Rummikub - Iteration 1

How to Play

When it's your turn, you can:
- Enter **d** to draw a tile, or
- Enter **p** to make a play.

If you make a play, you can:
- Play a new meld from your hand to the table
  - E.g.
    - R1 R2 R3 R4 > NM
      - R1 is a tile in your hand. NM stands for New Meld
- Play tiles from another meld to a new meld or an existing meld
  - E.g.
    - M1R1 > NM
      - M1R1 meaning tile R1 from Meld 1 on the table
    - M1R1 M1R2 > M3
- Play tiles from your hand to existing melds on the table
  - E.g.
    - G6 > M3
    - R10 R11 R12 > M2

When you've completed your moves, enter **f** to finish.

Game 1 - Initial moves

In addition to the requirements below, this game satisfies many of the general requirements:
req. 1, req. 2, req. 3, req. 7

human dealt tiles
[R1,R11,R13,B2,B3,B9,G1,G8,G9,G11,G12,G13,O1,O7]

p1 dealt tiles
[R5,R7,R8,R11,R12,B3,B10,B11,G5,G8,G10,O2,O5,O10]

p2 dealt tiles
[R1,R6,R10,B9,B11,G1,G3,G7,G9,G10,G13,O11,O12,O13]

p3 dealt tiles
[R2,R3,R4,B8,B12,B13,G4,G5,G6,O1,O2,O3,O9,O12]

p4 dealt tiles
[R5,R6,R9,R12,R13,B2,B5,B6,G11,O4,O3,O5,O6,O8]

human plays several melds for more than 30 points (req. 8e)
Plays: {G11,G12,G13}, {R1,G1,O1}
Hand: [R10,R11,R13,B2,B3,B9,G1,G8,G9,O6,O7]
Table: [{G11,G12,G13}, {R1,G1,O1}]

p1 plays initial meld of 30 points (req. 4a1, req. 8b, req. 10a)
Plays: {B10,G10,O10}
Hand: [R5,R7,R8,R11,R12,B3,B11,G5,G8,O2,O5]
Table: [{G11,G12,G13}, {R1,G1,O1}, {B10,G10,O10}]

p2 plays initial meld of more than 30 points (req. 4a2, req. 8a)
Plays: {O11,O12,O13}
Hand: [R1,R6,R10,B9,B11,G1,G3,G7,G9,G10,G13]
Table: [{G11,G12,G13}, {R1,G1,O1}, {B10,G10,O10}, {O11,O12,O13}]

p3 plays several melds adding up to 30 points (req. 4b1, req. 8c, req. 11a)
Plays: {R2,R3,R4}, {G4,R5,R6}, {O1,O2,O3}
Hand: [B8,B12,B13,O9,O12]
Table: [{G11,G12,G13}, {R1,G1,O1}, {B10,G10,O10}, {O11,O12,O13}, {R2,R3,R4},
                {G4,R5,R6}, {O1,O2,O3}]

The rest of the game can be disregarded.

Game 1b - Initial moves

human dealt tiles
[R1,R11,R13,B2,B3,B9,G1,G8,G9,G11,G12,G13,O1,O7]

p1 dealt tiles
[R5,R6,R9,R12,R13,B2,B5,B6,G11,O4,O3,O5,O6,O8]

p2 dealt tiles
[R1,R6,R10,B9,B11,G1,G3,G7,G9,G10,G13,O11,O12,O13]

[R5,R7,R8,R11,R12,B3,B10,B11,G5,G8,G10,O2,O5,O10]

human draws
Draws: {R2}
Hand: [R5,R6,R9,R12,R13,B2,B5,B6,G11,O4,O3,O5,O6,O8]

p1 plays several melds for more than 30 points (req. 4b2, req. 8d)
Plays: {R5,B5,O5}, {R6,B6,O6}
Hand: [R1,R6,R9,R12,R13,G11,O4]
Table: [{R5,B5,O5}, {R6,B6,O6}]

The rest of the game can be disregarded.

