

Suit				
Name	<i>yellow</i>	<i>red</i>	<i>green</i>	<i>blue</i>

Card	—	×	△	3	4	10	11				
Points	0	0	0	3	4	10	11	2	2	2	2
Name	<i>dash</i>	<i>cross</i>	<i>triangle</i>	<i>three</i>	<i>four</i>	<i>ten</i>	<i>eleven</i>	<i>yellow ring</i>	<i>red rings</i>	<i>green rings</i>	<i>blue rings</i>
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	Extra Multipliers: +1 for each applicable
YES	NO	-	-	With 1, Game 2	Poor: Loser has 30 or fewer points.
YES	YES	NO	-	With 2, Game 3	Trickless: Loser did not make any trick.
YES	YES	YES	NO	With 3, Game 4	Hand: No pick nor burry of the blind.
YES	YES	YES	YES	With 4, Game 5	Poor announced. Requires Hand. Solo player announces “poor” at start; loses if opponents not poor at end.
NO	YES	-	-	Without 1, Game 2	Trickless announced. Requires Hand.
NO	NO	YES	-	Without 2, Game 3	Ouert. Requires Trickless announced.
NO	NO	NO	YES	Without 3, Game 4	Solo player shows cards during play.
NO	NO	NO	NO	Without 4, Game 5	

Null Games: Null is 23. Null-Hand is 35. Null-Ouert is 46. Null-Hand-Ouert is 59.

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