

## General information about Pidro



The card game Pidro is a card game played by four persons. Pidro is a team game - two team members sitting opposite to each other compete against the other team.

On a high level the overall idea of Pidro is similar to Bridge meaning that the game consists of two phases

- 1) Bidding to be able to choose the important suit. The high bidder gets to choose
- 2) Playing the bid and either succeeding or failing and failing comes with a penalty

There the similarities end and the following chapters describe in detail how Pidro is played.

The origins of Pidro are a mystery but similar games are played in at least North America, South America and Finland. This is the Finnish version.

## The structure of the game

The game structure is the following:

- Each player is dealt nine cards, three at a time. The cards are held in the hand.
- The player left from the dealer is the first one to bid. There is only one round of bidding going clockwise from the first person. The dealer is the last one to bid.
- The objective is to bid the minimum points the team shall take. The highest bidder gets to choose the suit. If a player can not bid higher he has to pass.
- The minimum bid allowed is 6 and the maximum is 14 (as there are only 14 available points per round). If a person bids 14, you can top this bid by also bidding 14.
- If everyone passes, the dealer has to play the game as if he would have bid 6.
- After the round of bidding, the person with the highest bid selects the suit to play.
- All cards other than the chosen suit are discarded and laid down face up onto the middle of the table.
- Every player is dealt new cards so that he will have six in total. The dealer takes the rest of the deck.
- The dealer keeps six cards out of these in his hand.
- If now somebody has more than 6 cards in the selected suit, he has to discard cards so that only 6 cards remain. The discarded cards may not be a card with a point-value (please see the following table). The discarded card is laid face up onto the middle of the table and is declared "out-of-the-game" (or dead).
- The highest bidder starts to play out a card. Only the chosen suit can be played. Other cards are meaningless in this phase. They should only make it difficult for others to see how many cards of the chosen suit a player has.
- If a player does not have a card in the chosen suit to play when the player should play a card, he lays all his remaining cards face up onto the middle of the table. This player is now "cold".
- The highest card of each round wins all the points played during the round\*. The played cards remain face up on the table in front of each player.
- The player with the highest card of the round starts the next round.
- Repeat last step until all cards of the chosen suit are played.

- If the points are higher or equal to the bid the team is credited with the taken points. If not, the team will suffer a penalty equal to the bid. The defending team keeps all the points it got in either case.
- Repeat until one team gets 62 points.
- If both teams happen to simultaneously get more than or equal to 62 points, the team that bid highest that round wins (even if the points are less than the other team).

\*the player who owns the card with the lowest rank – the “2” – always gets one point.

## The cards

The game is played with a normal deck without jokers. However, each suit has 14 cards. This is possible since the 5 is counted in both suits of the same color, i.e. the 5 of hearts counts both in hearts and diamonds and the 5 of clubs counts both in clubs and in spades. A 5 is called a **”Pidro”**.

The ranking of the cards in the suit:

A, K, Q, J, 10, 9, 8, 7, 6, Right 5, Wrong 5, 4, 3, 2

The **”Right 5”** is the 5 of the same suit as the played suit, i.e. if hearts was chosen then the 5 of hearts is the right 5 and the 5 of diamonds the **”Wrong 5”**. This means that the right 5 can take the wrong 5.

Each suit has 14 points, distributed like this:

Card	Point(s)
A	1
J	1
10	1
5	5
5	5
2	1

## The bidding

Since there are 14 points in a suit 14 is the maximum bid. The minimum bid is 6. If everybody passes the dealer has to play a bid of 6. Only the number of points is bid, the suit remains unknown until the highest bidder announces it (unlike Bridge where both the number of tricks and the suit are bid).

Some sample bids, x describing any card in the suit:

Cards	Bid	Comment
A	6	since you will get your partner’s Pidro if he has one, $1 + 5 = 6$
x x x x 5 5	10	since your hand is long and probably nobody will be able to take the Pidores from you
A Q x	8	start with the x and you have a fork to take the two next rounds

## Playing the bid

After the bidding the highest bidder chooses the suit. All other cards are discarded face up on the table. Each person is dealt new cards so each player ends up with six cards in his hand. The dealer combines the rest of the deck and his own cards and keeps six cards out of these in his hand. He knows how many cards of the suit each person had but nobody knows how many he had. In the case that some player has more than six cards of the suit he has to **”kill”** one or more cards so he will have

only six cards left. Killing means putting them face up onto the table and declaring that they are not part of the game. Cards worth points can not be killed.

The highest bidder chose the suit and starts playing the round. The highest of the round starts the next round.

The highest card of the round will take all the points, except the 2. The 2 is called the **"low"**. The one point from the low is credited to the team playing the low. In other words it can not be taken. Don't bid 14 without it...

If you have no more cards in the chosen suit you lay your cards face up onto the middle of the table. This fact you are only allowed to reveal on your turn.  
. For example if you have two hearts, you are only allowed to throw your cards on your turn on the third round.

The team with cards left after everybody else has thrown their cards can keep all the points of the cards it has left.

