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1   KubiTarock

KubiTarock is a card game for four players. It is based on the popular Austrian Tarock - also known as "Königsrufen (King Calling)".

The complete deck contains 54 cards, 32 color suit cards and 22 tarock cards. The color suits are: Clubs, Diamonds, Hearts, and Spades. The tarock cards are labeled by roman numerals from I, II, III, ... to XXII and function in the game as a permanent suit of trumps. The playing order is counter-clockwise. The game starts with an auction process: The player with the highest bidding becomes the game declarer. There are positive games and negative games: In a positive game, the declarer must achieve a minimum number of points to win. In a negative game, the declarer must achieve the announced number of tricks (0 to 2) exactly. Basically, in all games, players have to follow suit. In negative games additionally, each player must overtrump if possible. Because there are special games for the forehand player, it never happens that all players pass and no game comes out. See Game Rules for the details.

The current version supports 4 playing modes:

- Offline mode

    In this mode, the user controls at least[1] one player. All other players will be controlled by the simulator "Tarobot". The simulator by the way sees only those cards the human player would also see. But you, too, can let the "Tarobot" support you in playing. If you select the appropriate setting, it marks the action on the user interface that it would perform in your place. You can also undo and redo all actions of the game.

- Learning mode

    In the learning mode you can question any action that the "Tarobot" simulator proposes for you. He will then tell you the reasons why he thinks the action makes sense. Of course, the Tarobot is not a person who takes into account the psychology of other players. He is a pure numeric, who expresses everything in numbers to evaluate them with his algorithms. But he knows all the rules and can give the beginner important hints when practicing the game.

- Quiz mode

    This mode is a variant of the offline mode. In addition to the fun of playing, you can train your memory and thus your playing skills improve. Randomly selected questions about the current playing cards state are presented to you during the game. After you have selected the supposedly correct answer, the solution will be presented to you immediately. Depending on the question you will get different numbers of points for the correct or also for an almost correct solution. In the quiz statistics you can read the development of your success in a calendar. If you have reached a minimum number of points and a minimum success rate, you will also receive symbolic awards such as flower pot, medal, and cup.

- Online mode

    In this mode, a maximum of 4 KubiTarock users can play against each other online. They must be members of an online group. Additionally, a maximum of 3 members can participate as bystanders. Bystanders and players can swap roles during the game. If less than 4 players are participating in an online session, the remaining players are simulated. In parallel to the playing session, a Skype audio conference should be held, enabling the same conversation between the players as in a real card round. Before starting the first session, one of the online users must create an online user group[2]. To do so, he must purchase a corresponding add-on, which is valid for 1 year. This player acts as group administrator and is responsible for the administration of the group.

Multiple settings options allow you to change game parameters and appearance. You may select another color theme or another card face or card back design for example. You even may insert your favorite photo in one of the card backs containing a special photo frame. You can also activate speech output. Then, for example, you will hear the announcements of the simulated players and you do not have to pay so much attention to the screen display.

From version 2023.01 on KubiTarock can be used with two different licenses:

- Offline license
  - Offline games are free of charge.
  - The period of use is unlimited on the operating system versions for which KubiTarock is released.
  - You do not need to register with an e-mail address.
  - The game success and game statistics are stored only locally.
  - Online games are not possible. However, you can switch to the online version at any time, if you create a corresponding account.

- Online license
  - Offline games are free of charge.
  - The duration of use and the number of online games are limited. New customers get 7 days of usage and 50 online games. By purchasing a playtime add-on the period of use can be extended by 3 or 12 months. Thereby, the number of online games is also increased by 500 or 2000 respectively.
  - You need to create an account with your email address. The license is usable on all devices regardless of the operating system, if you use the same account on all devices.
  - The game success and the game statistics are stored centrally in the KubiTarock server and are synchronized to all devices used.
  - You can play online together with other KubiTarock users. To do this, a fellow player acting as administrator must purchase a group lifetime add-on and set up an online group. The group lifetime is limited to 12 months. By repeated purchase of the add-on it can be extended for another 12 months each time.
  - You can also switch to the offline version later, simply by deleting your account.

- New customers automatically receive the offline license.
- If you have installed an earlier version of KubiTarock, you are still using an older variant of the online license. When installing a newer version, you will be presented with all license information and given the option to switch to the offline license:
  - If you keep the online version, all online games already played will be counted as paid. For the remaining term of your account, you will receive 166 online games per month or part thereof and an additional bonus of 500 online games credited.
  - If you switch to the free offline version, the existing online account with all data will be deleted.
  - Online accounts of users with expired license will be automatically deleted.

KubiTarock runs on Windows from version 10 and on Android from version 7.0. A version for iOS is in preparation.

This document describes the game rules, the user operations, and the structure of the user interface. It can be used as general introduction for playing Tarock and for finding how to use this application as well.

Happy playing from KubiConsult!

If you want to download this document as PDF, click here.

Do not hesitate to send your comments or questions about your KubiTarock experiences using the "Send feedback" links.

📑 1) For analyzing purposes, a user may even control multiple players. For the autonomous mode the user should even take over all players, so that he can see the cards of all players.

📑 2) The group should have at least 2 members and must not exceed 12.

1.1 Update History

Table 1 shows the update history of KubiTarock.

Version	Windows	Android	iOS	Document	Description

	Release	Release	Release	Revision	
1.1	2013-12-30			2014-01-01	First release as Windows 8.1 application.
1.2	2014-05-09			2014-08-15	• By using a global option, the simulator can be forced to select the next action. Either the user may then approve the selected action by pressing the Enter key or he may select another action by himself. • The game file names contain the name of the game declarer additionally. • Multiple archive and image folders can be used. • The view of the archive files can be filtered by the name of the game declarer and/or by the name of the game. • The game can also be played by using the keyboard. • All buttons have tooltips now. • The help viewer can now go back to previously visited page. • The help pages can now be shown in touch interface layout or in mouse interface layout. • More card backs designs are available. • All known simulator errors are fixed and the simulator is improved. • The app should no more crash when the app is left during a long running animation. • Opening a corrupted game file should no more cause an app crash. • A photo clipping error is fixed. This error occurred when the origin photo is stored rotated or flipped.
2.0	2015-03-31			2015-03-31	KubiTarock is now a universal application. It is available for Windows, version 8.1 and higher as well as for Windows Phone, version 8.1 and higher with the same function range. You must pay only once to get the app for all supported platforms. • All errors detected in version 1.2 are fixed. See chapter "Errors and requirements". • The Quapil/IV can be considered as bonus point optionally. • The action combo box provides now checked items in case of multiple selection mode. • The view of the archive files can now also be filtered by a date range regarding the game creation date. • The filtered archive files can now be

