



GUI Player Manual

A polished guide for starting, joining, and playing Frantic^1 through the graphical client.

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Frantic⁻¹ is a chaotic multiplayer card game. Players try to get rid of all cards in their hand while using special cards, black-card events and player effects to disrupt each other.

This manual explains the most important things needed to play the game through the **GUI**.

1. Starting the Game

Frantic⁻¹ uses a server-client system.

One person starts the server.

Every player starts a GUI client and connects to that server.

Start the Server

```
java -jar not-frantic.jar server
```

This starts the server on the default port 5555 .

To use a specific port:

```
java -jar not-frantic.jar server 5555
```

Keep the server running while playing.

Start the GUI Client

Each player starts the graphical client with:

```
java -jar not-frantic.jar client
```

You can also prefill host, port and username:

```
java -jar not-frantic.jar client localhost:5555 Alice
```

2. Connecting

In the connect screen, enter:

- **Host**
- **Port**
- **Username**

For a local game on the same computer:

```
Host: localhost
Port: 5555
```

Then click **Connect**.

3. Starting a Match

After connecting, you enter the lobby screen.

To start a match:

1. One player clicks **Create New Lobby**.
2. The other players select that lobby and click **Join Selected Lobby**.
3. When everyone is in the lobby, click **Start Game**.

You can leave a lobby with **Leave Lobby**.

4. Game Screen

The game screen shows:

- the draw pile
- the discard pile
- the current player
- the current phase
- your hand
- other players and their card counts
- the Game / Info log
- chat

Your cards are shown at the bottom.

Click a card to play it. Click the draw pile to draw. Click **End Turn** to end your turn when allowed.

5. Goal of the Game

The goal is to get rid of all cards in your hand.

A round ends when one player has no cards left.

At the end of a round, players receive penalty points for cards still in their hand.

The full match ends when the score limit is reached.

The player with the **lowest total score** wins.

6. How a Turn Works

On your turn, you normally do one of these:

1. Play a legal card.
2. Draw a card.
3. End your turn when the game allows it.

You usually cannot end your turn without first playing or drawing.

If something is not allowed, the Game / Info log shows an error.

7. Normal Cards

Normal cards have:

- a color
- a number

Colors:

- Red
- Yellow
- Green
- Blue

Numbers:

A normal card can be played if it matches:

- the current color
- or the current number
- or the active requested color/number

Normal cards score their face value.

8. Black Cards

Black cards have a number but no normal color.

A black card can be played when its number matches the current top card or active number request.

When a black card is played, it automatically triggers an event card.

Black cards score double their face value.

9. Special Cards

Special cards do more than just match a number or color.

Most special cards open a GUI overlay. When that happens, follow the overlay instructions and click **Done** or **Next**.

9.1 Second Chance

Lets the player immediately play another card.

If another card is played:

- it is placed on the discard pile
- it may trigger another effect
- it may end the round if the player has no cards left

If no card is played, the player draws instead.

Score value: **10 points**

9.2 Skip

Choose one player.

That player's next turn is skipped.

Score value: **10 points**

9.3 Gift

Choose cards from your hand and give them to another player.

Score value: **10 points**

9.4 Exchange

Choose cards from your hand and choose another player.

Your selected cards are exchanged with cards from that player's hand.

Score value: **10 points**

9.5 Fantastic

Choose either:

- one color
- or one number

That choice becomes the active request for the next play.

Score value: **20 points**

9.6 Fantastic Four

Choose either a requested color or number.

Then assign four drawn cards to players.

The same player can receive multiple cards.

Score value: **20 points**

9.7 Equality

Choose a player and a color.

The chosen player draws until their hand size reaches your hand size.

The chosen color becomes the active request.

Score value: **20 points**

9.8 Nice Try

Stops a player from safely ending the round.

The chosen player draws up to three cards, so the round can continue.

Score value: **20 points**

9.9 Fuck You

A unique special card.

It can only be played when the current player has exactly **10 cards** in hand.

Score value: **69 points**

10. Event Cards

Event cards are triggered automatically when a black card is played.

Players do not choose them manually.

Current event cards:

Event	Effect
All Draw Two	Every player draws up to two cards.
All Draw One	Every player draws up to one card.
All Skip	Every player except the triggering player is skipped.
Instant Round End	The round ends immediately.
Reverse Order	The turn order is reversed.
Steal From Next	The triggering player steals from the next player.
Steal From Previous	The triggering player steals from the previous player.
Discard Highest	Every player discards their highest-scoring card.
Discard Color	Players discard cards matching the current discard color.
Swap Hands	The triggering player swaps hands with the next player.

Event	Effect
Block Specials	Special cards are blocked until the next black card.
Gift Chain	Each player passes one card to the next player.
Hand Reset	All players discard their hands and draw new cards.
Lucky Draw	The triggering player draws up to three cards.
Penalty Draw	The player with the most cards draws extra cards.
Equalize	Players draw until they match the largest hand size.
Wild Request	A requested color is set.
Cancel Effects	Pending effects are cancelled.
Bonus Play	The triggering player gets another play opportunity.
Double Scoring	Round scores are doubled.

Event cards are not held in player hands and score **0 points**.

11. Scoring

At the end of a round, every card still in your hand gives penalty points.

Lower score is better.

Card type	Points
Normal card	face value
Black card	face value × 2
Second Chance	10
Skip	10
Gift	10
Exchange	10
Fantastic	20
Fantastic Four	20
Equality	20
Nice Try	20

Card type	Points
Fuck You	69
Event card	0

If the **Double Scoring** event happened during the round, the round score is doubled.

12. Match End

The match ends when at least one player reaches or exceeds the score limit.

The score limit is:

```
150 - (3 × number of players)
```

The player with the **lowest total score** wins.

13. Chat

The GUI supports:

- Global chat
- Lobby chat
- Whisper chat

Use the chat mode button to switch modes.

In whisper mode, write:

```
PlayerName: Message
```

14. Command Field

The game is intended to be played through the GUI.

The command field is mainly a fallback for testing, debugging or advanced use.

Useful commands include:

```
/lobbies  
/players  
/allplayers  
/create <lobby>  
/join <lobby>  
/leave  
/start  
/hand  
/gamestate  
/play <cardId>  
/draw  
/end
```