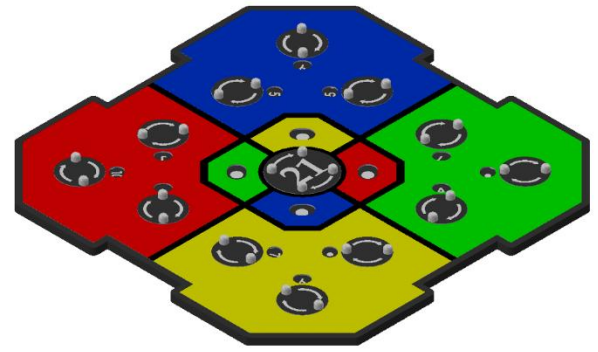# 21- Game Rules

6 years +

🎯 Game Objective

Be the player whose total is **closest to 21 without going over**, using **strategic wheel spins** instead of cards.

🧠 Game Overview

- Each player has **three personal wheels**.
- Players decide **which wheel to spin and in what order**.
- After each spin, the result is added to the player's total.
- Players may **stop (stay)** at any time to lock in their score.
- At the end of the round, if needed, a **central tie-breaker wheel** is used.
- The player closest to **21** wins the round.

🔢 Wheel Values

Each wheel window can display:

- **Numbered values** (as shown on the wheel)
- **A (Ace) = 1 or 11** (player chooses the value)
- **J, Q, K = 10**

▶️ Setup

1. Each player starts the round with a **total of 0**.
2. All player wheels are reset.
3. The **tie-breaker wheel** in the center is reset.

🔄 Player Turn

On your turn, you may choose **one** of the following:

🔄 Spin

- Choose **any one of your three wheels** to spin.
- The number shown in your window is added to your total.
- You may spin **any wheel**, in **any order**, up to three spins total (one per wheel).

✋ Stay

- Stop spinning and **lock in your total**.
- You cannot spin any more wheels this round.

💥 Bust

- If your total goes **over 21**, you **bust**.
- A busted player **automatically loses the round**.

▨ End of the Round

The round ends when:

- All players have either **stayed** or **busted**, OR
- All players have spun their **three wheels**.

🏆 Winning the Round

- The player with the **highest total at or under 21** wins the round.

🤝 Tie

If two or more players are tied with the same winning total:

1. Tied players spin the **central tie-breaker wheel**.
2. The wheel stops at each player's window.
3. Values are applied using the same rules (A = 1 or 11, J/Q/K = 10).
4. The tied player **closest to 21 without going over** wins.
5. Repeat if another tie occurs.

🖤 Perfect 21

- A player who lands **exactly on 21** automatically **wins the round**, unless another player also reaches 21.