					searched for game attributes, e.g. for special bonus points. • If the game result is definitely clear, the game can be finished automatically. • Parts of the game view can now be magnified manually or automatically. This is especially useful for small screens. • An additional card face design is provided for selection (regrettably still incomplete).
2.1	2015-04-25			2015-04-18	• All errors detected in version 2.0 are fixed. See chapter "Errors and requirements".
2.2	2015-11-12			2015-11-27	• All errors detected in version 2.1 are fixed. See chapter "Errors and requirements". • The Simulator has been revised and enhanced significantly. • The new-game button is now available directly on the main view. • The alternative design of the card faces is now complete and shows different pictures on the upper and lower half of the tarock cards. • With the new card viewer pane, it is possible to inspect either all card face images of a special design or all card back images.
2016.1	2016-02-23			2016-02-10	• The app is no more separated in two versions for Windows and Windows Phone. The unified program is now based on the Universal Windows Platform. As a result, the app runs unchanged on all devices powered by Windows 10. • All errors detected in version 2.2 are fixed. See chapter "Errors and requirements".
2016.2	2016-03-11			2016-03-14	• New shortcut keys for setting the input focus to the app bar and to the title bar. • The new version informs the user when the trial period is ending soon. • All errors detected in version 2016.1 are fixed. See chapter "Errors and requirements".
2016.3	2016-03-17			2016-04-15	• The application language can now be selected independently from the current

					system setting. • All errors detected in version 2016.2 are fixed. See chapter "Errors and requirements".
2016.4	2016-05-01			2016-05-01	• All errors detected in version 2016.3 are fixed. See chapter "Errors and requirements".
2016.5	2016-05-12			2016-05-09	• The simulator has been enhanced. • All errors detected in version 2016.4 are fixed. See chapter "Errors and requirements".
2016.6	2016-05-15			2016-05-15	• The simulator has been enhanced. • The manual card dropping on the tricks pile as been improved. • All errors detected in version 2016.5 are fixed. See chapter "Errors and requirements".
2016.7	2016-05-25			2016-05-24	• The simulator has been enhanced. • All errors detected in version 2016.6 are fixed. See chapter "Errors and requirements".
2016.8	2016-07-09			2016-07-09	• The simulator has been enhanced. • All errors detected in version 2016.7 are fixed. See chapter "Errors and requirements".
2017.1	2017-01-03			2017-01-07	• The multi-user mode is implemented: Each owner of a full-license can create an online user group with up to 12 members and can join an online playing session. In one session, up to 4 users can participate actively. If there are less than 4 attendees in a session, the remaining players will be simulated. The lifespan of a user group is limited to 90 days initially. By purchasing an add-on, the lifespan can be extended by 365 days per purchase. Online games are subject to charge. The full license already includes 25 payed online games. By purchasing an add-on, the contingent of payed online games can be increased by

					100 or 500 games per purchase respectively. • The overlay panes for the games archive, for the game search, and the game images folder are redesigned. With the help of a new context menu, files can be deleted, shared, and copied or moved. • All errors detected in version 2016.8 are fixed. See chapter "Errors and requirements".
2017.2	2017-01-12			2017-01-13	• Now, the animation speed can be varied between 1 to 10 instead of 1 to 5 only. This allows to run the animations much faster. • All errors detected in version 2017.1 are fixed. See chapter "Errors and requirements".
2017.3	2017-01-15			2017-01-15	• The error reporting has been enhanced. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.4	2017-02-04			2017-02-05	• The adjustment of the game view to the screen resolution has been improved. • The new commands "Show tutorials" and "Show news" are available in the title bar menu and and in the extension of the app bar. When a new version is called for the first time, this news page is shown automatically. • For the online mode, tutorials are provided. You can reach them by using the command "Show tutorials" or via the table of contents of the online help. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.5	2017-02-08			2017-02-07	• Several bugs have been fixed, which may lead to program crashes. See chapter "Errors and requirements".
2017.6	2017-03-31			2017-03-27	• The quiz mode has been implemented. Randomly selected questions about the current playing cards state are presented during the game. The right solution must

					be selected from a list of possible answers. The development of success can be read in the calendar-related quiz statistics. • The layout of the gaming table has been improved. • Simulator errors have been fixed. See chapter "Errors and requirements". In addition, the simulator was further improved.
2017.7	2017-04-04			2017-04-03	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.8	2017-04-07			2017-04-05	• The quiz mode has been improved: rejected quiz questions will not be asked again later in the game. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.9	2017-04-13			2017-04-12	• All errors detected in the previous version are fixed. See chapter "Errors and requirements". In addition, the simulator was further improved.
2017.10	2017-04-14			2017-04-13	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.11	2017-06-08			2017-06-09	• The simulator has been enhanced further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.12	2017-06-24			2017-06-22	• The simulator has been enhanced further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.13	2017-06-28			2017-06-27	• The simulator has been enhanced further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".

2017.14	2017-07-13			2017-07-12	- The simulator has been enhanced further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.15	2017-07-26			2017-08-01	- The simulator has been enhanced further. - The group administrator can remove a player from an online session. For example, if a player has forgotten to log out. - The online session server automatically removes a player from a session if the connection to the device of the player cannot be re-established within 110 seconds. - If the game tariff is set to 0.0, the results in the user balance are shown as points instead of money amounts. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.17	2017-08-08			2017-08-07	- The simulator has been enhanced further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.18	2017-09-03			2017-09-02	- A T T E N T I O N ! Starting at 09/03/2017 online playing works only with KubiTarock version 2017.18 or higher. - The simulator has been enhanced further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.19	2017-09-11			2017-09-10	- A T T E N T I O N ! Starting at 09/10/2017 online playing works only with KubiTarock version 2017.19 or higher. - The simulator has been enhanced further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.20	2017-09-18			2017-09-17	- The simulator has been enhanced further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".

2017.21	2017-09-24			2017-09-23	- The online help has been improved. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.22	2017-09-30			2017-09-30	- The simulator has been enhanced further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.23	2017-10-06			2017-10-06	- A T T E N T I O N ! Starting at 10/07/2017 online playing works only with KubiTarock version 2017.23 or higher. - The simulator has been enhanced further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.24	2017-10-20			2017-10-19	- A T T E N T I O N ! Starting at 10/20/2017 online playing works only with KubiTarock version 2017.24 or higher. - In online mode, card dealing and automatic finishing are now performed with animation on all connected devices. - The simulator has been enhanced further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.25	2017-10-24			2017-10-24	All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.26	2017-10-30			2017-10-31	- The credentials of up to 5 different online groups are stored in the global settings and can be accessed on the corresponding overlay panes. If more than 5 different groups are used, the credentials of the longest non-used group are deleted. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.27	2017-11-03			2017-11-02	The simulator has been enhanced further.