Game 2 - Win on initial move

human dealt tiles
[B1,R6,R13,B2,B8,B10,B11,B12,B13,G5,G8,G9,O3,O13]

p1 dealt tiles
[R1,R2,R3,R4,R6,R7,R8,G9,O9,B9,O2,O3,O4,O5]

p2 dealt tiles
[R4,B7,B8,R7,G5,R9,R13,B2,B10,G6,G7,G11,G11,O6]

p3 dealt tiles
[R1,R5,B3,G1,G2,G3,G8,G12,O2,O5,G10,O11,O11,O12]

human plays initial meld
Plays: {B10,B11,B12,B13}
Hand: [B1,R6,R13,B2,B8,G5,G8,G9,O3,O13]
Table: [{B10,B11,B12,B13}]

p1 plays initial meld and wins (req. 4c, req. 10b)
Plays: {R1,R2,R3,R4}, {R6,R7,R8}, {G9,O9,B9}, {O2,O3,O4,O5}
Hand: []
Table: [{B10,B11,B12,B13}, {B9,G9,O9}, {R6,R7,R8}, {O2,O3,O4,O5}, {R1,R2,R3,R4}]

p1 wins the game.

Game 3

human dealt tiles
[R4,B6,B7,B9,B10,B12,G4,G11,G13,O1,O4,O8,O8,O12]

p1 dealt tiles
[R2,R6,B1,B2,B3,B8,B12,G8,G12,O2,O3,O6,O11,O11]

p2 dealt tiles
[R1,R1,R8,R10,R11,R13,B8,B13,G7,G7,G8,O2,O5,O13]

p3 dealt tiles
[R2,R7,R11,R12,B3,B4,B11,G2,G10,G12,G13,O1,O5,O10]

human draws tile
Draws: {B11}
Hand: [R4,B6,B7,B9,B10,B11,B12,G4,G11,G13,O1,O4,O8,O8,O12]

p1 draws tile (req. 6, req. 10e)
Draws: {R3}
Hand: [R2,R3,R6,B1,B2,B3,B8,B12,G8,G12,O2,O3,O6,O11,O11]

p2 has initial meld >= 30 but does not play because the table is empty (req. 15)
Draws: {R3}
Hand: [R1,R1,R3,R8,R10,R11,R13,B8,B13,G7,G7,G8,O2,O5,O13]

p3 draws tile
Draws: {G11}
Hand: [R2,R7,R11,R12,B3,B1,B11,G2,G10,G11,G12,G13,O1,O5,O12]

human plays initial meld
Plays: {B9,B10,B11,B12}
Hand: [R4,B6,B7,G4,G11,G13,O1,O4,O8,O8,O12]
Table: [{B9,B10,B11,B12}}

p1 draws tile (req. 10f)
Draws: {R12}
Hand: [R2,R3,R6,R12,B1,B2,B3,B8,B12,G8,G12,O2,O3,O6,O11,O11]

p2 plays initial meld (req. 15a)
Plays: {R13,B13,O13}
Hand: [R1,R1,R3,R8,R10,R1,B8,G7,G7,G8,O2,O5]
Table: [{B9,B10,B11,B12}, {R13,B13,O13}]

p3 plays initial meld (req. 11b)
Plays: {G10,G11,G12,G13}
Hand: [R2,R7,R11,R12,B3,B1,B11,G2,O1,O5,O12]
Table: [{B9,B10,B11,B12}, {R13,B13,O13}, {G10,G11,G12,G13}]

human plays meld
Plays: {R4,G4,O4}
Hand: [B6,B7,G11,G13,O1,O8,O8,O12]
Table: [{B9,B10,B11,B12}, {R13,B13,O13}, {G10,G11,G12,G13}, {R4,G4,O4}]

p1 plays initial meld
Plays: {R12,B12,G12}
Hand: [R2,R3,R6,B1,B2,B3,B8,G8,O2,O3,O6,O11,O11]
Table: [{B9,B10,B11,B12}, {R13,B13,O13}, {G10,G11,G12,G13}, {R4,G4,O4},
              {R12,B12,G12}]

