

Auctioneer

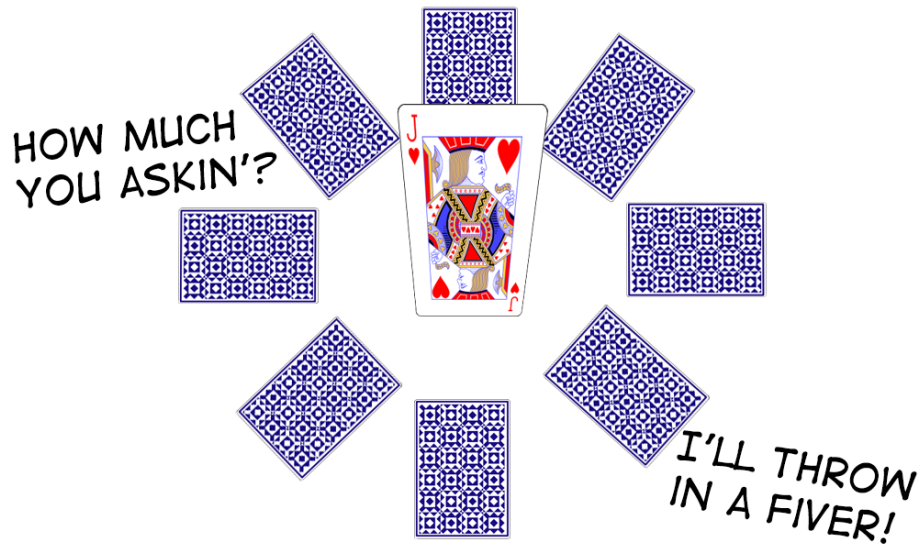
a game for 2 to 4 players
ver. 1

David Khachaturov & Marina Sultonova

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Abstract

A card game leveraging luck, skill and a bit of psychological manipulation. Poor man's mash-up of *Poker*, *Bridge* and *Blackjack*. Played using a standard deck, with a playtime of 25-40 minutes depending on the number of players and the extent of psychological antics.



Setup

Played with a standard deck of 52 cards (Aces included, Jokers excluded).

1. Take the number of players to be $n \in \{2, 3, 4\}$.
 - The number of suits in play is hence n . The exact choice of suits doesn't matter.
2. All excess suits are removed from the deck. All the royals (Jack, Queen, King) are put in a separate shuffled pile (*'the goods'*), face down.

The Goal

Win the royals being 'auctioned' off every round. You can win a royal by lining up three cards with consecutive numeric values (e.g. 6, 7, 8) and the same suit. After all the royals are gone, the player with the largest score (based on their bought royals) wins.

Playing

Each turn plays out in the following order:

1. All non-royal cards are collected into a deck and shuffled.
2. 12 cards are put in a circular fashion in front of the players, face down.
3. The remaining cards are split evenly between the players. Depending on the number of players, the amount of cards in hand should be:

Nº Players	Cards in Hand
2	4
3	6
4	7

Table 1: Amount of players vs. the starting hand size.

4. A royal is picked from the *'the goods'* pile and placed face-up in the middle of the circle.

5. Players take turns doing the following:
 - (a) Pick a face-down card in the circle and turn it face up. If there are none available (i.e. all cards are face-up), skip this step.
 - (b) The player now has a choice:
 - i. Place a card from your hand, facing down, in between any of the cards in the circle.
 - ii. OR swap the position of two cards in the circle. The distance between the cards needs to be at most $n - 1$. (i.e. if there are two players, only directly-adjacent cards can be swapped, with three players cards one over can be swapped to, etc.)
 - (c) If a player knows that they have linked up three cards with enough points (see next section) to win the royal, the player turns over all three cards and receives the royal from the middle of the circle.
6. Go to step 1 unless all royals have been distributed amongst the players. If all royals have been auctioned off, then tally up the scores and congratulate the winner!

Aces

Aces can be treated as a card of any numeric value. However, to be useful in linking up three cards, the suit of the Ace must match that of the other two cards. For example, an Ace can be used to match up 6 and 8 if it is placed in between them, to yield a grand total of 21 points.

Winning Royals

Each of the royals requires a different amount of points to win them. The first player to achieve the amount of points (or more) by linking up three cards wins the royal. The amount of points needed to win a royal decreases if the suit of the cards being linked match the suit of the royal.

	Matching Suit	Other Suits
Jack	15	18
Queen	18	21
King	21	24

Table 2: Minimum amount of points required to win a royal.

Tallying up Royals

After all the royals have been distributed, the game is considered over. Scores are calculated as follows:

1. Base scores (sum up for each royal on hand):

	Base Score
Jack	1
Queen	2
King	3

2. Bonus scores for combinations:

	Bonus Scores
A Jack, Queen, King of the same suit	3
All Jacks, or Queens, or Kings	n

Note, the latter applies when, for example, a player has all the Jacks that were initially in *'the goods'* pile on hand.

It is possible to earn multiple bonus scores for the royals on hand. The player with the largest score is the winner!