					- The overlay pane "Game files" now allows to open a game file from a user selected folder. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.28	2017-11-11			2017-11-10	- A T T E N T I O N ! Starting at 11/11/2017, 09:00 MEZ online playing works only with KubiTarock version 2017.28 or higher. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2017.29	2017-11-14			2017-11-22	All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2018.1	2018-04-18			2018-04-17	- The learning mode has been introduced. It is an extension of the playing assistant. Upon request, he will provide an explanation for each proposed playing action. This will give beginners important hints for playing and for advanced players it is easier to submit a suggestion for improvement. - The Simulator has been improved further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2018.2	2018-04-27			2018-04-26	- The learning mode and the simulator have been improved further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2018.3	2018-05-05			2018-05-03	- The learning mode and the simulator have been improved further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2018.4	2018-05-14			2018-05-14	- The learning mode and the simulator have been improved further. - All errors detected in the previous version

					are fixed. See chapter "Errors and requirements".
2018.5	2018-05-16			2018-05-16	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2018.6	2018-05-19			2018-05-18	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2018.7	2018-06-22			2018-06-20	• The speech output for the announcements of the simulated players has been implemented. • A separate overlay pane has been introduced for managing the log files. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2018.8	2018-07-09			2018-07-06	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2018.9	2018-07-15			2018-07-15	• All errors detected in the previous version are fixed. See chapter "Errors and requirements". • Unfortunately, the cause of a crash, which only occurs on certain devices, has still not been found. We therefore urge all users who discover a crash to send an error message by email to support@kubiconsult.com so that we can clarify the specific circumstances of the crash.
2018.10	2018-07-31			2018-07-28	• The learning mode and the simulator have been further improved. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2018.11	2018-08-03			2018-08-03	• The learning mode and the simulator have been further improved. • All errors detected in the previous version

					are fixed. See chapter "Errors and requirements".
2018.12	2018-08-08			2018-08-08	• The learning mode and the simulator have been further improved. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2018.13	2018-09-18			2018-09-17	• The learning mode and the simulator have been further improved. • If someone only wants to watch the card game, there is now also the possibility to let KubiTarock play autonomously, without user participation. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2018.14	2018-10-22			2018-10-21	• The learning mode and the simulator have been further improved. • The layout of the game view has been improved. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2018.15	2018-11-07			2018-11-06	• The learning mode and the simulator have been further improved. • The layout of the game view has been improved. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2018.16	2018-12-11			2018-12-10	• The learning mode and the simulator have been further improved. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2019.1	2019-01-19			2019-01-18	• The learning mode and the simulator have been further improved. • The logging of relevant program events has been improved. • All errors detected in the previous version

					are fixed. See chapter "Errors and requirements".
2019.2	2019-02-13			2019-02-12	• The learning mode and the simulator have been further improved. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2019.3	2019-02-15			2019-02-15	• The learning mode and the simulator have been further improved. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2019.4	2019-02-23			2019-02-22	• The learning mode and the simulator have been further improved. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2019.5	2019-04-10			2019-04-09	• The learning mode and the simulator have been further improved. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2019.6	2019-07-15			2019-07-15	• Direct access to OneDrive is no longer supported. It only made sense for Windows 10 Mobile, since OneDrive folders are not synchronized by the system under Windows 10 Mobile. Under normal Windows 10, the OneDrive folders synchronized by the system can be used to store game files and images. Direct access is not required. • When selecting an image section for a player portrait or for a card back, the section is now automatically corrected when it protrudes from the image. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2019.7	2019-08-12			2019-08-11	• All errors detected in the previous version are fixed. See chapter "Errors and

					requirements".
2019.8	2019-10-29			2019-10-28	- The simulator has been improved further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2019.9	2019-12-14			2019-12-14	- The simulator has been improved further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements". - The release had to be repeated due to a production error. The corrected version has the number 2019.9.298.
2020.01	2020-01-09			2020-01-09	- The simulator has been improved further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.02	2020-02-20			2020-02-17	**A t t e n t i o n !** This is probably the last version running on Windows Mobile (Phone). Online gaming with this version is only possible if you have logged in at least once and have not uninstalled KubiTarock. The API used in this version to determine the user's email address is no longer supported by Microsoft. The new API no longer runs on Windows Mobile. For Windows Mobile users, this version remains available. Future versions for other platforms (Windows 10, Android) fully support online gaming again. - The simulator has been improved further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.03	2020-04-05			2020-04-03	**A t t e n t i o n !** This version can only run under Windows 10 from version 17763 onwards. The previous version is still available for some time for older Windows 10 versions. - The release for Android (version 7.0 and higher) will follow shortly. - The same licensing procedure is used for both operating systems. KubiTarock can be

					used free of charge for 3 months. After that the usage period can be extended by 3 months or one year by purchasing an add-on. Owners of the old license can choose between the new online license with an 18-month term or the old unlimited offline license.
2020.04	2020-04-21	2020-04-19		2020-04-21	• The Android version was released for the first time. • The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.05	2020-04-24	2020-04-24		2020-04-24	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.08		2020-04-27		2020-04-27	• The crashes due to memory overflow on many Android devices might be fixed with this version. See chapter "Errors and requirements".
2020.09	2020-04-28	2020-04-28		2020-04-28	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.11		2020-05-04		2020-05-03	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.12	2020-05-06	2020-05-06		2020-05-06	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.13		2020-05-09		2020-05-09	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.15		2020-05-11		2020-05-11	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".

2020.16	2020-05-12	2020-05-12		2020-05-12	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.17	2020-05-15	2020-05-15		2020-05-15	• Card manipulation on touch devices has been greatly simplified. Cards can be moved to the target with a short wipe movement as long as the target is clear. The previous options for clicking or double-clicking a card remain unchanged. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.18		2020-05-17		2020-05-17	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.21	2020-05-23	2020-05-23		2020-05-23	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.22	2020-05-25	2020-05-25		2020-05-25	• In a Thrash game, the trick taker must take a talon card with the first 6 tricks. This is no longer done automatically with this version. This makes it easier for all players to count the distributed talon cards when playing online. • When a card is played, the card must lie on the table with at least one edge width when dropped. Otherwise it is automatically returned to the hand. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.23	2020-05-28	2020-05-28		2020-05-28	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.24	2020-05-31	2020-05-31		2020-05-31	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".

2020.25		2020-06-01		2020-06-01	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.26	2020-06-10	2020-06-10		2020-06-10	• The simulator has been improved further.
2020.27	2020-06-16	2020-06-16		2020-06-16	• The simulator has been improved further.
2020.28	2020-06-19	2020-06-19		2020-06-19	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.29	2020-06-20	2020-06-20		2020-06-20	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.30	2020-06-23	2020-06-23		2020-06-27	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.31	2020-07-03	2020-07-03		2020-07-03	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.33	2020-07-07	2020-07-07		2020-07-07	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.34		2020-07-09		2020-07-09	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.35	2020-07-19	2020-07-19		2020-07-19	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".

2020.36	2020-09-15	2020-09-15		2020-09-11	• The quiz statistics are now stored in a separate statistics folder instead of in the archive. This way the last statistic can be found and loaded faster. Furthermore, only a maximum of two generations of the quiz statistics are stored. A separate overlay pane is available for managing the statistics folder. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.37	2020-10-07	2020-10-07		2020-10-07	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.38	2020-10-13	2020-10-13		2020-10-13	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2020.39		2020-10-15		2020-10-15	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".