p2 draws tile (req. 17b)
Draws: {R2}
Hand: [R1,R1,R2,R3,R8,R10,R1,B8,G7,G7,G8,O2,O5]

p3 draws tile - player has 3 fewer tiles so tries to play all the tiles it can but cannot (req. 13a)
Draws: {R3}
Hand: [R2,R3,R7,R11,R12,B3,B1,B11,G2,O1,O5,O12]

human draws tile
Plays: {G1}

Hand: [B6,B7,G11,G13,O1,O8,O8,O12]

p1 plays meld (req. 10c)
Plays: {B1,B2,B3}
Hand: [R2,R3,R6,B8,G8,O2,O3,O6,O11,O11]
Table: [{B8 B9,B10,B11,B12}, {R13,B13,O13}, {G10,G11,G12,G13}, {R4,G4,O4},
               {R12,B12,G12}, {B1,B2,B3}, {R2,B2,O2}, {R3,B3,O3}]

The rest of the game can be disregarded.

Game 4

For the test of these test cases the players will start with less than 14 tiles because it makes
creating them exponentially easier.

human dealt tiles
[B7,B8,B9,B10,G6,G7,O6,O8]

p1 dealt tiles
[R9,R10,R11,R13,G6,G7,O1,O2]

p2 dealt tiles
[R8,B13,G13,O13,O1,O2,O4,O5]

p3 dealt tiles
[B6,B11,G8,G9,G10,G11,O3,O4]

human plays initial meld
Plays: {B7,B8,B9,B10}
Hand: [G6,G7,O6,O8]
Table: [{B7,B8,B9,B10}]

p1 plays initial meld
Plays: {R9,R10,R11}
Hand: [R13,G6,G7]
Table: [{B7,B8,B9,B10}, {R9,R10,R11}]

p2 plays initial meld
Plays: {B13,G13,O13}
Hand: [R8,O1,O2,O4,O5]
Table: [{B7,B8,B9,B10}, {R9,R10,R11}, {B13,G13,O13}]

p3 plays initial meld
Plays: {G8,G9,G10,G11}
Hand: [B6,B11,O3,O4]
Table: [{B7,B8,B9,B10}, {R9,R10,R11}, {B13,G13,O13}, {G8,G9,G10,G11}]

humans plays meld that uses a tile from an existing run on table (req. 5, req. 9d)
Plays: {G8} from {G8,G9,G10,G11} into {G6,G7}
Hand: [O6,O8]
Table: [{B7,B8,B9,B10}, {R9,R10,R11}, {B13,G13,O13}, {G9,G10,G11}, {G6,G7,G8}]

p1 adds tile to set on table (req. 9b)
Plays: {R13} to {B13,G13,O13}
Hand: [G6,G7]
Table: [{B7,B8,B9,B10}, {R9,R10,R11}, {B13,G13,O13,R13}, {G9,G10,G11}, {G6,G7,G8}]

p2 adds tile to run on table (req. 9a, req. 17a)

Plays:	{R8} to {R9,R10,R11}
Hand:	[O1,O2,O4,O5]
Table:	[{B7,B8,B9,B10}, {R8,R9,R10,R11}, {B13,G13,O13,R13}, {G9,G10,G11}, {G6,G7,G8}]

p3 adds several tiles to a run on the table (req. 9c, req.14a)

Plays:	{B6} and {B11} to {B9,B10,B11}
Hand:	[O3,O4]
Table:	[{B6,B7,B8,B9,B10,B11}, {R8,R9,R10,R11}, {B13,G13,O13,R13}, {G9,G10,G11}, {G6,G7,G8}]

The rest of the game can be disregarded.

