

Game Annotation: Egyptian Ratscrew and The Last One
Team: Deepthi Rao, Hanna Fernandez, Vincent Renich
Unity IDs: dgrao2, hfernan, vtrenich

Link to Last One Rules: https://www.pagat.com/eights/last_one.html

Link to Egyptian Ratscrew: <https://www.wikihow.com/Play-Egyptian-Rat-Screw>

	Egyptian Ratscrew	Last One
Goals (Win conditions)	Hold the entire deck	Get rid of your entire hand
Cards Used	Standard 52 (Jokers Optional)	Standard 52 + 2 Jokers
Number of Players	2-5	2 - 6
Space Set-up	All the cards are distributed evenly amongst all the players. There will be one main stack with as many 'in-hand' stacks (face down) as there are players. The players use the main stack to place one in hand card.	A dealer distributes an equal number of cards, between 4 and 8 by the dealer's choice, to each player. This makes the player's hand, which they can view at any time, but is hidden from other players. One card from the deck is placed face-up in the discard pile, and the rest of the deck is placed face-down as the stock.
Action on a turn	Once the game has begun each player will place a card down face up in the center pile, moving in a clockwise circle from the starting player. If a face card is played, the next player has the following number of chances to play another face card: Jack = 1, Queen = 2, King = 3, Ace = 4. Throughout the game each player will be diligently looking for anyone other patterns specified:	Once the game has begun, players take turns placing single cards that match the suit or rank of the top card of the discard. When a player plays a card so that they have 1 card left in their hand, they must say "last one," or draw one card from the stock as penalty. If a player is unable to play a card on their turn, they must draw one card from the stock as penalty. Certain cards have special effects (see below.)
Action at any time	If the cards in play are	None

	<p>slap-able, any player (even ones with no cards in their hand) may slap the cards in play to take the pile. If the pile is slapped while not slap-able, the player must put two cards onto the pile from their hand ("burning" the cards), which void slap rule until the next player plays a card</p>	
Special Play Conditions	<p>Slap rules: Double, Sandwich, Top-bottom, Tens, Jokers, Four in a row, Marriage</p> <p>Patterns:</p> <p>Double: Consecutive cards of the same number (7, 7)</p> <p>- Sandwich: Cards of the same value with a card in between (4, 9, 4)</p> <p>- Bottoms up: When a card of the same value as the bottom card is played (other than "burned" cards...see below)</p> <p>- Tens: When consecutive cards (or cards with a face card in between) total 10 (e.g. 4, 6 or 3, K, 7)</p> <p>- Jokers: When a joker (if being used) is played</p> <p>- Four in a Row: When 4 cards are played in order (5, 6, 7, 8)</p> <p>- Marriage: When a king and queen are played in sequence</p>	<p>The following cards have these special effects:</p> <p>Two: The next player must draw to cards from the stock, and is not allowed to play a card.</p> <p>Three: If you play a three you may in the same turn play any card on top of it. This is called "stacking".</p> <p>Four: Playing a four causes a "melee"; the player of the four is the "aggressor" (attacker) and the next player in turn is the "aggressee" (defender). If the defender or any other player has the five of the same suit they may play it; the player of the five then becomes the aggressor and the previous aggressor becomes the aggressee. After the five, anyone may play the six of the same suit and so on up. If no one plays the next card, the current aggressee must draw from the stock a number of cards equal to the pip value of the card played by the current aggressor.</p>

	<p>The objective of the game is to slap the pile when said patterns are spotted to gain the most cards and eventually the entire deck.</p>	<p>Eight: Can be played on any card. The player announces a suit and the next play should be in the announced suit.</p> <p>Jack: The next player skips a turn</p> <p>Ace: The direction of play is reversed</p> <p>Joker: Can represent any card of the pack, at the choice of the person who plays it to the discard pile.</p>
--	--	---

	Similarities	Differences
Space Set-up	One main deck and several player decks are involved.	-
Special Play Conditions	Special rules based on the cards played	-
Starting states/deals	-	<p>In ERS the whole deck is evenly distributed</p> <p>In The Last One the number of cards can vary based on what the dealer sees fit (between 4 and 8)</p>
Turns	Each players turn involves the placing down of one or more cards. The turns for both games go in order. Both games allow players to be skipped (in Last One, when a special card is played and ERS, when a player has no cards in their hand.)	Last One allows the order of play to be reversed. ERS allows out of turn plays.
Goals (Win conditions)	-	The object of Last One is to get rid of all your cards; the

		object of Egyptian Ratscrew is to hold all the cards. The game ends in Last One when one player gets rid of all their cards. Play continues in Egyptian Ratscrew even when a player loses their whole hand, and they have the opportunity to get back into the game through a slap rule.
Cards Used	Both games require the standard 52 cards	Last One requires two Jokers, whereas in Egyptian Ratscrew they are optional.
Ways to bluff	Both games do not have any mechanisms to bluff as all cards are placed face down.	-
Turn structure	Each player in both games gets at least one ordered turn.	In ERS turns can also occur sporadically as slapping in can occur based on chance and speed.
Action at any time	-	ERS has actions that can happen at any time, whereas Last One does not.
Support For New Players	Both games have enough luck that new players can still have a good game and a decent chance of winning.	(Related to Skill Required) Egyptian Ratscrew has more opportunities for players used to the game and with fast reflexes to get ahead, adding a challenge for new players to quickly recognize the patterns.
Skill Required	Both games are easier for players who are more familiar with the special rules/conditions.	Egyptian Ratscrew is more easily winnable with fast reflexes, and Last One requires a little more strategy.
How to exchange a card, give or take from another player?	In both games, at no point can they take cards directly from other players.	In ERS a player can slap the deck and take the cards from the main pile.

<p>What makes the game fun?</p>	<p>Both games have the opportunity to sabotage the other players (Last One by playing special cards, ERS by slapping first). Both games are also simple to learn.</p>	<p>Last One gives players the opportunity to use a little strategy. ERS gives players the opportunity to slap each other.</p> <p>In ERS, if there are more than 2 players, a camaraderie is formed between the players to sabotage the player who is winning at that moment.</p>
--	---	--