

GAME DEFINITION

Eşli Batak is a variation of the popular Turkish card game Batak. In Batak, the game consists of two stages: Bidding and Playing. Eşli Batak is the variation of the game which is played by two teams each consisting of 2 players.

Bidding Stage

Players review their hands and estimate how many tricks they can win in each round. There is a minimum bid limit depending on the game variation. If a player fails to meet their bid, they receive penalty points equal to their bid. The objective of the bidding stage is to determine the Trump Suit for the game.

Playing Stage

The player who won the bid starts the game by playing a card. If the following player has a higher-ranked card of the same suit, they must play it. Otherwise, any other card of the same suit can be played. If a player does not have a card of the same suit, they can play a card from the Trump Suit. The Trump Suit beats all other suits in the game and can only be beaten by another card of the Trump Suit with a higher rank.

Victory

There is no single definition of victory in Eşli Batak. The winning team can be determined in any ways. For example, by reaching a specific point threshold or by winning the most sets of rounds. In this implementation, the game is won by the team that reaches a 50-point threshold.

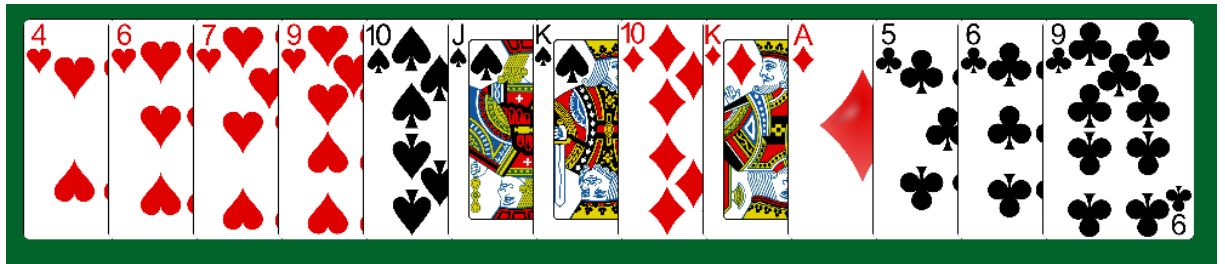
BIDDING STAGE

At the beginning of each round, each player is dealt 13 cards. In a physical game, the deck is shuffled by one player, cut by the next, and then the bidding process starts. In this implementation, the player who connects to the server first becomes the first bidder. In subsequent rounds, the role of the bidder rotates among the players.

Players must evaluate their hands and decide on a bid, which represents the minimum number of tricks they commit to winning in each round. A strong hand in Batak typically includes:

- A high number of cards in a single suit, which you can choose as the Trump Suit.
- Many high-ranking cards.

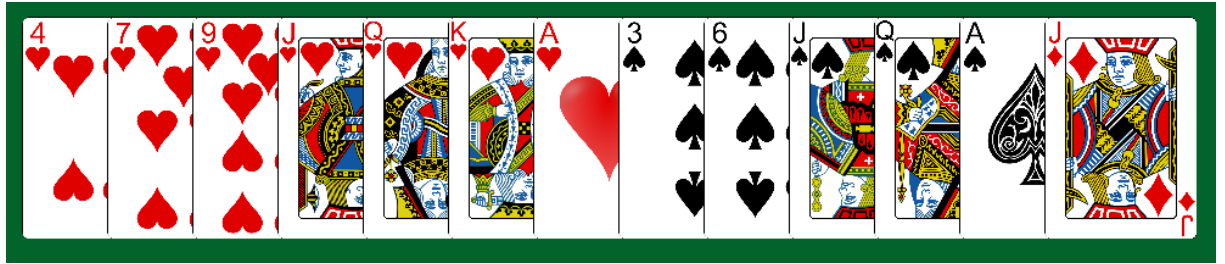
In Eşli Batak unlike other variations, if you win the bid, your partner reveals all their cards to the table for everyone to see and you must play your partner's cards when their turn comes up. Let's analyze two sample hands to better understand the bidding process.



