

# 1923

A magnificent card game

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## 1 About

Magnificent card game.

### 1.1 Testimonials

- "1923 saved my life." - Local man
- "So asynchronous!" - Carlos
- "Surprisingly fun." - Holly

## 2 Rules

Rules are great, but paramount are **Customs and Traditions**. Don't be an idiot, read Section 3 before playing.

### 2.1 Players

2 or more players are required to play

#### 2.1.1 Decks

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

`number of decks = ceil( number of players / 3 )`

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

### 2.2 Structure

#### 2.2.1 Overview

1923 is played in terms of Games, Sets and Matches (akin to Tennis).

- A **game** is much like a "hand" in other card games (e.g. Poker), it is the smallest chunk of the game. There are multiple games per set.
- A **set** is complete when the deck has been depleted. There are multiple sets per match.
- A **match** is what comprises the entire length of the game.

#### 2.2.2 Games

##### 1. 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).

##### (a) 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).

If there aren't enough cards to break a tie in that manner, stay tuned because we haven't figured it out yet. One idea we're kicking around, if you'd like guidance, is to take all of the cards in your hand and play war until there is a winner.

## 2. Gameplay

- (a) Every player draws 2 cards and places them face down (without looking at them).
- (b) Players may look at one of their 2 cards.
- (c) 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).
- (d) Each player must lock their last 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.
- (e) Once each player has locked, all players must turnover their cards and count their value. Winner is determined as outlined above.

### 2.2.3 Sets

#### 1. Completion

Sets are complete 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 are 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.

#### 2. Winning

The winner is the player with the most cards. If multiple players have the same number of cards, they share the win. This is important for the tabulation of points (see below).

##### (a) Tabulating Points

Once the winning player(s) of the set has been found, their card totals are transferred into point totals, which are added to a running sum across all sets until the Match has been completed.

In general, points are simply 1-to-1 mapped to the number of cards the player won during that set – with 1 caveat... **Aces!** If the winning player(s) has any Aces in their hand, they receive what is known as *Ace benefit*, which is an additional point-per-Ace. Conversely, for every Ace each losing player has in their hand, they receive what is known as *Ace damage*, which removes a point.

### 2.2.4 Matches

#### 1. Completion

A match is complete when a player has reached N points (where N is a number we haven't decided yet).

#### 2. Winning

The winner of the match the person who reaches N points first. If multiple players reach N at the completion of a set, then the player with the highest card total overall wins.

If multiple players have the same number of cards... we don't know yet. Perhaps revert to war again (though that's unsatisfying).

## 3 Customs and Traditions

1923 has a rich and colourful tradition that resulted in the general acceptance of some peculiar and distinctive practices. Although from a practical standpoint they may seem unavailing to the game, these conventions are cherished and respected by most players. Many consider that ignoring these customs is a sign of direct disrespect to the game's culture and its beloved creators and contributors.

### 3.1 Traditional Practices

1. The cards shall not be shuffled. They may be mixed and the deck can be cut but shuffling is frowned upon. Early mathematical analysis of the game made it very clear that shuffling does not affect its mechanics.
2. When picking cards from the deck, they are to be placed side-by-side and to the right-hand-side in front of the player.
3. When picking additional cards from the deck, they must be placed to the left of the original 2 cards. This results in the leftmost card being always unknown, adding a deep metaphorical meaning to the game and evoking the sinister connotation of the sinistral card.
4. At the end of each hand, the cards should be revealed from right to left. This prolongs the suspense for each player, adding to the bold fun we all grew to expect from this magnificent game.

## 4 Creators, Maintainers and Benevolent Overlords for Life

- Thomas Donahue
- Carlos Asmat
- Cody Canning

## 4.1 Contributors

- Lindsay and Alex
- Holly Morris
- Russ Nickerson