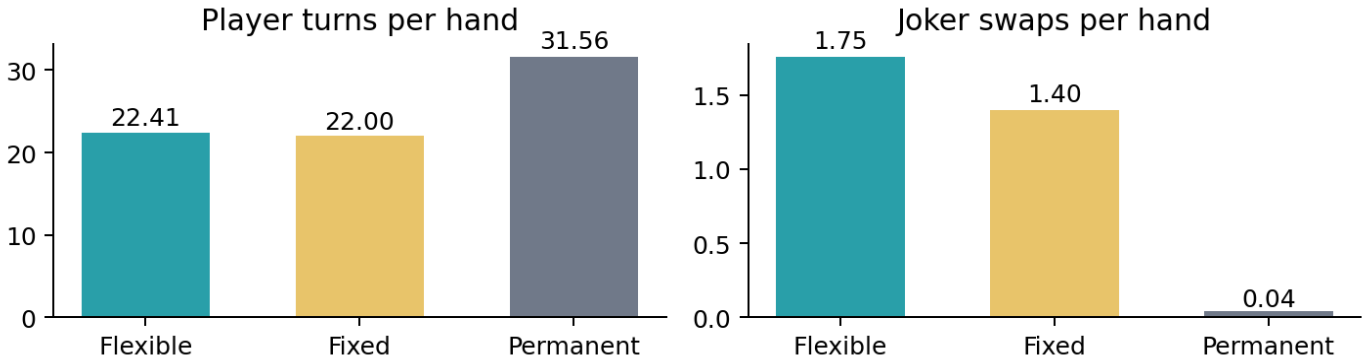
SNATCH RUMMY

FLEXIBLE / FIXED / PERMANENT

The same deals, three ways to play

563 matched deals per rule; 1,689 completed hands. The initial 600 deals split equally between four Bobs and Bob, Runner, Card Counter and Setter. All rules enforce one physical Joker per combination.



RESULTS PER COMPLETED HAND

Measure	Flexible	Fixed	Permanent
Player turns	22.41	22.00	31.56
Joker swaps	1.75	1.40	0.04
Secured points (both teams)	236.25	221.06	215.53
Final score (per team)	100.60	92.02	88.64
Points left in hands (all players)	44.40	46.26	47.27
Bonus moves	11.65	11.10	10.44
Stock reshuffles	0.60	0.53	1.22
Distinct constrained card plays	0.00	3.88	3.89
Median player turns	14.00	14.00	15.00

Constrained card plays are distinct one-card additions legal under Flexible but blocked by an existing locked identity. They are available opportunities, not attempted moves, and exclude swaps.

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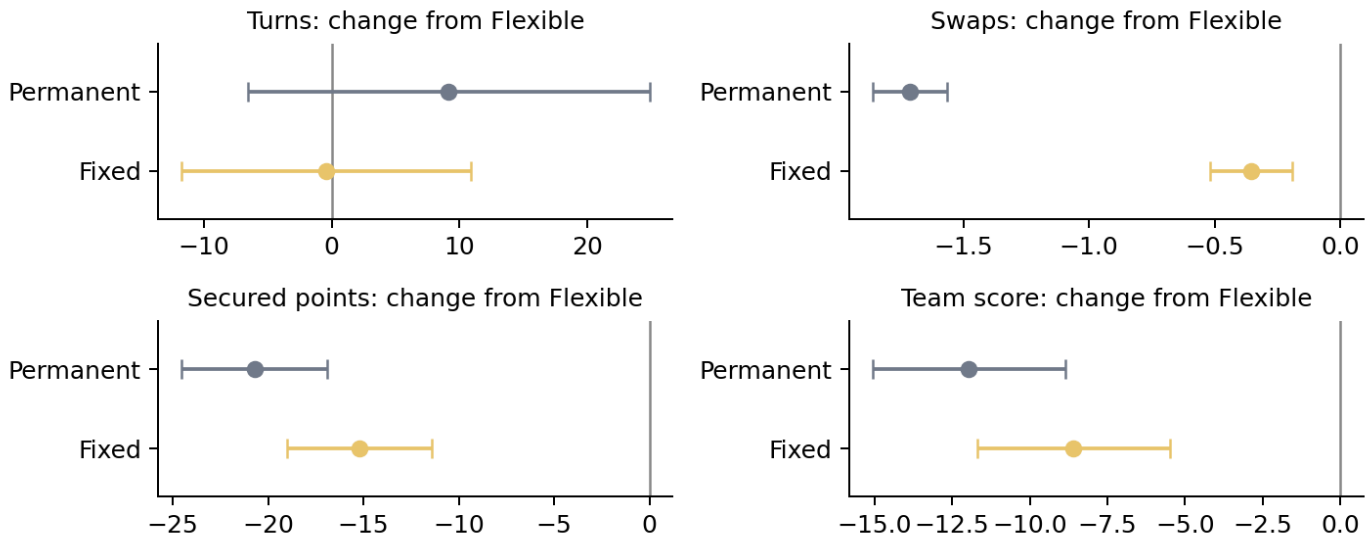
UNCERTAINTY / METHODS / INTERPRETATION



Dots show paired mean changes; bars are approximate 95% confidence intervals. An interval crossing zero does not establish a directional change.

COMPLETION CHECK

1,689 completed hands across 563 complete three-rule groups. 42 of 1,800 runs reached the 10,000-action cap: Flexible 14, Fixed 8, Permanent 20. All 300 mixed-lineup deals finished in each mode. Capped runs are excluded from matched comparisons, which can bias estimates. No two-Joker combinations were detected.

WHAT WAS CONTROLLED

Each group began with an identical shuffled deck, starting hands, dealer and bot seats. Dealer rotates across seeds. Play and reshuffle randomness uses a reproducible seed; subsequent actions can diverge. Nine cards per player; single hands, not four-hand matches.

The simulation uses the current live bot logic and default bot identity choices. No special identity strategy was added. Fixed locks identity while placed, then allows a new identity on swap. Permanent carries the identity through swaps. Flexible allows legal adjustment.

HOW TO USE THIS

Long repeating sequences in four-Bob games inflate mean turns; medians better describe typical pacing. These bots and their default Joker choices cannot establish human enjoyment, strategic depth or a stronger-player advantage. Opportunity counts grow with hand length; they are not error rates.

The earlier two-option report used different identity definitions and a different simulation setup. Its estimates are not directly comparable with this three-option run.

Reproducibility: source commit 2ae52cb21540deb934c2992779f39b61e02fa67d; seeds 1-600. The companion archive includes the engine snapshot, script, individual results and paired estimates.