

Mariáš is probably the most well-known and favourite card game in Czech Republic and despite this remains to be seen almost exclusively in our country. In this work we study the ways, how can this interesting game be implemented in the speech of ones and zeros typical for computers. This work also briefly describes the evolution of full information games solving algorithms, from old minimax to alfabeta pruning and my own adjusted negamax - algorithm for games without full information, using a more universal approach, which could be theoretically extended for all card games, whether existing or not.