar.

In the top part of the game screen the toolbar is located. Click on the button of "uvula" of a toolbar to open or close it.



Picture 18. Toolbar.

Some buttons at a toolbar are painted in gray color. It means that they aren't active on the current game screen.

### Main Screen.

By pressing carries out transition to the main screen. It is active on any game screen.



### Network options.

Displays the screen of network application controls. It is active only on the main screen.



### Options.

Displays the screen of application controls. On the screen of application controls it is possible to select the image backside of playing cards, to operate the mute on or the mute off of sound effects and background music. It is active on any game screen.



### *User profile.*

Displays the screen of editing a profile of the player. On the screen of editing a profile of the player the player can change a name and the photo. It is active only on the screen of the main menu.



### *Game chat.*

Displays or hides a game chat. It is active after authorization of the player.



### *Fullscreen mode.*

Transfers the application from window to the fullscreen mode and back. It is active on any screen.



### *Rules of the game.*

Displays the screen with rules of the game. It is active after an entrance to game club.



### *Help.*

Displays the screen of the help of the application. It is active on any screen.



### *Credits.*

Displays information on the name of the application, the current version, authors and contact information. It is active on all game screens.



### *Exit.*

Allows to carry out an exit from the application or from game club. In the latter case an exit is carried out on the main screen. It is active on all game screens.





## Network options.

On the screen of network settings you can choose one of three options of behavior of the application as network component.

### *Server option.*

The application acts as the game server.



*Picture 19. Network options. Server option.*

In this case you are the owner of game club and you allow applications clients to be members of your game club and to hold in its games.

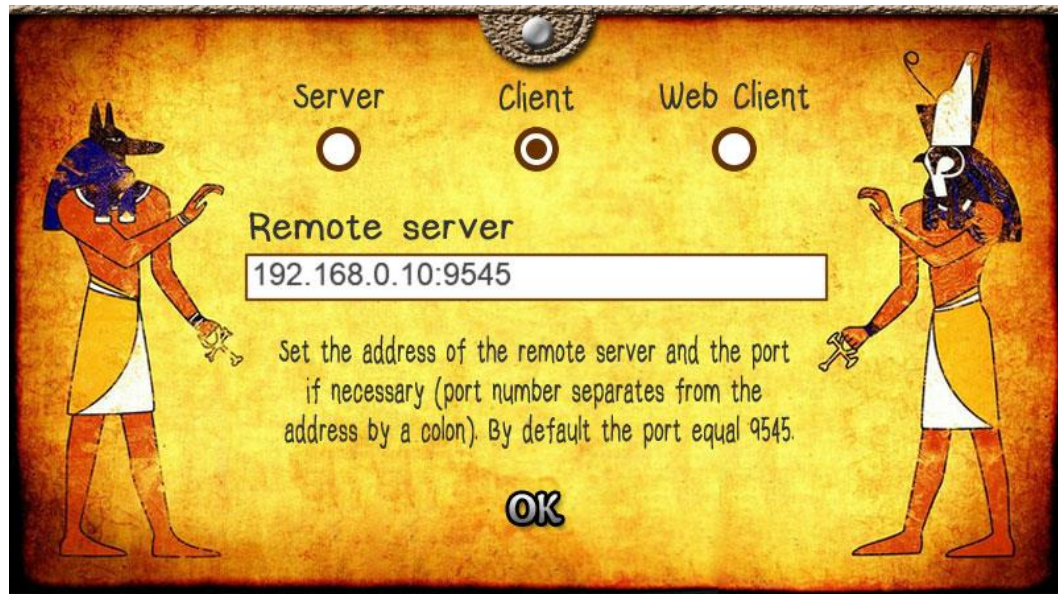
To start the application as the game server, choose the address and port to which removed clients will be connected.

Perhaps in order that removed clients could be connected to your game server, you will need to allow connections to this address and port in the firewall.

Then press **Ok** and enjoy.

*Client option.*

The application acts as the client and is connected to the remote server.



*Picture 20. Network options. Client option.*

To force to work your application as the client, you need to know the address and port of the remote game server. They need to be entered into the respective field, having separated port from the address a colon.

Then to press **Ok** and to enjoy.



### *Web client option.*

The application acts as the client and is connected to remote Web to the server. It allows you to play with removed players on the Internet.



*Picture 21. Network options. Web client option.*

You need to know the link to API of remote of the Web game server which will operate all game process and to be the owner of game club. The link needs to be entered into the respective field.

Press **Ok** and enjoy.

Software developers can create the Web game server on the basis of the open API specification. At the moment working the Web game server is located at the address <http://wisepoint.ru/pharaoh/>.

If in the process of editing of network settings you have changed the mind or were mistaken, then not to apply change in settings, open a toolbar and press the **Main Screen** button to pass to the main screen of the application.

## Options.

On the screen of application controls you can select the image backside of playing cards, mute on or mute off sound effects and background music.



Picture 22. Options.

Changes in settings will come into force after pressing the **Ok** button. If you have changed the mind, open a toolbar and select the **Main Screen** item.

You can also play back the background music during the game. For this purpose place your favourite musical files of a format **.mp3** in the **data\music** catalog.



## User profile.

On the screen of editing a profile of the player you can change the name and the photo.



Pictures 23-24. User profile. Loading and deleting a photo.

The carried-out changes need to be saved.



Picture 25. User profile. Saving of the user profile.

It is possible to see your game statistics.



Picture 26. User profile. Viewing of game statistics.





Picture 27. Game statistics.

It is also possible to remove the game profile and to leave game club forever. If further you decide to return, then you will need to be registered anew, and your game statistics will be cleaned.



Picture 28. User profile. Deleting the user profile.

## The game chat.

In the application the mechanism of a game chat which serves for exchange of messages between members of game club is built-in.



Picture 29. The game chat.

For display and hiding of a game chat the corresponding item serves in a toolbar.



## Rating.

On the screen with the table of records it is possible to look at the rating of players of club. The list of the first four players with the maximum quantity of scores will be output.



Picture 30. Rating.

## License agreement.

The author of the program The Card Game Pharaoh is Vadim Churkin.

The program extends according to the license MIT.

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On all questions connected with distribution and the publication of this program it is necessary to contact the author in any available way.

If you have found any mistakes in work of the program or you have offers on her development, write to the author by e-mail.

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