2020.40	2020-11-27	2020-11-27		2020-11-25	• 8 new game variations were implemented:
					  ○ Instead of the previous Better-caller announcement, a variant can now also be selected in which a Better-caller must be announced together with the better piece, e.g. Pagat-Caller, Owl-Caller etc.
					  ○ The Three with Six must be announced in another variation by the forehand right at the beginning of the licitation.
					  ○ The Moon Capture has always been counted. As a variant, the bonus can now also be switched off.
					  ○ 4 Kings have been counted only in Tarock games so far. As a variant, the bonus can now also be switched on in color games.
					  ○ The announced Trula has been counted even with an unannounced Valat. As a variant, this can now be

					switched off, so that the Trula is not counted for any kind of Valat.
					○ As a variant, an absolute winner can now receive a bonus if he or she achieves a specified number of points in the tricks.
					○ With a Valat, the game points were previously quadrupled or increased eightfold. Alternatively, the Valat can now be rated with a fixed number of points, which is doubled for solo games.
					○ Two tables are available for the evaluation of the games and the bonuses:
					   ■ Min - stands for the previous rating in KubiTarock (default setting)
					   ■ Cup - stands for the evaluation according to the rules of the Wiener Zeitungs Cup.
					● Piccolo and Zwiccolo can now be played mixed in parallel. So far only the same negative games could be played in parallel.
					● The simulator has been improved further.
					● All errors detected in the previous version are fixed. See chapter "Errors and requirements".

2020.41	2020-12-22	2020-12-22		2020-12-22	● The adaptation of the user interface to different devices has been optimized. The font size in the game view and in the overlay panes can now be varied between the factors 1 and 1.5. ● All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.01	2021-01-01	2021-01-01		2020-12-31	● An additional design for the card faces with historical image motifs is available. ● All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.02	2021-01-05	2021-01-05		2021-01-05	● The simulator has been improved further. ● All errors detected in the previous version are fixed. See chapter "Errors and requirements".

2021.03	2021-01-10	2021-01-10		2021-01-10	- The simulator has been improved further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.04	2021-01-12	2021-01-12		2021-01-12	**A t t e n t i o n !** The KubiTarock server for online playing will be changed on 2021-01-15 between 9:00 and 12:00 CET. Please do not play online during this time. After the changes a KubiTarock version >= 2021.04 is required for online playing. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.05	2021-01-15	2021-01-15		2021-01-15	**A t t e n t i o n !** A KubiTarock version >= 2021.05 is required for online playing. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.06	2021-01-22	2021-01-22		2021-01-23	- The game settings for online and offline games have been improved. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.07	2021-01-30	2021-01-30		2021-01-30	All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.08	2021-02-15	2021-02-15		2021-02-21	**A t t e n t i o n !** A KubiTarock version >= 2021.08 is required for online playing. - A new ruleset "Melk" has been implemented. The following new game settings are associated with it: - The card scoring can also be done according to the usual way in the Melk region only in points. - For the Valat bonus, you can use a fixed value or two different multipliers for the game value.

					- A new bonus "Honors" for 4 highest value cards in your own cards must be announced. - Instead of the bonus for "4 Kings", the bonus "Big Honours" can also be used, which means the same but must be announced. - There are 4 tables available for scoring the games and bonuses: - Min - stands for the default setting in KubiTarock. - Cup - stands for scoring according to the rules of the Wiener-Zeitungs-Cup. - Luxus - stands for scoring according to the Luxus rules. - Melk - stands for scoring according to the Melk rules. - The card dealer's photo gets a color highlighted frame. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.09	2021-04-01	2021-04-01		2021-03-29	- The game statistic has been newly introduced. It shows on a calendar basis not only how many games you have played of each game type, it also shows you how successfully you have played the games that you have announced yourself or in which you have been called. Depending on the level of success, you will also receive symbolic rewards such as flowerpot, medal and cup. - New options have been introduced for scoring the Thrash game, which are used in the "Cup" and "Luxus" rule sets. - A new option for negative games allows to override the "Pagat as last tarock" restriction. It is selected in the "Melk" rule set. - For quiz games, the minimum number of points have been reduced for the medal award from 250 to 100 and for the cup award from 2500 to 500. - The user interface of the overlay panes has been improved. - The game file management has been extended and optimized. - All errors detected in the previous version

					are fixed. See chapter "Errors and requirements".
2021.10	2021-04-05	2021-04-05		2021-04-03	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.11	2021-04-12	2021-04-12		2021-04-11	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.12	2021-05-14	2021-05-14		2021-05-12	• **A t t e n t i o n !** A KubiTarock version >= 2021.12 is required for online playing. • In addition to a maximum of 4 players, up to 3 bystanders can now participate in an online session. Players and bystanders can swap roles at any time. The group administrator can define with a setting whether the bystanders can see the players' cards openly or not. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.13	2021-05-21	2021-05-21		2021-05-21	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.14	2021-05-28	2021-05-28		2021-05-27	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.15	2021-05-29	2021-05-29		2021-05-28	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.16	2021-06-01	2021-06-01		2021-05-31	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".

2021.17	2021-06-09	2021-06-09		2021-06-09	- The simulator has been improved further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.18	2021-06-21	2021-06-21		2021-06-20	**A t t e n t i o n !** The KubiTarock server for online playing will be changed on 2021-06-23 between 10:00 and 11:00 CET. Please do not play online during this time. After the change a KubiTarock version >= 2021.18 is required for online playing. - The simulator has been improved further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.19	2021-06-26	2021-06-26		2021-06-25	- The simulator has been improved further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.20	2021-07-05	2021-07-05		2021-07-05	- A new option for color games has been added to the "Melk" rule set. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.21	2021-07-15	2021-07-15		2021-07-15	All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.22	2021-07-19	2021-07-19		2021-07-19	All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.23	2021-08-06	2021-08-06		2021-08-05	All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.24	2021-08-26	2021-08-26		2021-08-21	**A t t e n t i o n !** Online playing is now only possible with version 2021.24 or higher.

					• After Microsoft stopped supporting automatic synchronization of profile data between Windows devices, the global settings in KubiTarock had to be reorganized:
					  ○ The local setting "Use roaming state", which was only available for Windows, is no longer available.
					  ○ The settings for the game appearance, for the game sounds and the login data for online gaming now count as local settings and must be set individually for each device.
					  ○ The remaining global settings (global options, tariff, and language) are now stored in the KubiTarock database and synchronized across all Windows and Android devices of a user.

2021.25	2021-09-06	2021-09-28		2021-09-06	• A new option has been added to the "Melk" rule set, which overrides the Kaiser-Trick rule. • On Android, the display of context menus has been improved.
2021.26	2021-09-28	2021-09-30		2021-09-28	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.27	2021-10-07	2021-10-07		2021-10-05	• When creating user portraits or card backs, the loaded photos can now also be rotated and mirrored. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.28	2021-10-22	2021-10-22		2021-10-21	• The sharing or sending of files has been improved. If the respective mail app does not immediately accept the file to be sent as an attachment, the file can be copied from the log files folder to a folder that can be accessed by the respective mail app. Here is described how the copying of the files can be performed. • All errors detected in the previous version

					are fixed. See chapter "Errors and requirements".
2021.29	2021-11-12	2021-11-12		2021-11-14	- Starting with Android version 10 and depending on the email app used, attachments of generated emails must be attached manually in the respective app. It is therefore generally recommended to set up the folder for log files in such a way that other apps can easily access the attachment stored there. - If a user has installed KubiTarock on different devices with different accounts, under certain conditions an account consolidation can be performed, so that the same license is billed on all devices. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.30	2021-11-22	2021-11-22		2021-11-21	- The online help has been improved and access has been switched to HTTPS. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.31	2021-11-30	2021-11-30		2021-11-26	- The order of the settings panes has changed: The global settings now follow after the game settings. - Direct access to OneDrive is only useful on Android. Under Windows, the corresponding global settings are only activated when the new option "Use OneDrive Windows" is selected.
2021.32	2021-12-09	2021-12-09		2021-12-10	- The simulator has been improved further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.33	2021-12-27	2021-12-27		2021-12-23	- The simulator has been improved further. - All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2021.34	2021-12-29	2021-12-29		2021-12-28	The simulator has been improved further.

					• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2022.01	2022-01-03	2022-01-03		2022-01-02	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2022.02	2022-01-13	2022-01-13		2022-01-12	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2022.03	2022-02-22	2022-02-22		2022-02-18	• **A t t e n t i o n !** Online gaming is only possible with version 2022.03 or higher. Immediately after the release of version 2022.03 for Windows the KubiTarock server will be changed over: The new database software automatically repeats transactions that were aborted due to a connection error. The new synchronization when playing online ensures that no overtaking effects can occur. During the changeover, however, there may be disruptions when calling KubiTarock and logging on to online sessions. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2022.04	2022-03-02	2022-03-02		2022-03-02	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2022.05	2022-03-06	2022-03-06		2022-03-04	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2022.06	2022-03-10	2022-03-10		2022-03-09	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".

2022.07	2022-03-14	2022-03-14		2022-03-13	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2022.08	2022-03-17	2022-03-17		2022-03-17	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2022.09	2022-03-22	2022-03-22		2022-03-22	• The simulator has been improved further. • All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2022.10	2022-05-27	2022-05-27		2022-05-27	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2022.11	2022-07-11	2022-07-11		2022-07-10	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2022.12	2022-08-18	2022-08-18		2022-08-15	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".
2022.12	2022-08-18	2022-08-18		2022-08-15	• All errors detected in the previous version are fixed. See chapter "Errors and requirements".

2023.01	2023-09-04	2023-09-23		2023-09-03	• From this version on, KubiTarock can be used with two different licenses, which can be switched between at any time:
					  ○ Offline version
					    Change from the online version by deleting the online account.
					  ○ Online-Version
					    Change from the offline version by setting up an online account.
					• Access to OneDrive is no longer supported.

2023.02	2023-11-19	2023-11-21		2023-11-20	• All errors detected in the previous version

					are fixed. See chapter "Errors and requirements".

Table 1: Update History of KubiTarock

1.2 List of Open Errors and Requirements

Table 2 shows the list of open errors and requirements with their version relationship.

- 2023.02 is the current version for Windows and Android.

Discovered in				Solved in	
Version	**By**	**Type**	**Updated**	**Version**	**Description**
1.1	PK	Request	2013-12-30	2016.9	Implement multi-user mode.
1.1	PK	~~Request~~	2013-12-30	~~open~~	~~Implement option: Pass may overbid once again if highest bid is negative.~~
1.2	PK	Request	2014-05-09	open	Implement option: Use vector graphics.
1.2	SD	Error	2014-05-17	2.0	Incomplete card dealing after a negative game has ended prematurely.
1.2	ST	Request	2014-06-08	2.0	Implement option: Quapil/IV as Better Piece.
1.2	PK	Error	2014-06-17	2.0	If the Esc key is pressed to hide the help pane, the program may crash.
1.2	PK	Error	2014-06-17	2.0	Tarobot announces Valat together with Trula and/or all Kings, despite the rule that Trula and/or all Kings must not be announced together with a Valat announcement.
1.2	PK	Error	2014-06-17	2.0	In case of an unannounced Valat, unannounced Trula and/or all Kings are scored, despite the rule that Trula and/or all Kings must be scored only if announced.
1.2	PK	Error	2014-06-21	2.0	If the called king of a Caller solo is in the covered Talon, the points of the corresponding Talon part are mistakenly not scored on behalf of the declarer.
1.2	Div.	Error	2014-06-22	2.0	Diverse simulator mistakes.
1.2	MK	Request	2014-07-10	2.0	Provide check box items in action combo box if multiple selection mode is active.
1.2	PK	Error	2014-07-21	2.0	In version 1.2, negative games are closed prematurely before the surplus trick has been taken. If this happens at the 12. trick and Undo is applied afterwards, the app will crash. In version 1.3, the game will be closed after the surplus trick has been taken and the app will no more crash in the described situation.

1.2	PK	Error	2014-07-21	2.0	After an animated playback in forward direction, the view of the gaming table is not updated.
1.2	PK	Request	2014-11-01	2.0	Implement KubiTarock as universal application running under Windows and Windows Phone.
2.0	RK	Error	2015-04-02	2.1	The app may crash or the game may become inconsistent if a shortcut key (Enter, Ctrl-N, etc.) is pressed while auto-play is already running.
2.0	PK	Error	2015-04-17	2.1	Some simulator flaws.
2.1	PK	Error	2015-07-01	2.2	The edit mode does not functional correctly.
2.1	PK	Error	2015-08-17	2.2	Some simulator flaws.
2.1	PK	Error	2015-09-29	2.2	If in case of a Caller Solo, the called king is found in the Talon, the determination of bonus point K4 is wrong. It can happen, that the opponents get the K4 in this case.
2.2	PK	Request	2015-12-01	2016.1	The separate apps for Windows and Windows Phone shall be unified to a single program based on the Universal Windows Platform. The responsible user interface shall adapt itself to all devices powered by Windows 10.
2.2	PK	Error	2016-01-09	2016.1	The simulator as opponent of an ouvert player does not play well if the ouvert player must still make a trick with a color card.
2.2	DK	Error	2016-02-05	2016.1	The simulator as a Three player cannot find a card to play in the first place if he has no card below his highest Tarock range.
2016.1	PK	Error	2016-03-08	2016.2	Simulator errors when playing ouvert games. Shortcut keys do not function when the input focus is on the title bar.
2016.1	PK	Request	2016-03-09	2016.2	New shortcut keys for setting the input focus to the app bar and to the title bar.
2016.1	PK	Request	2016-03-13	2016.2	Notify the user when the trial period is ending soon.
2016.2	MH	Request	2016-02-21	2016.3	Enable selection of the application language.
2016.2	MH	Error	2016-03-15	2016.3	The simulator does not find the lowest Tarock within the top range when the Moon (XXI) as single top card could be caught by an opponent.
2016.3	WE	Error	2016-04-29	2016.4	The user interaction is not disabled immediately after starting of a new game and the user may initiate the start a second time under some conditions. This can cause a card dealing disruption and a program crash afterwards.
2016.3	PK	Error	2016-05-01	2016.4	In case of a Tarock game, the simulator does not overtrump his partner under some conditions

