The rules of this board game have been generated using a recurrent
neural network, so they do not make much contextual sense. The
paragraphs below show my attempt of interpreting the the paragraphs,
and the final general interpretation is at the bottom and will be the
basis of the game.

Title: Rman Whist Zhng Shngyu
Number of Players: 4

****Introduction****

rman whist zhng shngyu is a chinese card game differs are allowed to a
discard of the game is ender to a loser. the pack of cards and the
popular and in a several player each player of the modern poker suit
the player has the same poserup game can be comments with the other
players the same player partnerships in the loce score who later the
player is a fail game you the game is also known as sometimes the same
round the object is

Introduction Interpretation

Rman Whist Zhng Shngyu is a chinese card game. "Differs" are allowed
to a "discard" of the game, is "ender" to a loser. The pack of cards,
and the "popular", and in a "several player", each player of the
modern poker suit the player has the same poserup game can be comments
with the other players; the same player partnerships in the loce score
who later the player is a fail game. You, the game, is also known;
somethings the same round the object is.

****Deal****

four foundation piles. foundation piles there are a time. the dealer
deals a round the table. the player to dealer's left after each hand.
deals (her players must been deals are a card of each hand. deals out
be the deck, who dealer is dealt the dealer is the deck. dealer deals
a round the table. the player to each player, deal hand of the table
to form a draw pile of 4 cards are placed face up on top of it, on the
opponte"ppr of the tuble to staruniput showe preped to each player,
then the dealer shuffles and the other player to dealer's left. the
dealer deals a down players if the dealer deals the dealer deals a
round of three cards to each player, deal againing the time, someackst
the tion. be shuffled the deck one at a time are a draw in been cards
with the pack to table to each player in player face up on the table

Deal Interpretation

1. Four foundational piles (foundation piles there [all the] time)
2. The dealer deals a round [to the] table
3. The player to dealer's left after each hand deals (her players must been deals are a card of each hard)
4. deals out the deck (who dealer is dealt the dealer is the deck) [dealer does not get dealt)
5. The player to each player, deal hand of the table to form a draw pile of 4 cards are placed face up on top of it [each player has own draw pile with 4 cards facing up]
6. On the opposite of the [table] to each plater, then the dealer shuffles and the other player to the other left
7. The dealer deals a "down players" if the dealer deals the [round] of three cards to each player, deal againing the time, somackst the tion.
8. Be shuffled the deck one at a time are a draw in been cards with the pack to table

****Play****

add one or more cards of the same cards and the stock pile or the other players who have the highest trump suit, and the trick is won by the highest trump suit is a trick and the trump suit is the trick is won by the table a player who has no card of the suit led must play a trick and a player who has no cards of the suit led to the next trick. a player who has no cards and the trick is won by the highest trump suit is a tocan passes to the next trick and the trick is won by the highest card of the suit that was led. the player of the trick is won by the highest trump suit, and the the cards of the stock to the next trick. the trick is won by the highest trump suit is a trick and the trick is won by the highest trump suit is a tocan picked up. in the stock. a player who has no cards of the suit led will all the cards of the same cards and the top card of the pile if the top card of the stock pile and the top card of the pile if the top card of the pile if the top card of the pile if a player who has no

Play Interpretation

[Objective] Add one or more cards of the same cards and the stock pile, or the other players who have the highest trump suit, and the trick is won by the highest trump suit is a trick, and the trump suit is the trick.
[How to Win] Is won by the table [when] a player who has no card of the suit led must play a "trick" and a player who has no cards of the suit led to the next trick.
[The Trick] The trick is won by the highest trump suit is a "tocan"

passes to the next trick and the trick is won by the highest card of
the suit that was led. The player of the trick is won by the highest
trump suit, and the cards of the stock to the next trick. The trick is
won by the highest trump suit is a trick, and the trick is won by the
highest trump suit is a tocan picked up.
[The stock] A player who has no cards of the suit led will all the
cards of the same cards and top of card of the pile.

****Scoring****

a and beverages which have been consumed in great the team with more
than the losers are scored from the team that counts the other players
scores the player scores the number of tricks they took and their
bid;players the number of tricks they took and their bid). example a
player game, each player a player wins and the other players each
score the other players is calch an ace of stakes at least 18 or more
points are rounit game stan) suit:

Scoring Interpretation

A and beverages which have been consumed in great — the team with more
than the losers are scored from the team that counts the other players
scores. The Player scores the number of tricks they took and their bid
(players the number of tricks they took and their bid)
Example of a player game: each player a player wins and the other
players each score.
The other players is calch an ace of stakes at least 18 or more points
[win] a game.

****General Interpretation of Rules****

1. Players in this game are called "differs" if they win and "enders"
if they lose
2. This is a four player game, and each player gets their own
"foundational" pile
3. First person is the person on the dealer's left
4. Each player draws 4 cards from respective deck and puts it face up
5. When the dealer deals, the dealer deals 3 cards at a time
6. As soon as you run out of face up cards, you draw 4 more from the
"foundational" pile
7. After then first person adds a card to the "stock" pile, the next
person needs to add a card the same or higher than the card on the
stock pile from their four face up cards
8. Winner of each round performs a "trick," essentially just meaning
that they won
9. The player with the most tricks at the end of the game wins