Game 5

human dealt tiles
[B12,O12,R12,G12,O4,O6,O8,O10]

p1 dealt tiles
[R10,G10,B10,R8,R12,G8,O1,O3,O5]

p2 dealt tiles
[R9,R10,R11,G12,B12,O1,O3,O5]

p3 dealt tiles
[G9,G10,G11,O2,O4,O6,O8,O10]

human plays initial meld

Plays:	{B12,O12,R12,G12}
Hand:	[O4,O6,O8,O10]
Table:	[{B12,O12,R12,G12}]

p1 plays initial meld

Plays:	{R10,G10,B10}
Hand:	[R8,R12,G8,O1,O3,O5]
Table:	[{B12,O12,R12,G12}, {R10,G10,B10}]

p2 plays initial meld

Plays:	{R9,R10,R11}
Hand:	[G12,B12,O1,O3,O5]
Table:	[{B12,O12,R12,G12}, {R10,G10,B10}, {R9,R10,R11}]

p3 plays initial meld

Plays:	{G9,G10,G11}
Hand:	[O2,O4,O6,O8,O10]
Table:	[{B12,O12,R12,G12}, {R10,G10,B10}, {R9,R10,R11}, {G9,G10,G11}]

human draws tile

Plays:	{B4}
Hand:	[B4,O4,O6,O8,O10]

p1 adds several tiles to several melds on the table (req. 9f)

Plays:	{R8} and {R12} to {R9,R10,R11} and {G8} to {G9,G10,G11}
Hand:	[O1,O3,O5]
Table:	[O12,R12,G12,B12, {R10,G10,B10}, {R8,R9,R10,R11,R12}, {G8,G9,G10,G11}]

Plays: {O12} from {O12,R12,G12,B12} into {G12,B12}
Hand: [O1,O3,O5]
Table: [{R12,G12,B12, {R10,G10,B10}, {R8,R9,R10,R11,R12}, {G8,G9,G10,G11},
                {G12,B12,O12}]

The rest of the game can be disregarded.

Game 6

human dealt tiles
[B1,B3,B4,O1,O2,O3,O7,O8,O9,O10]

p1 dealt tiles
[R1,R2,R3,R10,R11,R12,R13,G1,G2,G3,O5]

p2 dealt tiles
[O1,O2,O4,O5,O7,O8,B1,B2,B3,B5]

p3 dealt tiles
[G9,G10,G11,B10,O1,O2,B3,B5,B6,B8]

human plays initial meld
Plays: {O7,O8,O9,O10}
Hand: [B1,B3,B4,O1,O2,O3]
Table: [{O7,O8,O9,O10}}

p1 plays initial meld
Plays: {R10,R11,R12,R13}
Hand: [R1,R2,R3,G1,G2,G3,O5]
Table: [{O7,O8,O9,O10}, {R10,R11,R12,13}]

p2 draws (req. 15b)
Draws: [G1]
Hand: [O1,O2,O4,O5,O7,O8,B1,B2,B3,B5,G1]

p3 plays initial meld
Plays: [G9,G10,G11]
Hand: [B10,O1,O2,B3,B5,B6,B8]
Table: [{O7,O8,O9,O10}, {R10,R11,R12,13}, {G9,G10,G11}]

human plays meld
Plays: {O1,O2,O3}
Hand: [B1,B3,B4]
Table: [{O7,O8,O9,O10}, {R10,R11,R12}, {G9,G10,G11}, {O1,O2,O3}]

p1 plays melds (req. 10d)
Plays: {R1,R2,R3}, {G1,G2,G3}
Hand: [O5]
Table: [{O7,O8,O9,O10}, {R10,R11,R12}, {G9,G10,G11}, {O1,O2,O3}, {R1,R2,R3},
                {G1,G2,G3}]

p2 draws
Draws: [G2]
Hand: [O1,O2,O4,O5,O7,O8,B1,B2,B3,B5,G1,G2]

p3 plays melds that requires organization of several melds (req. 9g)

Plays: {O10} from {O7,O8,O9,O10} and {R10} from {R10,R11,R12,R13} into {B10}

Hand: [G1,G2,G4,G5,G7,B8]

Table: [{O7,O8,O9}, {R10,R11,R12}, {R10,O10,B10}, {G9,G10,G11}, {B10,G10,O10}]

The rest of the game can be disregarded.