## Some tips for playing:

Offence:

- If you have brutal cards, play brutally (A K Q etc.)
- Always play the Pidro if your partner has played the highest card available
- Block any attempt from the opponents to get a Pidro across (= you start low, opponent plays Pidro, your partner should play as high as possible not to let the other opponent cash in the Pidro)
- In a long hand leave the Pidro to the end, probably nobody has enough cards to take it from you. A Pidro as the fifth card is relatively safe.
- With a fork (A Q x) play low and let your partner take control so you can wait

Defense:

- You will have only one or two chances to pass a Pidro across. As the person playing after the high bidder, play the Pidro if the opener gives you the chance (unless you have five cards)! The king does no good in your hand if you can not take a Pidro with it. A king played before the bidder is probably useless since the bidder is likely to have the ace. So play the K as second if you have it.
- In other words, as second play maximum high or Pidro if you get the chance. The chance will not come again.
- If the opener plays brutally there is nothing to do but to stay low and hope that he runs out of ammunition.

## Who wins?

The points are recorded for each team. If the team got more than or equal number of points as the bid, the team is credited with the full amount of these points. If the team did not succeed to get as many points as the bid it will suffer a penalty equal to the bid. This is called **"to hole"**. The defending team keeps all the points it got in either case.

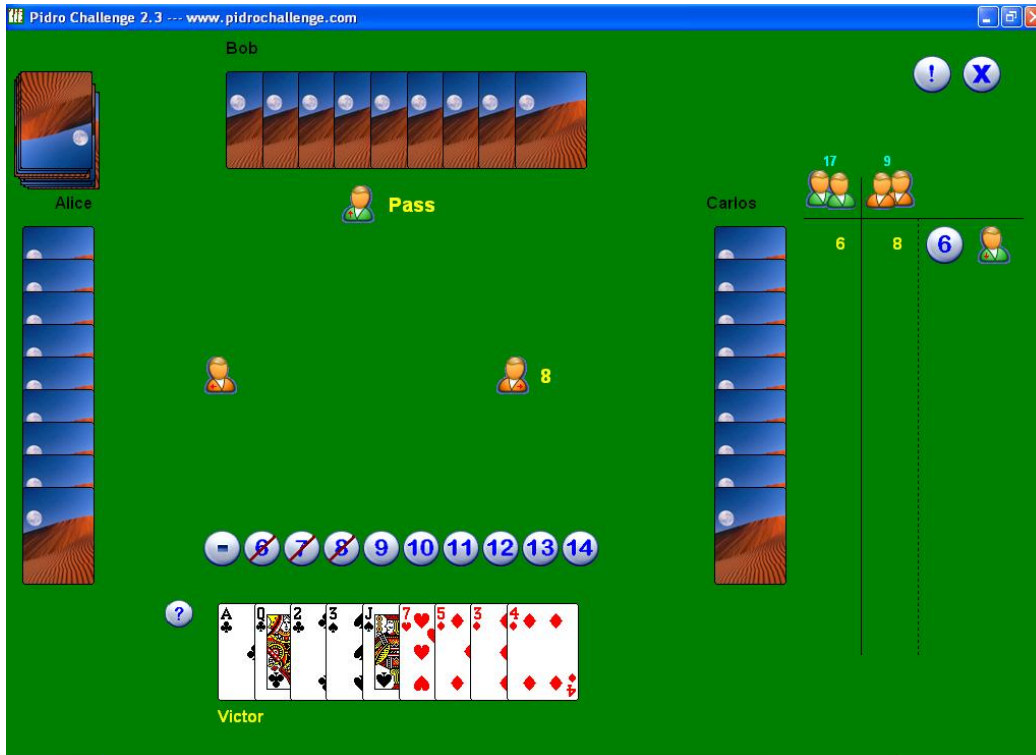
The points from the play are added to (subtracted from) the cumulative points of the previous plays.

The team who first gets 62 points wins. However, in a situation where both teams reach 62 or more, the team who bid (and chose the suit for) the last play wins.

## Pidro Challenge 2.5

This program is a single player version of Pidro. You have one computer partner and you play against two computer opponents.

You are Victor and your partner is Bob, represented by green figures. You play against Alice and Carlos, represented by orange figures.



The game starts with the bidding round. It proceeds automatically until it is your turn to bid. Alice is the dealer in this scenario, marked by the deck in the upper left corner. Your partner bid first – he passed. Carlos wagered an 8 and you can now only bid 9 upwards. As you can see from the buttons the bids below 9 are not allowed anymore.

