RoboTrick

This is a game where you compete for the cards of the dummy player "Robot" through trick taking.

These are the rules for the prototype of the product version "Robotrick". It uses ordinary playing cards, so you can't enjoy the beautiful cards of the product version, but you can enjoy the system.

■ Number of players:
  3 people
■ Play time:
  30-40 minutes
■ Contents:
  1 deck of playing cards 52 cards (w/o joker)
  Dedicated program cards
  Items for recording scores
■Purpose:
  Get the most points
■ Overview:
 ・Decide the dealer, deal the cards, and decide the trump suit
 ・Determine the program card for the robot
 ・Deal 12 cards to each player & robot
 ・sort and display all robot cards
 ・Pass 2 cards from your hand to the left player (skip the robot)
 ・ Play 12 tricks
 ・Score calculation
 Start player moves to the next player, play rounds 2 and 3.
 The player with the most points at the end of the third round wins.

Setup

■ Trump card:
Remove 3 cards face down before dealing.
Do not use these this round.
In addition, flip 1 more card, this card's suit becomes the trump suit.
(ex. If it's 6 of diamonds, the diamond suit is the trump card.)
Deal out the remaining 48 cards.

■ Deal cards:
There are 3 players, but cards for 4 are dealt.
The dealer deals cards clockwise from the robot's (placed to the left of the dealer).
Distribute 48 cards in 4 sets of 12 cards.
The cards distributed to the left of thedealer is the cards that the robot is in charge of.
The other 3 decks become each player's hand.

■ Robot:
A robot is placed to the left of the leader.
Turn over the 12 cards dealt to the robot.
Sort by spades, hearts, diamonds and clubs.
Arrange the numbers in descending order.
A is the strongest and 2 is the weakest card.

■ Program:
Randomly select a program card and reveal it.
The program card shows what to do when the robot leads, follows, or can't follow
The contents of play are described.
During trick play, the robot always plays cards according to this program.

example:
・When the robot is leading, "play the highest card", etc.
・When following, "play the lowest card" etc.
・When you cannot follow (unfollow), such as "play the long suit".

■ Improved hand
Each player keeps his or her hand hidden from view.
Look carefully at the robot's open card and program.
Then select two cards that you think are unnecessary.
Pass it face down to the player to your left.
Do not pass it to the robot, but pass it to the left of the robot.
Receive the card passed from the right side and add it to your hand.

Trick
■ Trick start
Start trick taking.
The rules of the trick are must follow and there are cards (trump cards).
The robot always leads the first trick.
The robot puts out one card according to the program.
Next, the person to the left of the robot plays a card.

○ What is Trick Taking ○
First, the lead player puts one card on the table. (lead)
If the next player has the same suit as the lead card, you must play a card of that suit. (Must follow)
If you don't have the same suit, you can play any card
Compare the strength of the card when everyone has played a card.
The player with the highest number in the lead's suit wins.
If someone does not play the lead suit and plays the trump suit instead, the trump wins.
If someone has more than one trump card, the bigger trump card wins.

■ After the second trick
The person who won the last trick leads the next trick.
Repeat for a total of 12 tricks.

Score
■ Score
If the trick is won, the winner gets the card the robot played
The robot's card is the person's score.
From 2 to 10, the numbers are scored as they are. (ex. 5 points if you take the 5 of spades)
All face cards are 10 points. A is 15 points.
Place the acquired robot card face up in front of you.
At this time, the cards played by the player are discarded.

■ Conceded points (Part 1)
Robots may win tricks.
At this time, the card you played will be minus (lost points).
The robot card is discarded.
(ex. Minus 5 points if you played 5 of spades when the robot wins)
Place the positive cards face up and the negative cards face down.

■ Conceded points (Part 2)
There are only three "hangars" that store robot cards.
Only the **first three cards** of the acquired robot cards will be scored.
All robot cards acquired after the 3rd card are negative.

■ Score calculation
After completing 12 tricks, add up the points of the cards you have won.
Record each score. (paper or chip, etc.)

Subsequent Rounds
Second Round
The dealer moves to the player on the left, and the position of the robot moves to the left of the dealer at the same time.
Distribute the cards, splay the robot cards, decide the program card… etc.
After that, play the same as the first round.

Third Round
Do the same for the third round.
Whoever has the most points at the end of the 3 rounds wins.
In case of a tie, the victory is shared.

■ How to read AI cards

There are patterns when the robot leads, follows, and cannot follow (unfollow).

At that time, there are primary (priority) and secondary (runner-up) rules that determine which card the robot will issue.

The meaning of the rules is as follows

・High/Low
Play the highest/lowest card.

・Long/Short
Out of all suits, play the suit with the most/fewest cards.

■ When the primary is high/low
Play the largest/smallest card from all the cards of the robot.
If it's a tie, look at the secondary rule.

If the secondary is long/short, the card of the most/fewest suit is issued.

If the number of cards is the same
Priority will be given in the order of (Spades>Hearts>Diamonds>Clubs).

■ If the primary is long/short
First, decide which suit has the most/fewest cards.
If there are multiple suits with the same number, all of them are included.

Look at the secondary rules next. If it is high/low, the largest/smallest card is played.

If it is also the same number, priority will be given in the order of (S>H>D>C).

■ When the robot follows
Since the suit is fixed, it can only be high or low.

Program	Primary	Secondary
Lead	Long	High
Follow	Low	(S>H>D>C)
Unfollow	Long	High

Program	Primary	Secondary
Lead	Long	High
Follow	Low	(S>H>D>C)
Unfollow	Short	High

Program	Primary	Secondary
Lead	Long	Low
Follow	Low	(S>H>D>C)
Unfollow	Long	Low

Program	Primary	Secondary
Lead	Long	Low
Follow	Low	(S>H>D>C)
Unfollow	Short	Low

Program	Primary	Secondary
Lead	Short	High
Follow	Low	(S>H>D>C)
Unfollow	Short	High

Program	Primary	Secondary
Lead	Short	Low
Follow	Low	(S>H>D>C)
Unfollow	Short	Low

Program	Primary	Secondary
Lead	Short	High
Follow	Low	(S>H>D>C)
Unfollow	Long	High

Program	Primary	Secondary
Lead	Short	Low
Follow	Low	(S>H>D>C)
Unfollow	Long	Low

Program	Primary	Secondary
Lead	High	Long
Follow	Low	(S>H>D>C)
Unfollow	High	Long

Program	Primary	Secondary
Lead	Low	Long
Follow	Low	(S>H>D>C)
Unfollow	Low	Long

Program	Primary	Secondary
Lead	High	Short
Follow	Low	(S>H>D>C)
Unfollow	High	Short

Program	Primary	Secondary
Lead	Low	Short
Follow	Low	(S>H>D>C)
Unfollow	Low	Short

Program	Primary	Secondary
Lead	High	Short
Follow	Low	(S>H>D>C)
Unfollow	High	Long

Program	Primary	Secondary
Lead	Low	Short
Follow	Low	(S>H>D>C)
Unfollow	Low	Long

Program	Primary	Secondary
Lead	High	Long
Follow	Low	(S>H>D>C)
Unfollow	High	Short

Program	Primary	Secondary
Lead	Low	Long
Follow	Low	(S>H>D>C)
Unfollow	Low	Short