Game 7

human dealt tiles

[B1,B2,B3,O1,O2,O3,O7,O8,O9,O12]

p1 dealt tiles

[R1,R2,R3,R5,R8,R10,R12,G2,G3,G13]

p2 dealt tiles

[B5,G9,O1,O2,O4,O5,O7,O8,O11,O13]

p3 dealt tiles

[B2,B3,B4,G7,G8,G9,O5,O6,O10,O11]

human plays initial meld

Plays: {B1,B2,B3} and {O1,O2,O3} and {O7,O8,O9}

Hand: [O12]

Table: [{B1,B2,B3}, {O1,O2,O3}, {O7,O8,O9}]

p1 draws

Draws: [O6]

Hand: [R1,R2,R3,R5,R8,R10,R12,G2,G3,G13,O6]

Table: [{B1,B2,B3}, {O1,O2,O3}, {O7,O8,O9}]

p2 draws

Draws: [B6]

Hand: [B5,B6,G9,O1,O2,O4,O5,O7,O8,O11,O13]

Table: [{B1,B2,B3}, {O1,O2,O3}, {O7,O8,O9}]

p3 plays initial melds

Plays: {B2,B3,B4}, {G7,G8,G9}

Hand: [O5,O6,O10,O11]

Table: [{B1,B2,B3}, {B2,B3,B4}, {G7,G8,G9}, {O1,O2,O3}, {O7,O8,O9}]

human draws

Draws: [B7]

Hand: [B7, O12]

Table: [{B1,B2,B3}, {O1,O2,O3}, {O7,O8,O9}, {B2,B3,B4}, {G7,G8,G9}]

p1 draws

Draws: [R12]

Hand: [R1,R2,R3,R5,R8,R10,R12,G2,G3,O5,O6,R12]

Table: [{B1,B2,B3}, {O1,O2,O3}, {O7,O8,O9}, {B2,B3,B4}, {G7,G8,G9}]

p2 draws

Draws: [B12]

Hand: [B5,B6,B12,G9,O1,O2,O4,O5,O7,O8,O11,O13]

Table: [{B1,B2,B3}, {O1,O2,O3}, {O7,O8,O9}, {B2,B3,B4}, {G7,G8,G9}]

p3 wins using some tiles of the table on its last turn, AND using all the tiles it can since another player has 3 fewer tiles (Player Human) (req. 12b) (req. 13b), respectively

Plays: {O5,O6,O10, O11} to {O7,O8,O9}
Hand: []
Table: [{B1,B2,B3}, {O1,O2,O3}, {O5,O6,O7,O8,O10,O11}, {B2,B3,B4}, {G7,G8,G9}]]

Game 8

[R1 R2 R4 R5 R7 R8 R10]

p1 dealt tiles
[O1 O2 O4 O5 O7 O8 O10]

p2 dealt tiles
[B1 B2 B4 B5 B7 B8 B10]

p3 dealt tiles
[R10 R11 R12 G1 G2 G4 G5]

human draws
Draws: {R1}
[R1 R1 R2 R4 R5 R7 R8 R10]

p1 draws
Draws: {R2}
[R2 O1 O2 O4 O5 O7 O8 O10]

p2 draws
Draws: {R3}
[R3 B1 B2 B4 B5 B7 B8 B10]

p3 plays initial meld
Plays: {R10 R11 R12}
Hand: [G1 G2 G4 G5]
Table: [{R10 R11 R12}]

human draws
Draws: {G1}
[R1 R1 R2 R4 R5 R7 R8 R10 G1]

p1 draws
Draws: {G2}
[R2 O1 O2 O4 O5 O7 O8 O10 G2]

p2 draws
Draws: {G3}
[R3 B1 B2 B4 B5 B7 B8 B10 G3]

p3 draws (req. 14b)
Draws: {G3}
Hand: [G1 G2 G3 G4 G5]

human draws
Draws: {O3}

[R1 R1 R2 R4 R5 R7 R8 R10 G1 O3]

p1 draws
Draws: {O4}
[R2 O1 O2 O4 O4 O5 O7 O8 O10 G2]

p2 draws
Draws: {O7}
[R3 B1 B2 B4 B5 B7 B8 B10 G3 O7]

p3 plays and wins (req. 12a)
Plays: {G1 G2 G3 G4 G5}
Hand: []
Table: [{R10,R11,R12}, {G1,G2,G3,G4,G5}]

