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.

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.

〇 What is Trick Taking 〇

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 they don't have the same suit, they 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 first trick

The person who won the last trick leads the next trick.

Repeat for a total of 12 tricks.

**Score**

■ Score

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 robot card face up in front of you.

Cards played by the players are discarded.

■ Conceded points (Part 1)

Robots may win tricks.

The card you played becomes negative 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 three hangars to 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 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 | Low |
| Follow | Low | (S>H>D>C) |
| Unfollow | Long | 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 | Long | High |
| Follow | Low | (S>H>D>C) |
| Unfollow | Short | High |

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