This is an example of a bad hand in Eşli Batak. In this game, the minimum bid is 8, and generally, unless you have exceptional side cards, you should refrain from bidding if you lack a strong trump suit. In this hand, hearts is the most frequent suit, with only 4 cards, none of which are high-ranking. With 4 players, each holding 13 cards, the expected number of cards in each suit is around 3. However, there can be imbalances, so it's useful to keep the following in mind:

- Aces and kings generally win tricks.
- Queens occasionally win a trick.
- Jacks rarely win a trick.

In this hand, the ace and king of diamonds are expected to win tricks, as well as the king of spades. Additionally, if you play the 10 of spades and manage to draw both the queen and ace of spades in the same trick, the jack of spades might also win a trick. Thus, this hand is expected to win 3-4 tricks, making it a terrible candidate for bidding. However, if your partner becomes the bidder, you can provide them with high-ranking side suit cards.



This is an excellent example of a very strong hand. Firstly, the hand features an exceptionally powerful trump suit with 7 hearts, including all four highest-ranking cards. This guarantees 4 tricks right from the start. Additionally, as long as you can play trump cards (a rule that will be explained later), you can use these 4 cards to force the other players to exhaust their trumps. Consequently, the remaining 3 trumps in your hand are also likely to win tricks.

Furthermore, you are initially clear of clubs and hold only one diamond card. Your spades are also impressive; you have 5 spades and are missing only the king. This hand is expected to win a significant number of tricks, with the exact number depending on your partner's hand. If your partner has the ace of diamonds and the king of spades, or if you are fortunate enough to beat the king of spades with your ace, you are likely to win all 13 tricks. You can expect to win 1 trick with the diamond ace, 7 with your trumps, and by playing 4 hands with spades, you will force your opponents to run out of spades. Because your opponents will run out of trumps before your spade cards 3 and 6 have a chance to win, you will achieve 13 tricks. Moreover, your opponents will win fewer than 2 tricks, resulting in penalty points for them.

If your partner does not provide the ace of diamonds or if you lose to the king of spades, you can still expect to win 11 or 12 tricks. In this scenario, you can confidently bid 11. If you win 12 or 13 tricks, your opponents will suffer a penalty of -11, which increases the point difference by 23 or 24 a deficit that is very challenging for them to overcome.

In the situation where all players have poor hands and none are willing to bid, the physical game has a rule that forces the player who initiates the bidding to bid with a minimum of 7 if everyone else passes. To simplify this process in this implementation, the first bidder is not allowed to pass and can start with a bid of 7 from the beginning.

PLAYING STAGE

After the bidding stage concludes and the trump suit is determined, the player who wins the bid starts the game. The cards of their partner are revealed to all players.

Initially, only non-trump cards can be played. At a certain point, players are required to play a trump card if they have one. From this point onward, trump cards are unlocked and can be played at any time.

During each turn, players follow this order of play:

- If they have a higher-ranked card of the same suit as the leading card, they must play it.
- If they don't have a higher-ranked card of the same suit, they must play any other card of that suit.
- If they don't have a card of the leading suit, they can play a trump card.
- If they neither have a trump card nor a card of the leading suit, they can play any card, but it will be ineffective for that trick.

For example, if a player plays a non-trump card and the next player plays a trump card, the remaining players must continue playing cards of the leading suit if they have them. They are not required to play higher-ranked cards of the leading suit but must play a card of that suit. If they don't have cards of the leading suit, they can play a trump card, and they must increase the rank of the card with the trump cards as well.

Once all 4 players have played their cards, the highest-ranked card of the leading suit or the trump suit wins the trick. After 13 tricks, the round is complete.

VICTORY

When a round ends, teams earn points based on the number of tricks they won and their bidding results.

- If the bidding team meets or exceeds their bid, they receive the bid amount as points and additional points for any extra tricks they won.
- If the bidding team fails to meet their bid, they receive the bid amount as negative penalty points.
- The non-bidding team earn points equal to the number of tricks they won. However, if they score fewer than 2 points, they also incur a penalty equal to the bid amount as negative points.

As mentioned, the conditions for ending the game can be customized. In this implementation, the game ends when a team reaches 50 points, and that team is declared the winner.