www.The Blue Rings.com

Game value calculator

Suit	☀	♥	🍃	💧
Name	*yellow*	*red*	*green*	*blue*

Card	—	×	△	3	4	10	11	○	○	○	○
Points	0	0	0	3	4	10	11	2	2	2	2
Name	*dash*	*cross*	*triangle*	*three*	*four*	*ten*	*eleven*	*yellow ring*	*red rings*	*green rings*	*blue rings*
Trump?	trump when color chosen to be trump							always trump, except in Null			
Rank	Rank increases to the right										

Game Value = (Game Multiplier + Extra Multipliers) × Base Value

Examples:

- Without-1-Game-**2** times Yellow (**9**) yields game value of $2 \times 9 = 18$.
- With-1-Game-**2**-Hand-**3** times Blue (**12**) yields game value of $3 \times 12 = 36$.
- With-3-Game-**4**-Poor-**5**-Trickless-**6** times Red (**10**) yields game value of $6 \times 10 = 60$.
- Without-1-Game-**2** times Rings (**24**) yields game value of $2 \times 24 = 48$.

Trump of the played game:	☀	♥	🍃	💧	Rings
Base Value:	**9**	**10**	**11**	**12**	**24**

○	○	○	○	**Game Multiplier**
YES	NO	-	-	With 1, Game **2**
YES	YES	NO	-	With 2, Game **3**
YES	YES	YES	NO	With 3, Game **4**
YES	YES	YES	YES	With 4, Game **5**
NO	YES	-	-	Without 1, Game **2**
NO	NO	YES	-	Without 2, Game **3**
NO	NO	NO	YES	Without 3, Game **4**
NO	NO	NO	NO	Without 4, Game **5**

Extra Multipliers: +**1** for each applicable

Poor: Loser has 30 or fewer points.

Trickless: Loser did not make any trick.

Hand: No pick nor burry of the blind.

Poor announced. Requires Hand.
Solo player announces "poor" at start; loses if opponents not poor at end.

Trickless announced. Requires Hand.

Ouvert. Requires Trickless announced.
Solo player shows cards during play.

Null Games: Null is **23**. Null-Hand is **35**. Null-Ouvert is **46**. Null-Hand-Ouvert is **59**.

Bidding: 18, 20, 22, 23, 24, 27, 30, 33, 35, 36, 40, 44, 45, 46, 48, 50, 54, 55, 59, 60, . . . , 96, . . .

61 to win for solo player; automatic lose if game value smaller than bid; losing counts double.
Null: ranking: −, ×, △, 1=10, 2=Ring, 3, 4, 11; no trump; solo player wins if remains trickless.