

# Rules of Coinche

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## *Get ready*

When the server is launched, click on the client executable and insert the IP address of the server in the new window. A game is starting, letting you know what player you are and who join it. When you are four, it's starting!

## *How it works*

A game is constituted by eight rounds, which are constituted of eight turn. Every round has several steps: distribution of cards, biddings, the eight turns, and so on. The two teams have to make their bidding success or make the other fail. At last, the team which have the best score win the game.

## *Bidding*

After the distribution, each player has eight cards. The bidding starts at 80 points, and you can bid until 160. You choose your color, your value. If you don't find your hand interesting, you can skip your turn to bid. When no one bid, the cards are redistributed. When a bidding is made and three players skip their turns, you can play. Then, if someone thinks their enemies won't succeed, they can coinche. If the others think they can success, they can surcoinche.

## *Turn*

Every player choose a card to play. The one who played the stronger card win the turn and his team earns points.