Game 9

human dealt tiles
[B3,B4,B5,B6,B7,B8,B9,B10,B11,B12,B13,B13,O1,G2]

p1 dealt tiles
[G1,G3,G6,G7,G9,G12,G13,B2,B3,B4,O1,O2,O3,O11]

p2 dealt tiles
[R2,R3,R4,R5,R6,R7,R8,R9,R10,R11,R12,B1,B2,B3]

p3 dealt tiles
[G4,G10,G11,G13,B5,B6,B7,B12,O5,O7,O8,O10,O12,O13]

human plays initial meld
Plays: {B3,B4,B5,B6,B7,B8,B9,B10,B11,B12,B13}
Hand: [B13,O1,G2]
Table: [{B3,B4,B5,B6,B7,B8,B9,B10,B11,B12,B13}]

p1 draws tile
Draws: {G2}
Hand: [G1,G2,G3,G6,G7,G9,G12,G13,B2,B3,B4,O1,O2,O3,O11]

p2 plays initial hand
Plays: {R2,R3,R4,R5,R6,R7,R8,R9,R10,R11,R12}
Hand: [B1,B2,B3]
Table: [{B3,B4,B5,B6,B7,B8,B9,B10,B11,B12,B13},
{R2,R3,R4,R5,R6,R7,R8,R9,R10,R11,R12}]

p3 draws
Draws: {G3}
Hand: [G3,G4,G10,G11,G13,B5,B6,B7,B12,O5,O7,O8,O10,O12,O13]

human draws
Draws: {G1}
Hand: [B13,O1,G1,G2]

p1 draws tile
Draws: {B9}
Hand: [G1,G2,G3,G6,G7,G9,G12,G13,B2,B3,B4,B9,O1,O2,O3,O11]

Game 10

human dealt tiles
[B1,B2,B3,O1,O2,O3,O7,O8,O9,O12]

p1 dealt tiles
[R1,R2,R3,R5,R8,R10,R12,G2,G3,G13]

p2 dealt tiles
[B2,B3,B4,G7,G8,G9,O5,O6,O10,O11]

p3 dealt tiles
[B5,G9,O1,O2,O4,O5,O7,O8,O11,O13]

human plays initial meld
Plays: {B1,B2,B3} and {O1,O2,O3} and {O7,O8,O9}
Hand: [O12]
Table: [{B1,B2,B3}, {O1,O2,O3}, {O7,O8,O9}]

p1 draws
Draws: [O6]
Hand: [R1,R2,R3,R5,R8,R10,R12,G2,G3,G13,O6]
Table: [{B1,B2,B3}, {O1,O2,O3}, {O7,O8,O9}]

p2 plays initial melds
Plays: {B2,B3,B4}, {G7,G8,G9}
Hand: [O5,O6,O10,O11]
Table: [{B1,B2,B3}, {O1,O2,O3}, {O7,O8,O9}, {B2,B3,B4}, {G7,G8,G9}]

p3 draws
Draws: [B6]
Hand: [B5,B6,G9,O1,O2,O4,O5,O7,O8,O11,O13]
Table: [{B1,B2,B3}, {O1,O2,O3}, {O7,O8,O9}, {B2,B3,B4}, {G7,G8,G9}]

human draws
Draws: [B7]
Hand: [B7, O12]
Table: [{B1,B2,B3}, {O1,O2,O3}, {O7,O8,O9}, {B2,B3,B4}, {G7,G8,G9}]

p1 draws
Draws: [R12]
Hand: [R1,R2,R3,R5,R8,R10,R12,G2,G3,O5,O6,R12]
Table: [{B1,B2,B3}, {O1,O2,O3}, {O7,O8,O9}, {B2,B3,B4}, {G7,G8,G9}]

p2 wins using some tiles of the table on its last turn (req. 16b)
Plays: {O5,O6,O10, O11} to {O7,O8,O9}
Hand: []

