Regiments’ rules.

*Regiments* is a card game for 3 to 5 players.

The game is about gambling and strategy.

The game is divided in rounds.

Before a round, each player has to evaluate his hand and bet on its strength.

After a round, each player mark a score based on the difference between his bets and his results (on the last round).

The game ends when a player reach a total score, the player who has the minimum score then wins.

# Requirements :

* A deck of 52 cards + 2 jokers.
* A sheet of paper, a pencil and an eraser in order to write down the score (after a few games, you may choose any marking method you want).
* 3 to 5 players.
* Pick/Choose the first dealer and choose the score to reach (end of the game), 10 is a standard choice.
* Go to step 2.

# Setting (before each round):

* Shuffle the deck.
* Deal 10 cards to each player (the rest of the deck remains aside for the entire round).
* Depending on his hand, each player has to set their cards face down in front of them into 5 regiments.
  + A regiment is composed by 1 card or more.
  + A regiment cannot be a Joker alone.
  + A regiment cannot contain both an Ace and a King.
* Each player has to estimate the amount of fights his regiments will win during the round, this is his bet.
  + The sum of all bets cannot be equal to the total of fights that will occur in the round. (for 3 players this total is 7, for 4 players it’s 10, for 5 players it’s 12).
* Go to step 3.

# Fights ([déroulement d’un round]) :

* The first player is the one directly to the left of the dealer.
* Each player, in turn, has to choose one of his down faced regiments and which down faced regiment from another player it will fight.
* The winner of the fight is determined as follows…:
  + If one of the regiments contains a King, it wins.
  + If one of the regiments contains an Ace, it loses.
  + If none of the above, the regiment with the highest total score wins
    - A figure is worth 10 points.
    - A number is worth its value.
  + If both regiments contain an Ace, , the regiment with the highest total score wins.
  + If both of the regiments contain a King, , the regiment with the highest total score wins.
  + There are exceptions :
    - A regiment containing an Ace wins against a regiment containing a King.
    - If a regiment contains a Joker, the two regiments are switched and then the winner is determined, the Joker then scores 0 (zero). [If both of the regiments contain Jokers, then Jokers just score 0 (zero)].
  + The two regiments that fought are left face up in front of the winner (that way it will be easier to count the score at the end of the round).
* The round continues [clockwise] (go to step 4).

# Scoring (end of a Round) :

* + The round ends when no more fights can be performed (else go to step 3).
  + Each player scores the difference between his initial bet and the number of fights he won during the round [piles of cards left conveniently face up...] (he can score from 0 to 5).
  + Go to step 5.

# End of the game :

* + If one of the players has reached the end score set at the end of step 1, the game ends (else, go to step 2).
  + The player with the lowest total score wins the game.

# Example of score chart :

In order to mark the score, you can use an array like this one :

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Rounds |  | Names | | | | |
| Arthur | Hugo | Ludovic | Nathan | Paul |
| 1 | Bet | 0 | 1 | 2 | 3 | 4 |
| Wins | 1 | 1 | 4 | 0 | 0 |
| Score | 1 | 0 | 2 | 3 | 4 |
| 2 | Bet | 1 | 2 | 2 | 3 | 2 |
| Wins | 4 | 3 | 2 | 2 | 1 |
| Score | 3 | 1 | 0 | 1 | 1 |
| 3 | Bet | 2 | 3 | 5 | 2 | 1 |
| Wins | 1 | 2 | 3 | 4 | 5 |
| Score | 1 | 1 | 2 | 2 | 4 |
| 4 | Bet | 4 | 2 | 1 | 3 | 3 |
| Wins | 2 | 2 | 1 | 3 | 2 |
| Score | 2 | 0 | 0 | 0 | 1 |
| Total Score (max is 10) | | 7 | 2 | 4 | 6 | 10 |

Here, because Paul reaches 10, the game ends.

Hugo wins.