Snatch Rummy · Final-Turn Simulations

Combined report | October 5, 2026 | Fixed Jokers · End-of-next-turn exposure

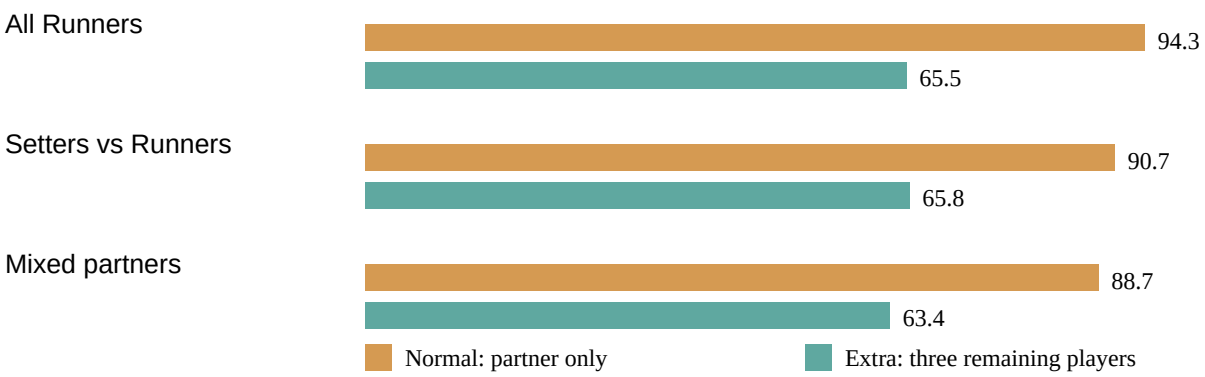
One final turn for each remaining player

Three controlled bot simulations support a consistent reduction in score spreads. Across all configurations, average spreads declined 27.4–30.6%, and hands with spreads of at least 150 points became substantially less common.

5,000 matched hand pairs (10,000 scored outcomes): 1,000 all-Runner pairs, 2,000 Setters-versus-Runners pairs, and 2,000 mixed-partner pairs. Fixed-on-play Jokers and starter exposure at the end of the owner's next turn were held constant.

Configuration	Pairs	Average spread Normal → Extra	Reduction	150+ point spreads Normal → Extra
All Runners	1,000	94.3 → 65.5	30.6%	20.4% → 7.7%
Setters vs Runners	2,000	90.7 → 65.8	27.4%	18.3% → 7.1%
Mixed partners	2,000	88.7 → 63.4	28.5%	16.4% → 5.6%

Average absolute point spread



Detailed spread and outcome measures

Metric	All Runners	Setters vs Runners	Mixed partners
Median spread	85.0 → 60.0	85.0 → 55.0	85.0 → 55.0
90th-percentile spread	180.0 → 135.0	170.0 → 135.0	170.0 → 130.0
Spreads ≥100 points	43.6% → 22.2%	42.4% → 22.7%	41.4% → 22.6%
Outgoing team wins	88.8% → 70.9%	87.3% → 69.2%	87.0% → 68.3%

Interpretation: extra turns gave opponents opportunities to secure cards and reduce hand penalties. The outgoing team still won 68.3–70.9% of hands under the extra-turn rule, versus 87.0–88.8% under the normal rule.

Runner-only teams won 55.1% under normal rules and 52.8% with extra turns against Setter-only teams (ties excluded from neither denominator). Mixed teams had nearly even Gold/Blue win rates. These are bot results, not a forecast of human win rates.

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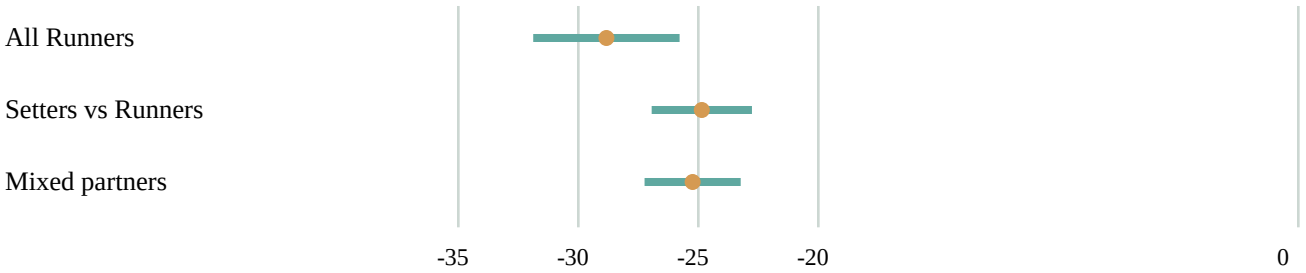
Matched change and uncertainty



Points: extra-turn spread minus normal spread; negative values mean narrower outcomes. Bars show approximate 95% confidence intervals for the mean paired change: all Runners –31.9 to –25.8; Setters vs Runners –26.9 to –22.8; mixed partners –27.2 to –23.2.

What changed—and what stayed fixed

Normal: once a player goes out, only their partner takes a final turn.
Test: the next opponent, the partner, and the other opponent each take one final turn in table order. The outgoing player gets no additional turn. A later go-out ends that player's turn but does not cancel remaining final turns.

Both conditions retained current scoring, including the original outgoing team's single 20-point bonus; normal draw/play/discard and bonus-play behavior; nine-card opening hands; fixed-on-play Joker identities (a swapped Joker can take a new legal identity); and starters exposing at the **end** of their owner's next turn. Secret passes remained unavailable during final turns.

Simulation design and checks

Each pair shared the same seeded deal and the exact same game state at first go-out, including hands, stock, discard, table combinations, and outgoing player. Only the final-turn sequence differed. Dealer positions were balanced. Setters-vs-Runners team colors were balanced; mixed partners covered all four assignments of one Setter and one Runner per team.

The current Runner and Setter decision logic was retained without new strategy for the tested ending. All 5,000 pairs completed and verified their expected final-player order. Each configuration also passed 100 normal-rule comparisons against the live engine's scoring, with all 54 cards unique and accounted for.

Limits and decision

These are individual hands, not four-hand matches. The measured effect is conditional on current bot behavior and these Joker/exposure settings. It does not measure human enjoyment, pacing, or strategic adaptation. The configurations reuse seeded deals; their totals are not 5,000 independent unique deals, so results are shown separately rather than pooled into one confidence interval.

Recommendation: test this ending with human players if reducing large score gaps is the priority. The consistent bot result supports a trial, while retaining a meaningful advantage for going out. No live rule change or app/website report publication is included in this document.

Source: current v228 game engine, commit 2965742d867a8a532d219acc5dc04ba560d85abe. Inputs: the three simulation result datasets generated in this conversation on October 5, 2026. Paired changes and intervals were recalculated from raw results for this report.