Table: [{B1,B2,B3}, {O1,O2,O3}, {O5,O6,O7,O8,O10,O11}, {B2,B3,B4}, {G7,G8,G9}]]

Game 11

21. Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of receiving certain cards.

Player 4 / Strategy 4:

- If a player is beating Player 4 by 3 or more tiles, it will use Strategy 1 (as Player 3 does)
- Otherwise, it uses Strategy 4
  - Strategy4's initialMove is essentially the same as Strategy2
  - Strategy4's regularMove adds as many tiles to the table as possible but only using tiles with values that are already on the board; this is because, if the tile value is not on the table, there is a greater chance it will pick up a tile with that value and be able to make a set

human dealt tiles
[R10,B10,G10,R1,R2,R3,O1,O6]

p1 dealt tiles
[R11,B11,G11,G1,G2,G3,O2,O5]

p2 dealt tiles
[R12,B12,G12,B1,B2,B3,O3,O3]

p3 dealt tiles
[R13,B13,G13,O1,O2,O4,O5,O9]

p4 dealt tiles
[R9,B9,G9,O9,R1,R2,R3,R4,O1]

human plays initial meld
Plays: {R10,B10,G10}
Hand: [R1,R2,R3,O1,O6]
Table: [{R10,B10,G10}]

p1 plays initial meld
Plays: {R11,B11,G11}
Hand: [G1,G2,G3,O2,O5]
Table: [{R10,B10,G10}, {R11,B11,G11}]

p2 plays initial meld
Plays: {R12,B12,G12}
Hand: [B1,B2,B3,O3,O3]
Table: [{R10,B10,G10}, {R11,B11,G11}, {R12,B12,G12}]

p3 plays initial meld
Plays: {R13,B13,G13}
Hand: [O1,O2,O4,O5,O9]
Table: [{R10,B10,G10}, {R11,B11,G11}, {R12,B12,G12}, {R13,B13,G13}]

p4 initials meld
Plays: {R9,B9,G9,O9}
Hand: [R1,R2,R3,R4,O1]
Table: [{R10,B10,G10}, {R11,B11,G11}, {R12,B12,G12}, {R13,B13,G13}, {R9,B9,G9,O9}]

Plays: {R10,B10,G10}
Hand: [R1,R2,R3,O1,O6]
Table: [{R10,B10,G10}]

p1 plays meld
Plays: {G1,G2,G3}
Hand: [O2,O5]
Table: [{R10,B10,G10}, {R11,B11,G11}, {R12,B12,G12}, {R13,B13,G13}, {R9,B9,G9,O9},
                {G1,G2,G3}]

p2 plays meld
Plays: {B1,B2,B3}
Hand: [O3,O3]
Table: [{R10,B10,G10}, {R11,B11,G11}, {R12,B12,G12}, {R13,B13,G13}, {R9,B9,G9,O9},
                {G1,G2,G3},{B1,B2,B3}]

p3 plays meld
Draws: {R1}
Hand: [R1,O1,O2,O,O5,O9]

p4 plays meld using its strategy that makes decisions based off the tiles on the table (req. 21)
Plays: {R1,R2,R3}   (instead of the entire meld {R1,R2,R3,R4})
Hand: [R4,R5,O1]
Table: [{R10,B10,G10}, {R11,B11,G11}, {R12,B12,G12}, {R12,B13,G13}, {R9,B9,G9,O9},
                {G1,G2,G3},{B1,B2,B3},{R1,R2,R3}]

The rest of the game can be disregarded.