Estimation Card Game Project Documentation

Made by:

-Ahmed Hassan

-Amir Adel Gouda

-Ahmed Nasr Ibrahim

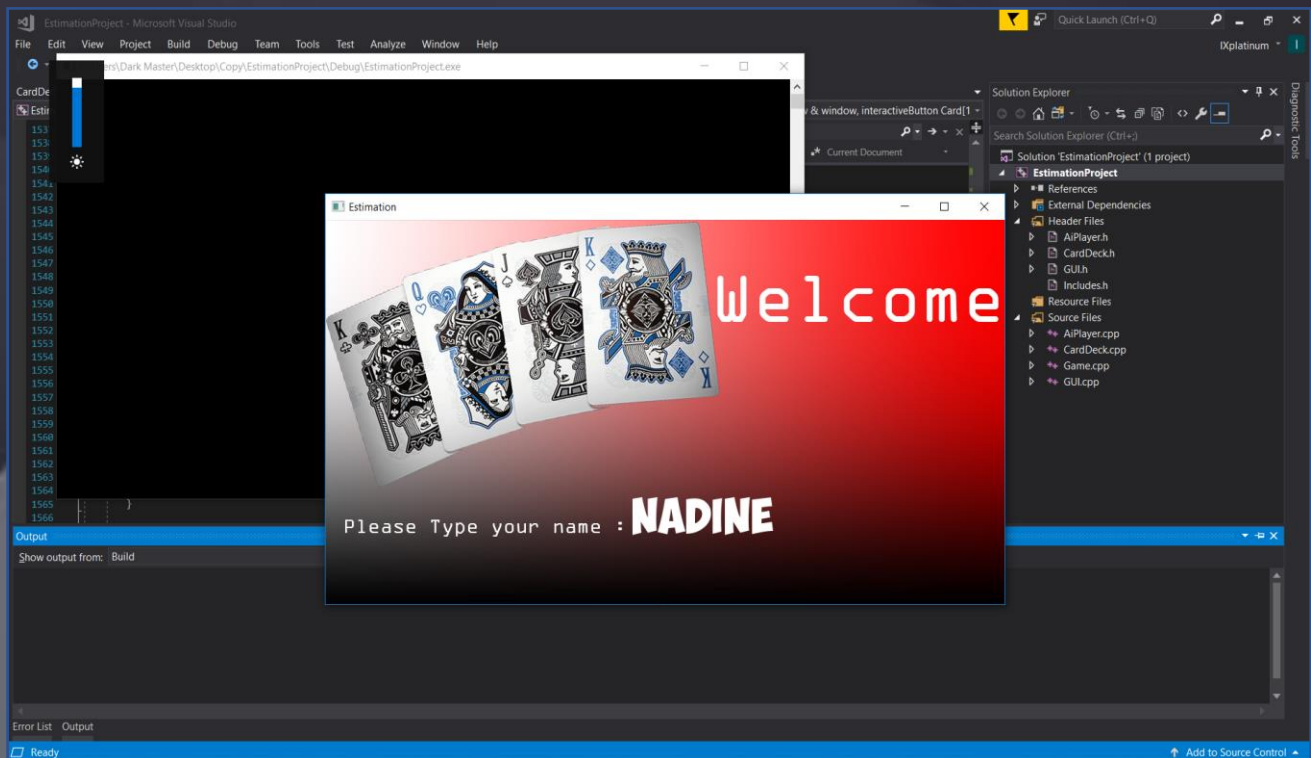-Ahmad Mohamed El Saeed

-Habiba Mohamed

-Dina Abdullah Nour

Introduction

Estimation is an entertaining card game for 4 players in which the standard international 52-card pack is used.

The main objective of the game is trying to estimate the number of tricks one can get in each round.

The game is over after round 18.

Cards & Dealing:

13 cards are dealt to each player, the cards in each suit/color (Spades/Hearts/Diamonds/Clubs) ranking from low to high:

2-3-4-5-6-7-8-9-10-J-Q-K-A

Bidding:

> Bidding is split into two types: Normal bidding and Fast bidding. Normal bidding is used in the first 13 rounds, fast bidding is used in the last 5 rounds.