					even when he could avoid the last trick of the opponents or save the Pagat of his partner by over trumping.
2016.4	WE	Error	2016-05-09	2016.5	The user interaction is not disabled completely and immediately after starting of a new game and the user may initiate the start a second time under some conditions. This can cause a card dealing disruption and a program crash afterwards.
2016.5	PK	Error	2016-05-14	2016.6	The actions combo-box is not re-enabled in some cases after disabling during card movements or command executions.
2016.6	PK	Error	2016-05-23	2016.7	Some controls like the actions combo-box are enabled in some cases even when they are invisible and not needed. A keyboard stroke may trigger an invalid action in this case and the invalid action may cause a program crash afterwards.
2016.7	PK	Error	2016-07-06	2016.8	• If the partner of a Caller game is without Tarocks and his partner is the supposed trick taker, the simulator determines not the best card to play in some cases. • The simulator abandons an unannounced Tarock ultimo too early in some cases. • In some cases, the simulator may suggest a Color Three even when the cards are too bad for that.
2016.8	CL	Error	2016-10-05	2017.1	If a Better Piece will be over trumped by the partner of the declarer, the points are added instead of subtracted from the contender scores in some circumstances.
2016.8	WE	Error	2016-10-10	2017.1	The callee is able to announce a contra against the announcements of his own caller. The lost contra points are then added to the contender scores instead of the opponent scores.
2016.8	PK	Error	2016-10-20	2017.1	During creation of a picture clipping for inserting in a card back or user profile, the size of the clipping is not determined (a little bit too small) accurately. As a consequence, the resulting picture must be enlarged each time the picture is inserted again.
2017.1	PK	Error	2017-01-10	2017.2	The app may crash if the license type changes.
2017.3	WE	Error	2017-01-31	2017.4	The simulator plays as the opponent of a better caller the highest Tarock, although more Tarock are outstanding than he himself has.
2017.3	PK	Error	2017-02-04	2017.4	Particularly with touch operation, program crashes can occur if immediately after dragging a card

					with the finger a double-click is triggered.
2017.4	PK	Error	2017-02-05	2017.5	Even if the score booking is suppressed, a command for booking is displayed in the actions combo-box.
2017.4	PK	Error	2017-02-05	2017.5	Under certain circumstances, the program may crash during startup or reactivation.
2017.5	WE	Error	2017-02-11	2017.6	The simulator as opponent of a Zwiccolo ouvert fails to play as a first player a color, in which the ouvert player loses a wanted trick taker.
2017.5	MKK	Error	2017-03-18	2017.6	The simulator as partner of a Better Caller may abandon the chance to play the king ultimo at an early stage under certain circumstances.
2017.5	IR	Error	2017-03-20	2017.6	The simulator capitulates and generates an error mail when a player can not play a card at the end of the game without losing a better piece or accepting Moon catch.
2017.6	PK	Error	2017-03-31	2017.7	Locking and restoring OneDrive folders due to connection problems, or due to switching on or off the global option "Use OneDrive" does not work properly.
2017.6	SP3	Error	2017-04-01	2017.7	The app may crash under certain circumstances if forehand gets the game and the system user goes back by undo until his player can bid again for game.
2017.7	PK	Error	2017-04-04	2017.8	The existing quiz questions are not taken into account if an interrupted game is reloaded.
2017.7	PK	Error	2017-04-05	2017.8	The app may crash under certain circumstances if the quiz statistics file does not exist.
2017.7	PK	Request	2017-04-05	2017.8	Rejected quizzes should not be asked again later in the game.
2017.8	PK	Error	2017-04-11	2017.9	The Simulator as an opponent of a caller game failed to play the endangered Pagat, although he has only 2 Tarocks left and the game declarer has played out a color card right before him.
2017.8	PK	Error	2017-04-11	2017.9	The Simulator as an opponent of a Color Three failed to save the Moon, although the game declarer already was forced to concede the Excuse.
2017.8	PK	Error	2017-04-11	2017.9	The application will hang in the startup when the last saved file is inconsistent and the global option "Save new deck" is turned on.
2017.9	IR	Error	2017-04-12	2017.10	The total amounts won or lost in offline games are not properly stored normally.
2017.9	PK	Error	2017-04-13	2017.10	When clearing the total amounts won or lost in offline or online games, the game amounts of the

					current session are not considered properly.
2017.10	PK	Error	2017-05-14	2017.11	If a game file is called by double-clicking and the current game file is saved in KubiTarock before, the called game file is moved to the archive before it is loaded. An error message is the result.
2017.10	PK	Error	2017-05-16	2017.11	Although it is obvious that the game declarer have deposited a color card taken from the Talon, the simulator says that the card should still be in play.
2017.10	PK	Error	2017-05-20	2017.11	The strategy pursued by the simulator to achieve a King Ultimo is flawed and confusing to the user.
2017.10	PK	Error	2017-05-28	2017.11	In the case of a negative game in which the game declarer already has all tricks needed, the simulator gives a low card, although the Negative player before him can not get the trick any more.
2017.10	PK	Error	2017-06-07	2017.11	The simulator unnecessarily trumps with a very high Tarock so that it retains an unannounced Ultimo, and then plays exactly that unannounced Ultimo, because without the previously played high Tarock he can barely make the Ultimo.
2017.11	PK	Error	2017-06-15	2017.12	In a Thrash game, the Simulator plays too long high Tarock, although it is obvious that they can not be overtrumped.
2017.11	PK	Error	2017-06-20	2017.12	The Simulator as opponent of a subsequent game declarer overtrumps a color card with Pagat, although the color was already played once.
2017.11	PK	Error	2017-06-21	2017.12	If the called King of a Caller solo is in the covered Talon, the Kings and the Trula pieces in the Talon part belonging to the caller are not considered for TRL and K4 bonuses.
2017.12	PK	Error	2017-06-20	2017.13	If a player has only 2 Tarocks left: the Pagat and the highest pending Tarock, and must he play one of them, the simulator selects the highest Tarock to save the Pagat instead of selecting the Pagat to assure the trick with the highest Tarock.
2017.12	PK	Error	2017-06-23	2017.13	In Color Three, the simulator somethimes leads a color card which can be overtrumped by an opponent, although he could achieve the necessary score to win with his existing taker cards.
2017.12	PK	Error	2017-06-27	2017.13	The Simulator as callee, sometimes leads the announced King ultimo prematurely.
2017.13	PK	Error	2017-07-10	2017.14	The auto-finish command is offered sometimes, even though the game situation is not already uniquely claryfied.
2017.14	PK	Request	2017-07-14	2017.15	The Simulator as a forehand player should choose

