

Asymmetric Systems

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One form of asymmetry is when one player is in the bluff seat. However, we can also expand this asymmetry to other clues. These methods do not work in 2 party games, however, they work quite well in 4 or 5 party games.

These methods are designed to best allow parties to give clues for multiple cards to be played in a row. While it seems these methods would heavily restrict the players abilities, in practice this did not seem to be a problem.

Newest Friend

- Let us label the party who comes after each player, their *newest friend*.
- Note this relationship is not symmetric. Bob is Alice's newest friend, but Alice is not Bob's newest friend. (Perhaps a better term is to be had; we had quite a laugh over these terms IRL.)
- The player will always interpret the play clues given by the newest friend as being played from left to right, that is, newest card first.
- In a 5 party game, the party who comes three after each player is also labeled their newest friend. Thus in a 5 party game, each player has two newest friends. So Donald and Bob are both Alice's new friends. (We decided to stagger newest and oldest friends.)

Oldest Friend

- Let us label the party who comes two after each player, their *oldest friend*.
- For example, Cathy is Alice's oldest friend.
- Note this relationship is symmetric in the 4 player game, but not the 5 player game.
- The player will always interpret the play clues given by the oldest friend as being played from right to left, that is, oldest card first.

Newest/Oldest Friend Play Clues

- Each newest/oldest friend can give clues of colour or number that best allow for the most cards to be played.

- The 2 and 5 clues do not hold any special meaning, as cards are saved with the protector (see below).
- The clues are always to play.
- Cards are played until another clue is given, not necessarily about the clued cards.

Protector

- The party who plays directly before a player is their protector.
- Note this relationship is not symmetric. Alice is Bob's protector, but Bob is not Alice's protector.
- Their clues are never interpreted to play.
- The protector always clues the left-most card in danger with number or colour.

Notes

- Technically, the oldest/newest convention and the protector are separate conventions. It is possible to play with just the one or the other. However, they work together nicely to ensure each play clue is as flexible as possible.

Notes

- We were not strict about the good touch principle, and I do not see if it would have been better.
- We allowed retouching clues, and tended to retouch the clue that was not to play (to give more information). I am not sure if this is best.
- You could make the protector only give number or colour if you wanted them to also give play clues.
- Finesses are still possible.
- Another party who was not the protector would have to be in the bluff seat, or the protector would have to be two players before.
- I am sure this system would need more refinement.

Have fun!