# 2 to 10 – Phase 1 Developer Game Logic & UI Guide

## Overview

2 to 10 is a 4-player, free-for-all trick-taking card game inspired by Spades but with custom rules, unique scoring mechanics, and a power suit that changes each round. The game starts at Round 2 and ends at Round 10. Each round, players are dealt a number of cards equal to the round number.

## Core Gameplay Structure

- Players: 4 (always)  
- Rounds: 9 total (Rounds 2 through 10)  
- Cards: Standard 52-card deck  
- Power Suit: Determined randomly after cards are dealt by cutting the deck  
- Dealer Rotation: Clockwise each round

## Round Flow

1. Bidding Phase:  
 - Starts with the player to the left of the dealer  
 - Players bid 0 to N tricks (N = current round number)  
2. Play Phase:  
 - Players must follow suit if able  
 - If unable to follow suit, they may play any card  
 - Power suit beats all other suits  
 - Highest card of the lead suit wins the trick unless a power suit is played  
3. Scoring Phase:  
 - If player hits bid exactly: +10 points per trick  
 - If player overbids: +10 × bid +1 per extra trick (bags)  
 - If player underbids: –10 × bid (set)  
 - If player bids 0 and wins 0: 0 points  
 - If player bids 0 and wins tricks: +1 per trick (bags only)  
 - Every 5 bags: –50 point penalty (bag out). No limit to how many times a player can bag out.

## Bonus Conditions

- Perfect Game: Hit your exact bid in all 9 rounds (Rounds 2–10) → +50 points  
- Immaculate Game: Successfully bid 0 in all 9 rounds (Rounds 2–10) → +100 points

## Tiebreaker Rule

If two or more players tie in total score at the end of Round 10, the winner is the player with the most rounds completed without getting set.

## UI – Phase 1 Scope

- Local play only (single device)  
- Minimalist layout: green felt background with clean UI  
- 4 player boxes: Player 1–4 (north, south, east, west layout)  
- Each player shows:  
 - Current bid  
 - Total score  
 - Bag counter (⚠️ warning at 4 bags)  
 - Crossout if Perfect or Immaculate streak breaks  
- Bid input area at center  
- Cards displayed at bottom of screen  
- 2 to 10 logo integrated into interface  
- Confetti animation at end for winner  
- No other animations or sound effects for now

## Gameplay Notes

- Players can play the power suit at any time, including for sabotage  
- Live scores and bag counts are visible during play  
- No avatars needed at this phase  
- Power suit determined by cutting deck after deal