# Cuckoo

Version 1.2 for smartphone iOS and Android by P.Massimino – © 2018



#### Description

Cuckoo is an Italian card game, popular mainly in southern regions. It is practiced with a deck of 40 cards divided into four suits (cups, coins, sticks and swords). Each suit consists of Ace, 2, 3, 4, 5, 6, 7, Female (or Jack), Horse and King.

You play from 2 to 20 people, but for the smartphone application, from 2 to 10 people. Since it is not currently possible to share the game is a great pastime, like one of those good solitaires with cards that are practiced.

## Deal

It is dealt one card face down to each player, except the card which is given to you that, for reasons of game on the smartphone, is shown face up (quiet, only you know it! ③ )

### Played

it is played anticlockwise. The player to the right of the dealer starts the game.

Who distributes the cards is identified by a mark round clear

The card of the player that has to move begins to flash. To start each game round you should touch the first option "Start " in the horizontal bar at the bottom.

When it's up to you, your card will flash until you decide what to do: a simple touch on your card will mean that you hold it, while a move to any direction will mean that you want to change your card with those on your right. In fact, during his turn, the player can decide whether to keep his card or exchange it with that of the next player, who cannot refuse to sell it, unless it has in hand a king of any suit (the cuckoo): in this case, the exchange is canceled. This fact is signaled by a message displayed on the screen.

In his turn, the dealer can keep his card or exchange it with one of those in the deck in the middle of the table. If this is a king, the exchange is canceled. In these circumstances can be taken, if desired, up to two cards; however, extracted the second, for the purposes of rating may no longer use the old one.

#### **Conclusion of the game round**

When even the dealer's turn is over, will face all the cards and the person (or more than one) with the lowest card loses.

Initially, all players have on the table and in plain view, three points, marked by three chips of the same value. Whenever a player loses, one of its chips disappears. If it loses all three chips can continue to play until he is definitely thrown out during one of the next game round! The only one that remains in play wins.

## Steps to be taken during the game

All these operations are performed automatically by the program and you can monitor the course of the game until it is asked for your intervention in the following circumstances:

- a) to start the game after the cards have been distributed;
- b) if you have to decide whether to retain or exchange your card;
- c) if you have to swap the card between the dealer and the deck of cards;
- d) to start a new game round.

As mentioned above, when the dealer has to move, his card is shown. If this has the lowest value (or equal to the lowest value on the table) is shown a message such as:

At this point you have to touch the deck to show a card.

If this, whilst exceeding the value of the previous card of the dealer has a lower value (less than the minimum on the table), the message will continue to be reported so you can take the second and final card.

#### **Strategies**

When you have to choose whether to change or keep the card you should consider the number of players: more they are, more likely there is on the table a card with a low value. When you are many players it is possible the presence of an ace in the hand of a few of the players, so you can dare to keep a 3 or 4. Unlike when you are in 5 or less player, to keep a 4 or 5 may be risky.

If who's before you changes his card with yours and this is lower than his, you can certainly decide not to change your new card, though very low value (example: you have an ace and who is before you exchanges his 2 with you).

## Setting

It is possible to save a few parameters of the program:

- 1) Sound On/off;
- 2) Speed of the transition (High=0.5 sec, Medium=1.5 sec, Low=3 sec);
- 3) Restart the game discarded the previous one.

### **Playing cards**

	Ace
	Two
* * **	Three
	Four
	Five
	Six
	Seven



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