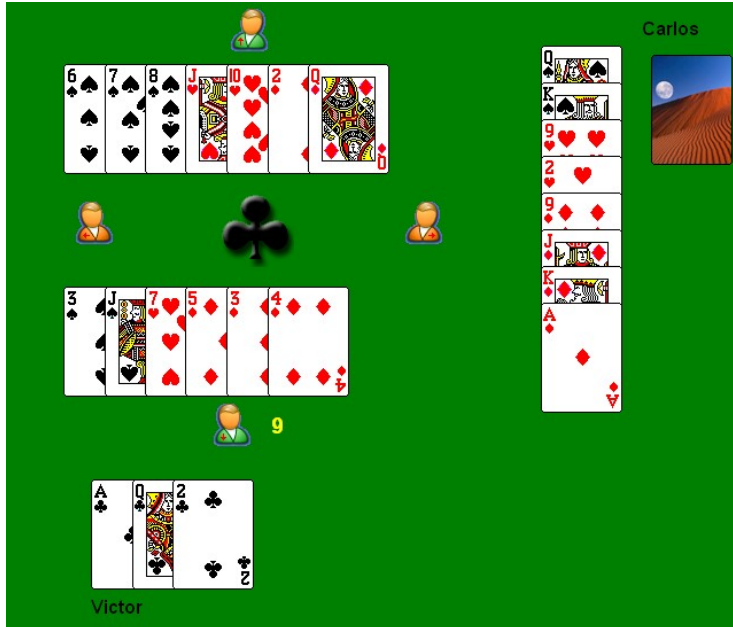


Means pass.

You think it is your day and you bid 9 and Alice passed as the last person in the bidding round so, congratulations you are the high bidder and you get to choose the suit.



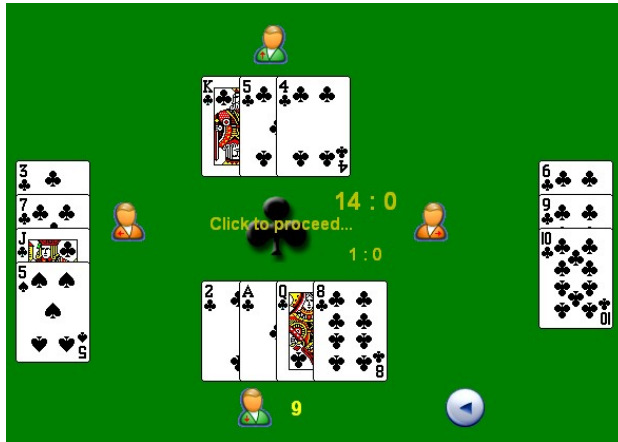
The suit buttons appear next to your green figure. You click clubs because it is your best suit.



It is time to buy new cards. All non club cards get discarded face up on the table (except the dealer) and you get new cards so that your hand will total 6 cards. Bob, your partner, has 2 clubs for sure, Carlos 1 and since Alice is the dealer you don't know anything about how many clubs she had before getting new cards.

The game pauses here so you can take a good look on the card situation. In the event that someone had more than six cards the removed card(s) is (are) shown at the bottom right.

It is time to play the round. You are the high bidder so you lead. Just click on the club you want to play. The game moves forward until it is your turn again until all cards have been played.



After all the cards have been played the score for the round appears in the middle of the table and it is added to the cumulative score on the right. A routine is started that visualizes how and when the points were taken. Click anywhere on the board to proceed to the next bidding round. However, there is a possibility to satisfy your curiosity of an alternative outcome. You can click the replay button to play the round again.



All cards will now be visible and the new score is not recorded. If you want to stop the replay, just click forward to go to the next bidding round.



The 14-0 score is added to the previous cumulative score. On the right hand side you can see the cumulative score. It shows your points, the opponents points, the bid for that round, whether it was successful or not and who bid.



The light blue numbers above the score are your lifetime wins and losses. The counters can be reset in the About box opened by ?. X will exit the game. There is no possibility to save in the middle of the game. Usually a complete game takes 10 –20 minutes before one team gets more than 62 cumulative points.

## The in-game help

In addition to the replay function, Pidro Challenge has an in-game help activated by the ? button.

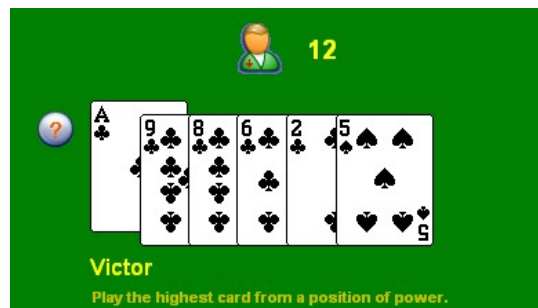
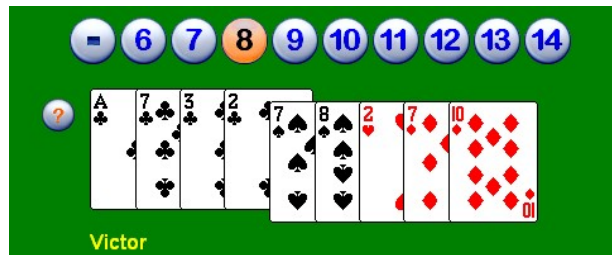


Help active



Help inactive

The help function provides help both in the bid and in the play phase of the game. When activated it helps in the bid phase by suggesting a bid by lighting the button and indicating the color by notching up the cards of that color. During play it lifts up the suggested card and offers a textual explanation why the card should be played.



## Finally

Pidro is a balanced mix of luck and skill. With practice, however, the skill part tends to dominate. It is relatively easy to start playing but it takes a lifetime to master. Enjoy.

For further questions, please contact [pidro\\_hotline@yahoo.com](mailto:pidro_hotline@yahoo.com)