- ## Normal Bidding:

– Players bid in turn according to the estimated number of tricks they can get, or declare a "Dash Call", which means that the estimated number of card tricks is 0. Players have to declare their trump along with their bid.
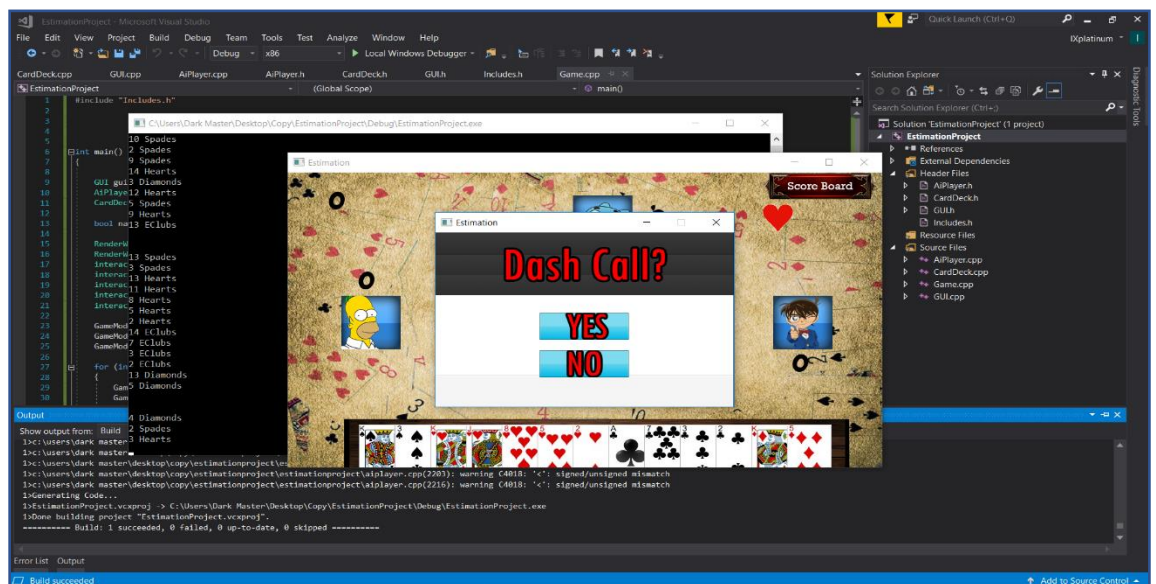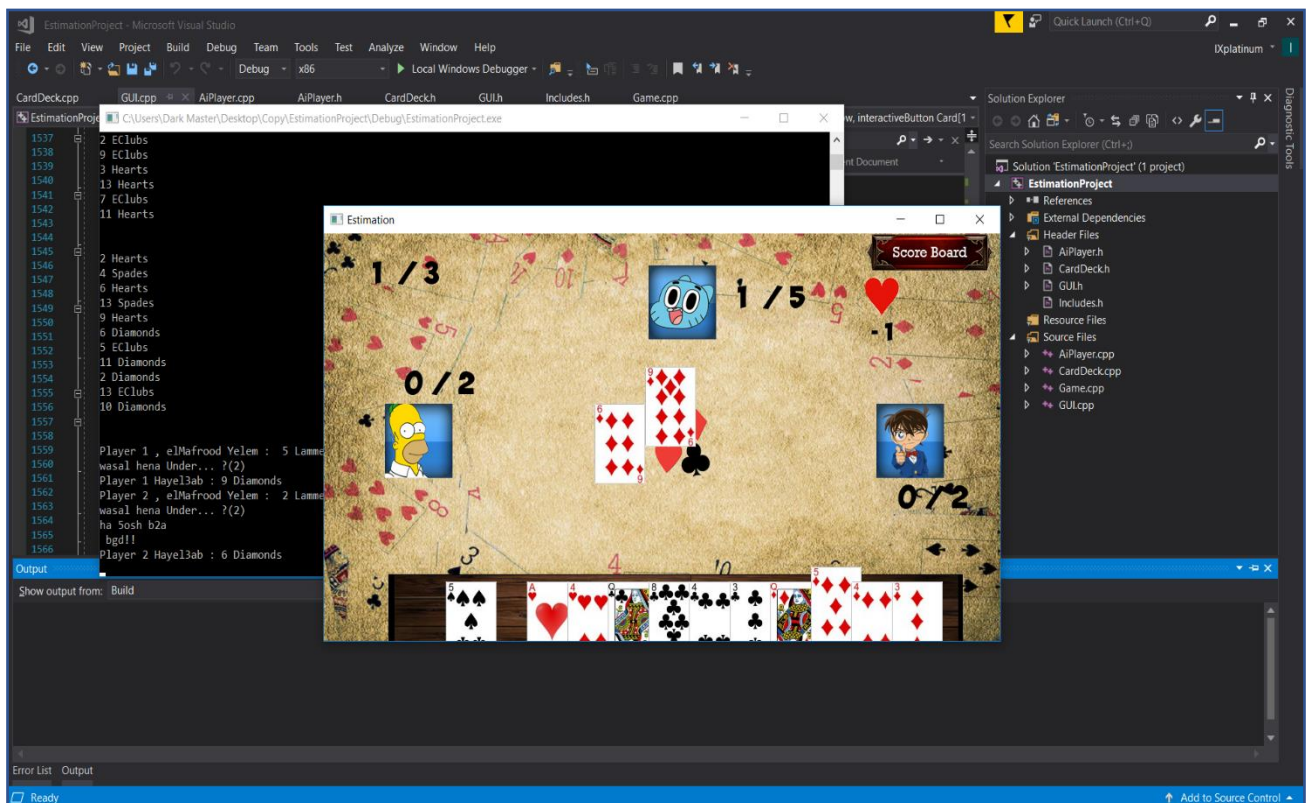
– The winner of the bidding round is the player who estimates the highest number of tricks. In case of a tie, the trump suit is used to determine the winner.

