

## 4.0 "Game" Menu

This is one of the most important Menus. It can be used to call up help, change the way the cards are represented on the screen, and affect the game type.

### .1 Suggestion

This command calls up context-sensitive playing suggestions from the program. When bidding, for example, the program will suggest the highest bid value and corresponding game type given your cards. As the Soloist, the program will suggest two cards to be put away in the Skat. During play, the you can ask for a suggestion about which card to lead or to play given the lead of an opponent. The suggestion is marked on the appropriate card.

### 4.2 Small Cards

Two card sizes can be selected according to your monitor size. The large size is intended for 19 to 21 inch monitors.

### 4.3 Grand Ordering

This command switches between two sortings of your cards. Under the so-called "Grand Ordering," the Jacks are shown as part of the trump suit and the cards are ordered according to the Ace, 10 ranking as in Suit, Grand, or Ramsch games.

Alternatively, a "Null Ordering" can be selected in which the Jacks and 10s follow the Queen in their respective suits as in a Null game.

Normally, the program automatically selects the appropriate ordering for the game being

played.

#### 4.4 Double/Redouble

This menu choice announces double (or redouble) which doubles (quadruples) the value of the game. The defensive partners would “double” the game when they think that the Soloist cannot win the announced game. The Soloist may then answer, “Redouble.” That results in a quadrupling of the final score (won or lost).

**Note:**

In order to announce “Double” one must have bid at least 18 and the first trick must not yet have been removed from the card table.

#### 4.5 Old Game Again

With this command it is possible to replay a hand with the same cards beginning with the bidding. As a safety measure, a separate window will ask you to confirm that you really want to play the old hand again.

**Note:**

This function is only available in “Learn Mode” (see Chapter 2). The score sheet will not update the scores in this mode.

#### 4.6 Give Up

This function will give up the game. The opponents (either the Soloist or Defenders) thereby win the hand and the remaining cards are counted for the winners. A separate window asks you to confirm this choice.