

~ cards, field table ~

	0	1	2	3	4	5	6	7	8	9	10	11	12
0	♠3	♠4	♠5	♠6	♠7	♠8	♠9	♠10	♠11	♠12	♠13	♠1	♠2
1	♥3	♥4	♥5	♥6	♥7	♥8	♥9	♥10	♥11	♥12	♥13	♥1	♥2
2	♦3	♦4	♦5	♦6	♦7	♦8	♦9	♦10	♦11	♦12	♦13	♦1	♦2
3	♣3	♣4	♣5	♣6	♣7	♣8	♣9	♣10	♣11	♣12	♣13	♣1	♣2
4			rev	bind	turnPlayer	state(YOU)	state(com1)	state(com2)	state(com3)	numOfCards (YOU)	numOfCards (com1)	numOfCards (com2)	numOfCards (com3)

0: NO 1: YES | field = 0, 1, 2 (0: someone has 1: now in the field 2: used)

turnPlayer = 0, 1, 2, 3 | state = 0, 1, 2 (0: pass (finished) 1: played (active) 2: not played (active)) | power = -1~13 (-1: pass 0~12: strength 13: error)

~ evaluate table ~

(normal)	0 (3)	1 (4)	2 (5)	3 (6)	4 (7)	5 (8)	6 (9)	7 (10)	8 (11)	9 (12)	10 (13)	11 (1)	12 (2)
0 cards	0	0	0	0	0	0	0	0	0	0	0	0	0
1 card	52	51	50	49	48	7	47	46	45	31	30	29	3
2 cards	44	43	42	41	40	6	34	33	32	25	24	23	2
3 cards	39	38	37	36	35	5	28	27	26	22	21	20	1
4 cards	8	9	10	11	12	4	13	14	15	16	17	18	19

(rev)	0 (3)	1 (4)	2 (5)	3 (6)	4 (7)	5 (8)	6 (9)	7 (10)	8 (11)	9 (12)	10 (13)	11 (1)	12 (2)
0 cards	0	0	0	0	0	0	0	0	0	0	0	0	0
1 card	3	26	27	44	45	7	46	47	48	49	50	51	52
2 cards	2	22	23	28	29	6	37	38	39	40	41	42	43
3 cards	1	20	21	24	25	5	30	31	32	33	34	35	36
4 cards	19	18	17	16	15	4	14	13	12	11	10	9	8