– The suits are ranked from high to low: Spades, Hearts, Diamond and Clubs. After the winner is determined, players are given a chance to estimate the number of tricks they will get based on the trump suit that was selected

– The maximum number of tricks a player can estimate is the number estimated by the winner of the bidding round.
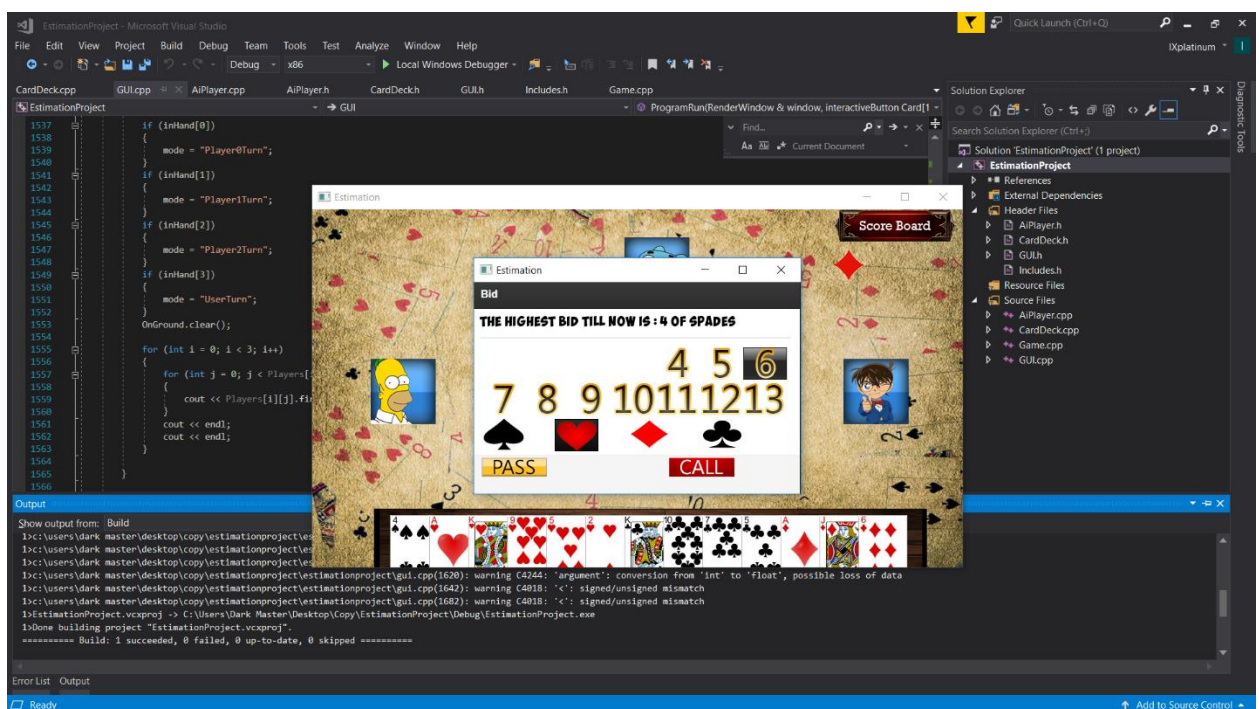
- **<u>Fast Bidding:</u>**
- Rounds 14, 15, 16, 17 and 18 are accelerated rounds during which players are sent straight to estimation (no bidding).
- Trump suits are predetermined: No Trump (14), Spades (15), Hearts (16), Diamonds (17), Clubs (18).

