

# 1923

Thomas Donahue

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## 1 1923

### 1.1 About

Magnificent card game.

#### 1.1.1 Testimonials

“1923 saved my life.” - Local man

### 1.2 Rules

#### 1.2.1 Players

2 or more players are required to play

- Decks

The number of decks used are dependent on the number of players. To calculate how many decks you should be using, here is a handy-dandy equation:

$$\text{number of decks} = \text{ceil}(\text{number of players} / 3)$$

On the other hand, if you lack the proper amount of decks, just go with what you got.

### 1.2.2 Gameplay

- Winning

Combined card value (blackjack rules; Ace can be 1 or 11) between 19-23. If multiple players are within that range, the player with the value closest to 23 wins. If no player is within that range, the player with the value closest to 19 or 23 wins (being closer to 19 or 23 are equal). Winning player keeps all cards from the round (including tiebreaker cards).

- Breaking Ties

Player with the highest average card value wins. If multiple players have the same average card value, the players will draw a single card and highest card (as before, based on value, i.e. 10 is the same as a king) wins (repeat until winner is found).

- Drawing Cards

1. Every player draws 2 cards and places them face down (without looking at them). By custom, the cards are to be placed side-by-side and to the right hand side in front of the player.
2. Players may look at one of their 2 cards.
3. If a player desires to view the other card, they may do so, but are required to take another card from the deck as a result. Players can repeat this step as many times as they would like. This is done asynchronously (i.e., you needn't wait and see what other players do). By custom, each additional card must be placed to the left of the original 2 cards (and so on).
4. Each player must lock their left-most card when they are done drawing cards (i.e., the card they do not know the value of). Once a player has locked, they cannot unlock. To lock, the player

turns the card sideways – a card is locked once the player has removed their hand from the card.

5. Once each player has locked, all players must turnover their cards (from right to left) and count their value. Winner is determined as outlined above.

### **1.2.3 Winning**

When there aren't enough cards left to carry out another round, the game is over. What does it mean there aren't enough cards? First, if there enough cards for every player to have at least 2, then there are enough cards. Any remaining cards after every player has taken 2 are available in a first come-first serve fashion. If there are only enough cards for 1 card per player, then the gameplay reverts to war. In all other cases, there aren't enough cards, and the remaining cards are dead.

The winner is the player with the most cards.

## **1.3 Creators**

- Thomas Donahue
- Carlos Asmat
- Cody Canning