					a Caller instead of a Trash if the chance to win the Caller is presumable better than not losing at the Trash.
2017.14	PK	Error	2017-07-17	2017.15	Due to a bug, the simulator seldom bids for a Zwiccolo.
2017.14	PK	Error	2017-07-17	2017.15	The increased or decreased risk appetite is not sufficiently applied by the Simulator.
2017.14	PK	Request	2017-07-17	2017.15	If forehand could bid for a Three with Six, the risk appetite of the Simulator in the role of the card dealer should be increased automatically for bidding a Zwiccolo, possibly to prevent the Three with Six.
2017.15	KA	Error	2017-07-20	2017.16	A user is logged-out automatically if KubiTarock is suspended by the system. If KubiTarock is resumed by the system afterwards, the user is erroneously not automatically logged-in again.
2017.15	MK	Request	2017-07-18	2017.16	The group administrator should be able to remove a player from an online session. For example, if a player has forgotten to log out.
2017.15	PK	Request	2017-07-19	2017.16	The online session server should automatically remove a player from a session if the connection to the device of the player cannot be re-established within 110 seconds.
2017.15	PK	Request	2017-07-20	2017.16	If the game tariff is set to 0.0, the results in the user balance should be shown as points instead of money amounts.
2017.16	PK	Error	2017-08-06	2017.17	The simulator as declarer of a Caller game or Three game plays its last high Tarock prematurely under some circumstances and is therefore unable to overtrump an opponent in a subsequent trick.
2017.16	PK	Error	2017-08-07	2017.17	If in a non-ouvert, negative game the declarer already has all the necessary tricks and could still have Tarock, the simulator as an opponent might not play the best card, to force the negative player to get another trick.
2017.17	PK	Request	2017-08-15	2017.18	The synchronization of the game state shall be ensured largely even under bad communication conditions between the devices and the session server.
2017.18	PK	Errorr	2017-09-06	2017.19	The log-in in to a newly established online group does not work under some circumstances.
2017.18	MK	Error	2017-09-10	2017.19	If during online playing, a surplus card already deposited on the tricks pile is recalled by a double-click, the necessary synchronization is not done. As a result, synchronization errors occur and

					the online session must be terminated.
2017.19	MB	Error	2017-09-13	2017.20	When using touch, taking a trick and leading the first card afterwards might be raised in such a quick succession that the leading operation is finished before the trick taking operation. A card may be lost in the following and game can no more finished regulary.
2017.19	IR	Error	2017-09-16	2017.20	If the callee announced KU and the caller has only the called color in addition to Tarock, the simulator as caller does not find a card to be led under certain circumstances.
2017.20	PK	Request	2017-09-10	2017.21	The online help feature should focus more on the current state of the game as to the current state of the user interface.
2017.20	WE	Error	2017-09-22	2017.21	If the logon to the online session server fails, the reason is not stored in any log file.
2017.21	IR	Error	2017-09-30	2017.22	The simulator fails to make a secure better piece, when the other player have no Tarocks left and he should just play a color card before the better piece.
2017.22	PK	Error	2017-10-02	2017.23	The foregoing Simulator error was corrected incorrectly. The Simulator this way, may fail to make a safe better piece, if the players have no more Tarocks and he has only Tarocks.
2017.22	MK	Error	2017-10-05	2017.23	If the called player makes a trick with the announced King ultimo prematurely, the bonus point is nevertheless credited his party instead of deducted.
2017.22	MK	Error	2017-10-05	2017.23	KubiTarock does not prevent that the called player unconstraintly plays the announced King ultimo prematurely.
2017.22	PK	Error	2017-10-03	2017.23	The automatic correction of synchronization errors during online sessions is faulty.
2017.22	PK	Error	2017-10-03	2017.23	The previous offline session is not restored, if an online session must be terminated due to a connection or server error.
2017.23	ER	Error	2017-10-10	2017.24	KubiTarock crashes if a view compartment (selected player or gaming table) is magnified.
2017.24	PK	Error	2017-10-10	2017.25	Under Windows 10, version 1709, the actions combo-box can not be folded out anymore. It is now replaced by the action box, which has a slightly changed layout.
2017.25	PK	Error	2017-10-28	2017.26	KubiTarock crashes sporadically when launched under the operating system version 10.0.16299.19.

2017.25	PK	Request	2017-10-30	2017.26	To make it easier to log on to different online groups, a maximum of five most recently used credentials should be stored in the global settings and should be made retrievable on the corresponding overlay panes.
2017.26	MK	Error	2017-11-01	2017.27	If the called player can neither follow suit nor play a Tarock card, the simulator under certain cirumstances gives away the called king even if the caller is unable to take the trick.
2017.26	MK	Error	2017-11-02	2017.27	Re-joning an online session is rejected with an error message. Only after a restart of the app re-joining is possible.
2017.27	PK	Error	2017-11-07	2017.28	The server-side renewal of a user's online session after synchronization failures due to connection problems does not work correctly.
2017.27	PK	Error	2017-11-09	2017.28	When the game master leaves an online session with less than 4 users temoraryly, 2 game masters exist after his re-entry. The app crashes when you continue playing.
2017.28	WE	Error	2017-11-11	2017.29	If the automatic playback backward is triggered in an online game, the remote players will not receive the resulting game state.
2017.28	PK	Error	2017-11-11	2017.29	In an online game, the automatic playback forward or backward cannot be stopped prematurely.
2017.29	PK	Error	2017-11-23	2017.30	The simulator may take a trick with a high card of it's longes color instead of relinquishing this trick and to pick up later all the outstanding cards of the color.
2017.30	PK	Request	2017-12-01	2018.1	The learning mode is to be implemented as an extension of the playing assistant. If requested, it should provide an explanation for each proposed playing action. This should give beginners important hints for playing and advanced players should be able to submit a suggestion for improvement more easily.
2017.30	IR	Error	2017-12-08	2018.1	If in negative games a color card has to be overtrumped with Tarock and the top card is also Tarock, the player may lead a lower card, although he can and must overtake the top card.
2017.30	JM	Error	2018-01-20	2018.1	The sound output did not work anymore.
2018.1	PK	Error	2018-04-24	2018.2	If a Better Caller plays with the King from the Talon, he will not forced to announce a Tarock ultimo.
2018.1	PK	Error	2018-04-25	2018.2	If one player has only Tarock ultimo cards and 1

					overtakable color card and no other player has Tarock, the simulator tries to play the highest Tarock ultimo card 1 trick too early. This error does not occur if the ultimo cards consist of a single Pagat.
2018.2	IR	Error	2018-05-02	2018.3	if KU is announced and another player than the called one has only cards of the called suit and Tarock, the simulator does not find a card to play.
2018.3	PK	Request	2018-05-11	2018.4	Before the simulator executes a new action, a consistency check of the game should be made.
2018.3	PK	Request	2018-05-11	2018.4	If the user is not allowed to make any keyboard input, the left maximizing button in the title bar should also be disabled so that this is not triggered unintentionally by pressing the Enter key.
2018.4	JM	Error	2018-05-13	2018.5	In a Color Three, the simulator may take all 6 talon cards.
2018.5	HT	Error	2018-05-17	2018.6	In a game with an announced better piece, it can happen that the simulator fails to make an unannounced better piece for an opponent.
2018.6	JM	Request	2018-05-13	2018.7	The announcements of the simulated players should also be audible. Then the user is no longer forced to follow the changes on the screen very closely.
2018.6	IR	Error	2018-05-17	2018.7	If tarock must be followed in a negative game, the user can select the Pagat even if it is not his last tarock.
2018.6	PK	Request	2018-06-15	2018.7	Access to the log files should be facilitated for the user by a separate overlay pane. In case of an error, log files can be helpful. Under Windows Mobile, the user has no way to access it at all currently.
2018.7	MK	Error	2018-07-01	2018.8	Due to an error in the estimation of the card distribution, the simulator may play badly towards the end of the game. For example, despite the plain playing situation, he fails to play the called king in the last trick.
2018.8	PK	Error	2018-07-13	2018.9	When evaluating the current trick, it is also calculated whether the score already achieved and the expected trick score are sufficient to win the game. However, that part of the talon the opponents will get is not taken into account.
2018.9	PK	Request	2018-07-16	2018.10	If a user finds a problem while playing or would like to make a suggestion for improvement, he should send an email directly to support. To make this easier for the user, an appropriate command

