

Package ‘casino’

July 22, 2025

Type Package

Title Play Casino Games

Version 0.1.0

Description Play casino games in the R console,
including poker, blackjack, and a slot machine.
Try to build your fortune before you succumb to the gambler's ruin!

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URL <https://anthonypileggi.github.io/casino>,
<https://github.com/anthonypileggi/casino>

BugReports <https://github.com/anthonypileggi/casino/issues>

Encoding UTF-8

LazyData true

RoxygenNote 6.1.1

Imports magrittr, dplyr, tibble, tidyr, purrr, crayon, R6, ggplot2,
utils

Suggests knitr, rmarkdown, beeper

VignetteBuilder knitr

NeedsCompilation no

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Repository CRAN

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Blackjack	<i>Blackjack R6 Class</i>
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Description

Blackjack R6 Class

Usage

Blackjack

Format

An object of class R6ClassGenerator of length 24.

Examples

```
set.seed(101315)
setup()

# sit at the blackjack table
x <- Blackjack$new(who = "Player 1", bet = 10)

# play a hand
x$play()

x$hit()

x$stand()

# play a hand blind w/out drawing
x$play()$stand()

# clean-up
delete()
```

Deck	Deck R6 Class
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Description

Deck R6 Class

Usage

Deck

Format

An object of class R6ClassGenerator of length 24.

Examples

```
# create a new deck
x <- Deck$new()
x

# draw a card
x$draw(1)
x

# draw 10 cards
x$draw(10)

# check how many cards are left
x$cards_left()

# reset the deck
x$shuffle()
x

# create a deck composed of 5 decks
x <- Deck$new(decks = 5)
x
```

delete	Delete all player history and re-lock the casino
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Description

Delete all player history and re-lock the casino

Usage

delete()

play	<i>Play in the casino</i>
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Description

Play in the casino

Usage

play()

Player	<i>Player R6 Class</i>
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Description

Player R6 Class

Usage

Player

Format

An object of class R6ClassGenerator of length 24.

Examples

```
setup("my_profile")
Player$new("Player 1")
Player$new("Player 2")
delete()
```

players	<i>List all player profiles</i>
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Description

List all player profiles

Usage

```
players(file = Sys.getenv("CASINO_FILE"))
```

Arguments

file full path to file containing player profiles

play_blackjack	<i>Play blackjack</i>
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Description

Play blackjack

Usage

```
play_blackjack(name)
```

Arguments

name	player name
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play_poker	<i>Play poker</i>
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Description

Play poker

Usage

```
play_poker(name, type)
```

Arguments

name	player name
type	game type ('draw' or 'stud')

play_slots	<i>Play the slot machine</i>
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Description

Play the slot machine

Usage

```
play_slots(name)
```

Arguments

name	player name
------	-------------

play_sound	<i>Play a sound (if possible)</i>
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Description

Play a sound (if possible)

Usage

```
play_sound(sound = "fanfare")
```

Arguments

sound character string or number specifying the sound (see [beep](#))

Note

requires the ‘beep’ package

Poker	<i>Poker R6 Class</i>
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Description

Poker R6 Class

Usage

Poker

Format

An object of class R6ClassGenerator of length 24.

Examples

```
set.seed(101315)
setup()

# draw poker
x <- Poker$new(who = "Player 1", type = "draw", bet = 10)
x$play()
x$hold(1, 2, 5)
x$draw()

# stud poker (bet 20)
x <- Poker$new(who = "Player 1", type = "stud", bet = 20)
```

```
x$play()

# clean-up
delete()
```

 setup

Allow casino to store player profiles in a local file

Description

Allow casino to store player profiles in a local file

Usage

```
setup(file = file.path(getwd(), ".casino"))
```

Arguments

file	full path to file
------	-------------------

 Slots

Slots R6 Class

Description

Slots R6 Class

Usage

```
Slots
```

Format

An object of class R6ClassGenerator of length 24.

Examples

```
set.seed(101315)
setup()

# start the slot machine
x <- Slots$new(who = "Player 1", bet = 10)

# play 1 game
x$play()

# play >1 game at a time
```

```
x$play(spins = 3)

# clean-up
delete()
```


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