

Four players are organized into two teams of two players each, sitting opposite each other. Players must keep their hands secret from all other players, including their teammates. The object of the game is to be the first team to reach 500 points by capturing cards with a point value in tricks.

Only certain cards have a point value. These are known as counters. Each 5 is worth 5 points, each 10 and 14 is worth 10 points, aces are worth 15 points, and the Rook is worth 20 points.

The deal

There are 57 cards in the deck. Each color (Red, Green, Yellow, and Black) has fourteen cards (1-14) and there is one Rook card (the card with the Bird on it). The dealer shuffles the deck, the player to his right cuts the deck, then the dealer deals all of the cards, one at a time. After every player has received his last (14th) card, the dealer places the one remaining card face-down in the center of the table.

Bidding

starts with the player to the left of the dealer and passes clockwise. The minimum bid is 70 points, and the maximum is 200 points (the total number of points available per round). After the first player bids, bidding continues clockwise and can be increased by multiples of 5 points (75, 80 85, ...). The bid does not have to be sequential, but must be higher than the last bid, less than 200* , and in increments of 5 points. For example, a bid may progress as 70, 85, 90, 100, 105, etc. If a player chooses not to increase the bid, he or she may pass to the next player. A player that has passed may not make another bid for the round. The high bidder "wins the bid," adds the center card to his hand, and discards a card from his hand upside down next to him. The discard may not be a counter. The high bidder then names the trump suit (Red, Green, Yellow or Black). * If any player bids 200 they automatically win the bid (200 is the highest bid).

Play

After the trump suit has been named, the player that got the bid leads by placing any card of any suit face-up on the center of the table. Play proceeds clockwise, with each player playing one card face-up in turn. Players must follow suit. If a player is void in the suit lead, he may trump. After each player has played, the player that played the highest card of the suit lead (or the highest trump) takes all of the cards played, or "takes the trick". A trump takes the trick, even if it is lower than the other cards, unless another player also plays a trump, in which case the highest trump wins the hand. The Rook is always a trump, it has the highest point value, but it is the lowest trump. Trumps are ranked from highest to lowest as follows 1, 14, 13, ... 3, 2, Rook. Other suit ranks (other than trump) are the same (sans the Rook), 1, 14, 13, ... 3, 2. Trumps may be lead at any time throughout the hand.

That is, trumps do not have to be “broken” before being lead. For example, the Ace of trumps may be lead in the first hand to “fish for the Rook.” That is, the person that got the bid may lead the Ace of trumps to see if his partner has the Rook. The person who takes the trick leads in the next round. When a trick is taken, it is placed face-down in front of the player who took it or his partner (each team will have one pile of tricks).

Hint: don't stack the tricks vertically, but rather overlap them so the number of tricks can be counted easily. After the last trick is played – the “end of the hand,” the team that won the most tricks gets "cards," a 20-point bonus. Tricks taken may not be reviewed by any player until the end of the round. If a player fails to follow suit when he could have, even if it is not discovered until later in the hand, the hand is forfeited, and the opposing team receives 200 points.

Scoring

At the end of a hand - when all possible tricks have been taken, each team adds the counters they captured. If the team that got the bid “makes their bid,” that is, they receive a number of points greater than or equal to the amount bid, they get the number of points they captured. If they fail to make the number of points bid they "go set" and the number of points bid is deducted from their score. The team that did not get the bid, receives points for any counters they captured (they are not at risk of having to make a minimum number of points). If the team that got the bid gets seven tricks or more (at least half of the tricks) they receive 20 points for “cards.” If the team that did not get the bid gets eight tricks or more (more than half the tricks) they receive 20 points for “cards.” The first team to reach 500 wins the game. If both teams have greater than or equal to 500 points at the end of the last hand, the team with the higher point total wins. If there is a tie, the team that got the bid for the last hand wins the game.

Variants

There are several variants for a hand or the game. For example, a bidder can bid "low boy," for a hand which means he is bidding on taking no tricks. His partner sits out the round (along with the partners cards face down) and the bidder plays against the other two players. If the bidder takes a single trick, his score is decreased by 200 points. If the bidder does not take any tricks, his score is increased by 200 points. A "low boy" bid always wins the bid unless someone else bids 200, in which case they win the bid. "Low boy" can be played with or without trumps. The bidder decides if he wants to declare a trump suit or not. "No trumps" is another variant played differently than "low boy," and there are other variants as well, but we won't be coding variants for the assignment.



How to Play/Run

Step 1) Unzip the .zip folder

Step 2) Open the unzipped folder

Step 3) Double click within a 0.3s interval

Step 4) Type your name

Step 5) Press Enter

Step 6) Wait for game to load

Step 7) Do bidding

Step 8) If you won the bid, remove a card by clicking it.

Step 9) If you won the bid, select the Trump color.

Step 10) Play the game by clicking YOUR cards when it is your turn.

Step 11) Repeat Steps 7-10 until the game is over.