Rules of playing:

**Trix complex**

* Here the mode is partners, as i explained dues should be displayed.
* I will call your cards on cards that you need.
* Died cards means cards that don’t make other players to play for example (Ace, 2 , or King if you have Ace of same type, 3 if you have 2 in same type).
* Died cards in partners are cards that don’t give other team ability to play for example (Ace, 2 , or King if you have Ace of same type, 3 if you or your partner have 2 in same type).
* player should work to finish his cards and his partner cards before other team.
* player should keep or lock up cards which give other team ability to play their cards especially their dues.
* if player of other team locked your cards, you should think to make him throw these cards by playing died cards or cards that  you think is died.
* priority of throwing cards:
  + cards that you and your partner need
  + died cards.
  + other team cards based on number or dues (if one player from another team has more than 2 and his partner has only one, here you will select cards for player who has more dues).
* in single mode the way of thinking is changed to be “player are thinking of his cards and nor partners”

**King Of Hearts:**

Finished Type: you only have this type of cards (i.e you only have spades and other players don’t have)

Empty type: type of card that you don’t have it in your cards (i.e. in my cards i don’t have hearts type, so hearts type is empty)

**Partners**:

* Main general rule is to avoid to eat this king (you and your partner).
* if you (or your partner) have the king, you should search for empty type and make the owner of king escape his king if other team is the owner of  current round
* if other team has the  king and you don’t have Ace of hearts, try to play hearts type and make other team eat king of hearts, be aware that you partner don’t have Ace of hearts.
* eat other card types rules:
  + you have the king: try to finish one type of your cards.
  + your partner has the king: try to search for empty type of your partner cards, then play the lowest card of empty card to make other team eats the king
  + other team has the king here two cases:
    - try to play hearts as you can.
    - try to avoid playing from empty type of owner of king.
    - try to avoid eating rounds of empty types for owner of king.
    - avoid to play Finished Type.

**Single**

* Main general rule is to avoid to eat this king .
* if you have the king, you should search for empty type and  escape the king. it’s better to escape on highest score.
* if other player has the  king and you don’t have Ace of hearts, try to play hearts type and make other players eat king of hearts.
* eat other card types rules:
  + you have the king: try to finish one type of your cards.
  + other player has the king here two cases:
    - try to play hearts as you can.
    - try to avoid playing from empty type of owner of king.
    - try to avoid eating rounds of empty types for owner of king.
    - avoid to play Finished Type.

**Queen Rules:**

* Main rule is to avoid eating queen (you and your partner) by using empty type and Finished type strategies
* If you want to escape one queen and you have multiple queens, you should select the most dangerous queen (the queen that has high possibility to eat).

**Diamond**

* Main rule is to avoid eating diamonds (you and your partner) by using empty type and Finished type strategies.
* In case of diamond type playing, avoid to play highest card diamonds.
* if you are the fourth player and the playing type is diamonds and your lowest card is higher than all cards in the ground, play the highest card.
* if you can avoid eating diamonds, do by selecting lowest  cards.

**Lotosh**:

* avoid to taking rounds you and your partner.
* if you will take round, use highest card
* if your partner will take it also play highest cards.
* if the type on the ground is empty for you escape highest cards.
* do not play empty type for other or finished type.