Gameplay:

The winner of the bidding round leads the first trick and players must follow suit. Each trick is won by the highest card and the winner of each trick leads the next.

Players avoiding the suit may use trump which is considered the highest among cards.

The round ends when players are out of cards.

If no player wins, then no scores are added and player moves to the next round in which the score is doubled.
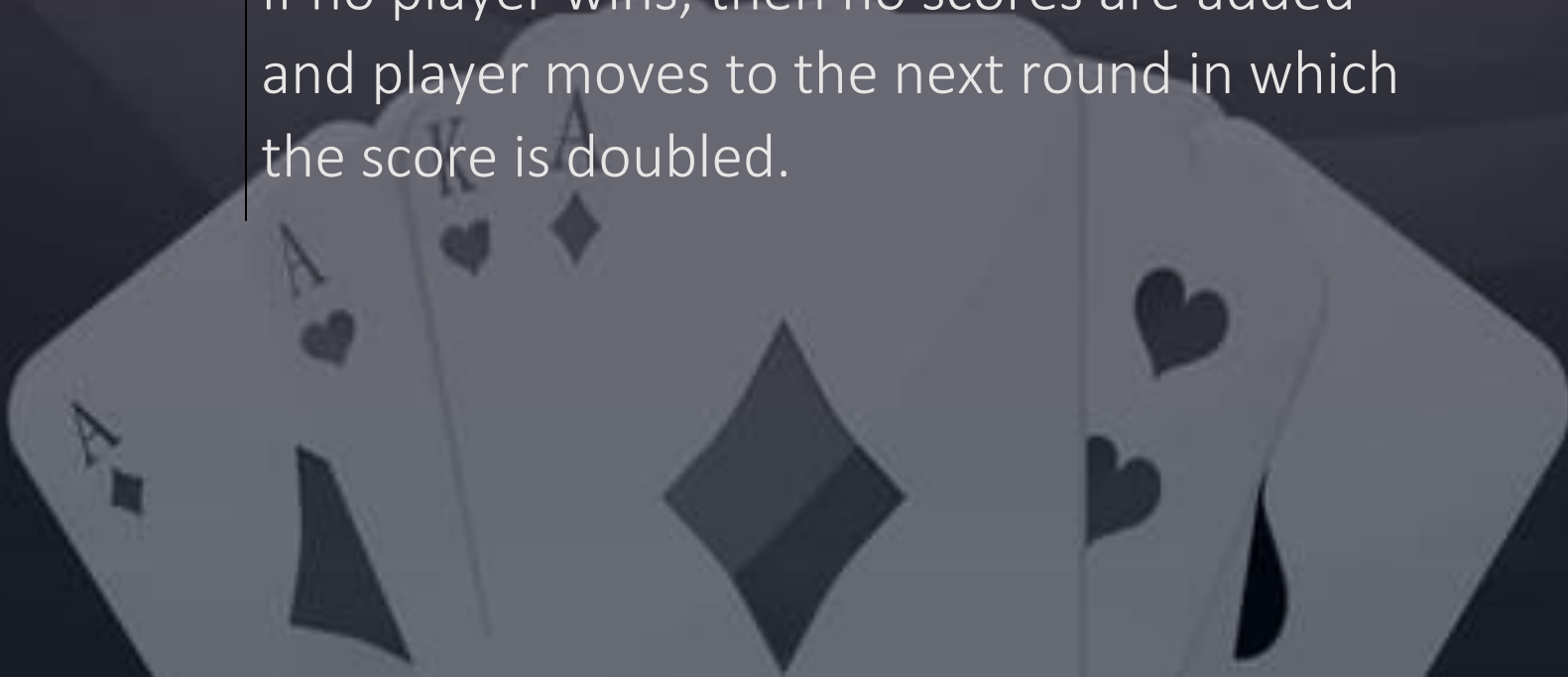
Scoring:

- Main points (X): the number of tricks estimated by the player is added to their score if they won, the difference is subtracted if they lost.

