<https://en.wikipedia.org/wiki/Cassino_(card_game)>

Overview

The game is played by two, three, four or six players with a 52-card pack. Four play as two pairs.

Deal

Players cut for deal and the player with the lowest card deals first. Ties 'cut over' and Aces are low. Dealer gives each player four cards, singly, eldest hand first. Four cards are dealt to the table either regularly as he deals or in packets of two, three or all four. After the first four hand cards are played, the dealer deals another four each, singly, but none to the table, and this continues until all cards have been played out.

Play

Eldest hand leads a card and then each player in turn plays one card which may be used for:

Capturing. The played card may capture all table cards either by pairing – taking cards of the same rank – or by combining – taking cards that, in combination, add up to the value of the played card. Table must have option to combine card values or to pair.

Sweeping. If a player captures all the table cards, this is a sweep and scores 1 point. The next player must trail a card.

Calling. A player with 2 or more cards in hand of the same rank as one or more table cards, may play one of them and call their rank e.g. "Fives". An opponent may only capture the card by pairing, but may not build on that card or capture it as part of a combination.

Table must have option to call.

Table must have option to build.

Building.

Simple Build. A player may build by placing a hand card on a table card and announcing the total, thus fixing the value of the build, e.g. Andrew holds 5 and 3, and there is a 2 on the table; he places the 3 on the 2 and calls "Five". The cards of the build cannot now be taken separately but must be capturing by pairing with a 5 or as part of a combination where the build counts as 5.

Multiple Build. A player may build on an opponent's build provided that player has a hand card matching the new total. Players may not build on their own build in succession, but only alternately on the same build.

Second Build. Players may make a second build on a different card or make any other legal play before taking up the first build.

Build and Call. A player with more than one card that matches a build may play it onto the build and call their values e.g. "Eights". This then counts as a call and fixes the value of both build and played card. The player must then capture both by playing the remaining card on a later turn.

Trailing. A player unwilling or unable to do any of the above must trail a card i.e. add it to the existing table cards, face up.

Scoring

Points are scored at the end of each hand as in classic English Cassino, but instead of game being 11 points, each deal is a complete game and the player or team with the most points wins.

At the end of the [hand](https://en.wikipedia.org/wiki/Hand_(cards)), score as follows:

|  |  |
| --- | --- |
| **Feat** | **Points** |
| Most cards | 3 |
| Great Cassino (♦10) | 2 |
| Little Cassino (♠2) | 1 |
| Most spades | 1 |
| Each Ace | 1 |
| Each sweep | 1 |

**CONSOLE GUI**

At the top of the screen there is a navbar with players names and scores. In the middle of the screen is table area with table cards. On top of table are opponents 4 cards. On the bottom rae players cards. On the right, next to players cards is a rectangle for popup menu.

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++ Player1 score: 0 Player2 score: +

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If player or opponent plays a card, that card is removed from their hand.

Player can move and select card from their hand and table.

On players turn, they can move between their cards and table cards. If they press enter while one of their card is selected, selection goes to table cards. If then enter is pressed another time, popup menu is opened with options;

GUI:

DrawEmptyTable()

DrawPlayerHand()

DrawOpponentHand()

DrawCard()

DeleteCard()

DrawPopupMenu()

IsLegalMove()

Game:

List of players

TableHand

DealCards()

RemoveCardFromHand(player)

IsLegalMove()

Player:

Hand

TotalScore

All scores