CHKOBBA – Game Logic & Rules Specification

Authoritative technical document for implementing the Tunisian Chkobba card game (validated from multiple official sources).

1. Game Overview

Chkobba is a traditional Tunisian card game derived from Scopa. This document defines all game rules, logic, algorithms, and edge cases required to implement a correct digital version.

2. Deck & Card Values

1 Deck contains 40 cards (French suits without 8, 9, 10).

2 Ace = 1

3 Cards 2–7 = face value

4 Queen = 8

5 Jack (Lieutenant) = 9

6 King = 10

3. Match Setup

1 2 or 4 players (teams of 2).

2 Target score configurable: 11, 21 (default), or 31.

3 Dealer shuffles deck and deals 3 cards per player.

4 4 cards are placed face-up on the table.

4. Turn Flow

1 Player must play exactly one card per turn.

2 If a capture is possible, the player must capture.

3 If no capture is possible, the card remains on the table.

4 After all players play their cards, deal another 3 cards until deck is empty.

5. Capture Logic

A capture occurs when the played card either matches the value of a single card on the table or equals the sum of multiple table cards.

1 Single-card match has priority over sum combinations.

2 If multiple valid sum combinations exist, the player chooses which one to capture.

3 Captured cards + played card are added to the player's capture pile.

4 If no capture exists, the played card is added to the table.

6. Chkobba (Sweep)

1 If a capture removes all cards from the table, it is a Chkobba.

2 Each Chkobba gives +1 bonus point.

3 A Chkobba cannot be scored on the final move of a round.

7. End of Round

1 When all cards have been played, the round ends.

2 Remaining table cards go to the last player who captured.

3 This does not count as a Chkobba.

8. Scoring System

1 Carta: 1 point for most cards captured.

2 Dinari: 1 point for most diamonds.

3 7 of Diamonds: 1 point for capturing it.

4 Bermila: 1 point for most 7s (tie broken by most 6s).

5 Chkobba: 1 point per sweep during play.

9. Winning the Match

A player or team wins the match when they reach the target score (11, 21, or 31 as agreed before the match) with a minimum 2-point lead.

10. Multiplayer Validation Rules

1 Server must verify that a capture is legal.

2 Invalid moves are rejected.

3 Scores are calculated server-side.

4 Clients cannot modify captured cards or scores.

11. AI Logic Overview

AI players follow the same rules as humans. Decision-making evaluates possible captures, risk of leaving scoring cards, and potential Chkobba opportunities.

12. Pseudocode Example (Capture)

```
function playCard(card): validCaptures = findCaptures(card, table) if validCaptures not
empty: chosenCapture = playerSelect(validCaptures) executeCapture(chosenCapture) else:
table.add(card)
```