- Extra Points (Y):
    - Player won the bidding round: +20, loss: -10.
    - Dash Call: +23 (win), 0 (loss).
    - Player: +10 (win), 0 (loss).
    - Risk: +20 (win), -20 (loss).
    - Double Risk: +40 (win), -30 (loss).
    - Only win: +10, only loss: -10.
    - If the game is under (total number of estimates is less than 13) and the player

estimates 0 tricks, +10 if they're the only win, -10 if they're the only lose.

– Bidding Multiplier (Z): 1 if the player estimates no. of tricks <= 7, 2 if 8 or more.

– Round multiplier (W): 1 unless "sa'ayda".

– Player Points at the end of the game (X + Y) * Z + (X + Y) * (W - 1) * (Z - 1) * (W-1).
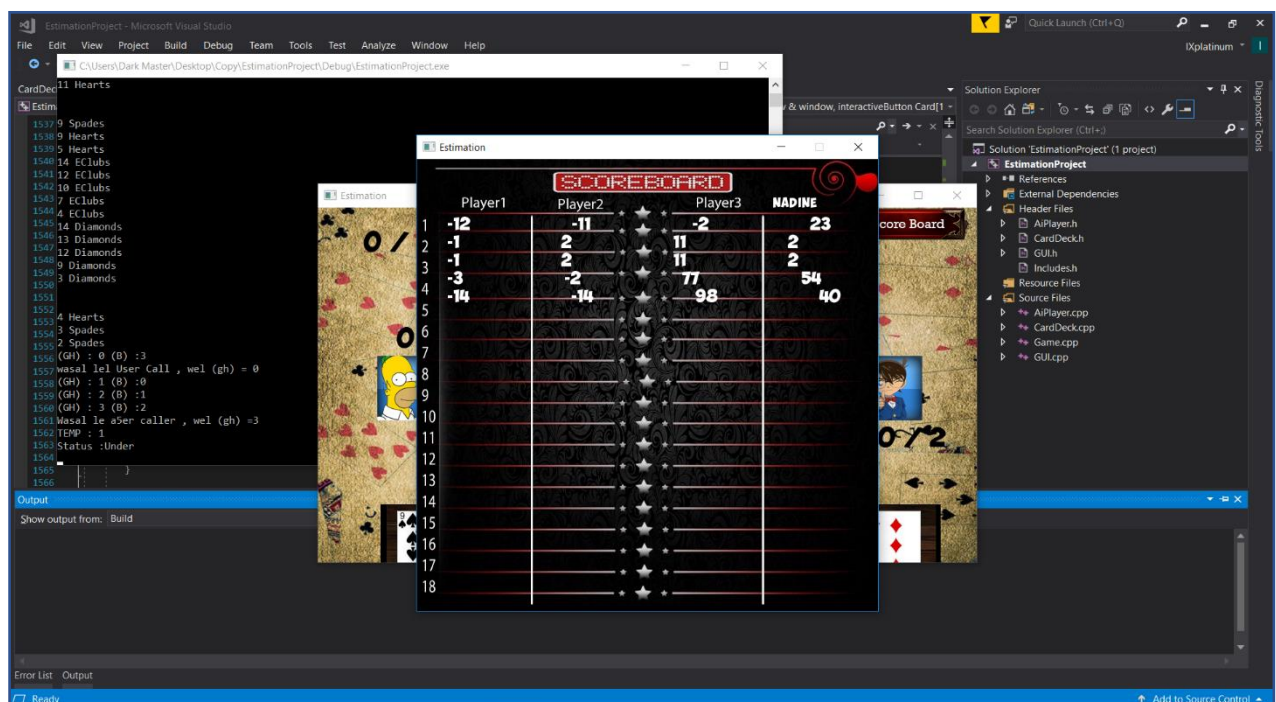
– At the end of the game, the player with the highest number of points wins.