SNATCH rummy

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Meet a Smarter Bob

We asked whether the bots were making better decisions. Then we dealt the same cards and checked.

Recent play exposed a weakness: a legal negative-joker move was not always a useful one. All four bots received a shared scoring baseline. Bob also gained new Secret Pass and discard planning, using his own cards and public table information.

We compared previous and updated partnerships in **384 four-hand matches**, swapping seats on matched deals across both current Joker rules and both Last Lap options.

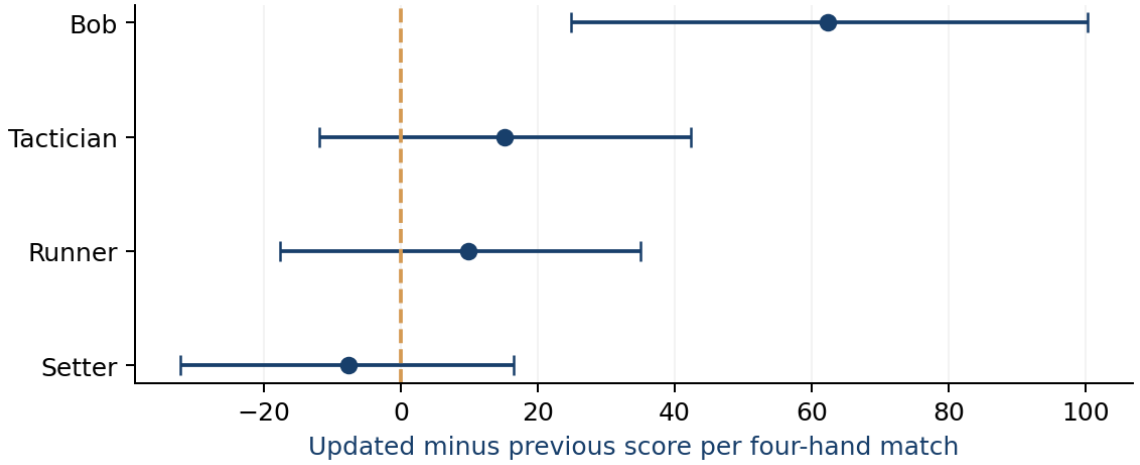

Figure: mean updated-minus-previous score per four-hand match. Lines show 95% intervals; the dashed line marks no advantage. Each profile played 96 matches.

Bob showed the clearest gain: 59 wins, 35 losses, and 2 ties, averaging **62.4 more points per match**. The other profiles did not show a clear improvement in this sample.

That is an encouraging result, not a victory lap. Overall results remained uncertain, and these were bot-only partnerships. We tested the combined updates; the study does not tell us which individual change deserves the credit.

Read the full simulation article: Testing a Smarter Bob. It includes the design, negative-joker placement figures, uncertainty, and limitations.

Keep watching. The next improvement may start with: “Bob, what were you thinking?”