					should be provided on the app info panel.
2018.11	PK	Error	2018-08-04	2018.12	The simulator doubles the Valat announced by a Color Three for no reason.
2018.11	MK	Error	2018-08-08	2018.12	The action box offers automatic finishing after each automatically executed action, although the end of the game has not yet been reached. If the automatic finishing is triggered again, the game becomes inconsistent and can no longer be saved.
2018.12	PK	Error	2018-09-01	2018.13	Several minor bugs affect the game quality of the simulator.
2018.12	PK	Request	2018-09-01	2018.13	The possibility to let KubiTarock play autonomously, without user participation, should also be made possible for the normal user.
2018.14	PK	Error	2018-10-30	2018.15	In the talon view, the announced game and other announcements are no longer displayed on the game table.
2018.15	IR	Error	2018-11-16	2018.16	The simulator as declarer often uses the highest tarock card to overtrump a color card in a tarock game even if it is unlikely that a following opponent could take the trick. This happens because of the determination of the dominant opponent is wrong.
2018.15	PK	Error	2018-11-20	2018.16	In a Thrash game, the simulator plays a tarock card instead of a color card if he no longer has an overtrumpable tarock card, even though another player may still have a lower tarock card.
2018.16	MK	Error	2019-01-11	2019.1	When saving a game, the quiz statistics file is mistakenly moved to the archive along with existing game files. When starting a new session, the stat file is not found and a new stat is created. This causes the results of all previous quiz games to be lost.
2019.1	IR	Error	2019-02-11	2019.2	In ouvert games it can happen that the simulator does not follow suit under certain circumstances.
2019.2	IR	Error	2019-02-11	2019.3	In a game with Tarock as a trump, it may happen that a player who does not know the Talon plays a Tarock ultimo even though the other players may still have Tarock.
2019.4	IR	Fehler	2019-04-09	2019.5	In case of a Three or Three with Six it may happen, that an opponent of the declarer plays the Excuse or Moon, despite the fact that a partner of him has already taken the Pagat of another partner with the Moon or Excuse respective.
2019.5	PK	Error	2019-04-20	2019.6	Direct access to OneDrive no longer works because the API used is no longer supported by

					Microsoft. Direct access will no longer be supported on Windows because newer versions of Windows 10 automatically synchronize OneDrive folders.
2019.5	PK	Request	2019-05-01	2019.6	When selecting an image section for a player portrait or for the back of a card, the section should be automatically corrected if it protrudes from the image.
2019.5	PK	Request	2019-05-01	2019.10	KubiTarock will also be released for Android devices this year. The Android version should be visually and functionally almost identical to the Windows version.
2019.5	HL	Error	2019-07-08	2019.6	If in an ouvert game the declarer still needs a trick and no longer has a safe trick taker, it can happen that the simulator ends the game with an error message or plays badly.
2019.6	PK	Error	2019-08-11	2019.7	In portrait format, the two card piles on the left for the talon and on the right for the not yet dealt cards are shown in a too large size.
2019.7	PK	Error	2019-08-30	2019.8	The simulator may fail to get rid of an endangered Tarock ultimo in time.
2019.7	PK	Error	2019-09-16	2019.8	The simulator overtakes a color card with its highest Tarock, although it is unlikely that a following rival will overtrump as well.
2019.7	PK	Fehler	2019-10-24	2019.8	If a card is drawn but not placed, it is automatically animated back to its starting point. If the option to suppress animations is active, the program crashes.
2019.7	PK	Error	2019-10-24	2019.8	If a card is automatically animated back to its starting point, the original card marking is not restored.
2019.7	PK	Request	2019-10-24	2019.8	The HockeyApp service previously used for error reporting and usage analysis is discontinued. The AppCenter successor service uses a different API that must be integrated.
2019.8	PK	Request	2019-11-01	2019.9	Only the HTTPS protocol should be used for communication during online gaming.
2019.8	IR	Error	2019-11-06	2019.9	If the simulator in a Tarock game only has unannounced better pieces, it may play the current ultimo, that can be captured instead of using the next lower ultimo.
2019.8	PK	Error	2019-11-27	2019.9	After deleting a user portrait, the original image is not displayed immediately to the affected player, but only after a restart of the app.
2019.8	PK	Error	2019-12-07	2019.9	If a game file is loaded which, like the current

					game, should show the game results or the score balance, the corresponding view is not updated.
2019.8	PK	Error	2019-12-10	2019.9	The app can crash if an existing online group is deleted.
2019.9.296	PK	Error	2019-12-15	2019.9.298	Saving a game is aborted with an error message. The incorrectly saved game cannot then be loaded.
2019.9	PK	Error	2020-01-09	2020.1	Under certain circumstances the simulator adds the current Tarock ultimo, although there is already a higher Tarock on the table.
2020.1	PK	Error	2020-02-10	2020.2	The simulator may recommend playing a Tarock that can be overtaken even though the player has announced a Valat.
2020.1	PK	Request	2020-01-10	2020.2	Due to Microsoft's discontinued support for Windows Mobile, future versions of KubiTarock will no longer run on this platform. However, version 2020.02 will still be available for Windows Mobile users. But, a new registration for online playing is only possible in the future versions of KubiTarock.
2020.3	CG	Error	2020-04-16	2020.4	The simulator as opponent of a Three or Caller game does not play the highest color card if his opponent has already overtrumped and he himself has no more Tarock because he misjudges the chance of taking a trick later with his highest color card.
2020.3	MK	Error	2020-04-17	2020.4	When playing Thrash, the simulator incorrectly calculates the number of outstanding cards because it counts twice the talon cards already distributed. This means that questions can also be incorrectly scored in a quiz game.
2020.3	PK	Request	2020-04-18	2020.4	The image sections for the user photos should be enlarged from 99x99 pixels to 200x200 pixels. This makes them easier to create on various Android devices.
2020.3	PK	Request	2020-04-19	2020.4	The action states of the playing cards should be even better represented by the frame color.
2020.4	PK	Error	2020-04-23	2020.5	The new installation on a tablet incorrectly uses the default settings for smartphones.
2020.4	PK	Anford.	2020-04-23	2020.5	During the initial installation, the news should not be displayed.
2020.4-7	PK	Error	2020-04-24	2020.8	KubiTarock crashes on many Android devices after a short time due to memory overflow. Unused bitmap memory must be freed explicitly, as the runtime environment used does not do this

					automatically.
2020.4	PK	Error	2020-04-28	2020.8	KubiTarock crashes if the user selects an account during registration that does not define a valid email address.
2020.8	PK	Error	2020-04-28	2020.9	The measures taken to prevent memory overflows on Android have led to jerky animations.
2020.9-10	PK	Error	2020-05-03	2020.11	The caching of card images does not consider the special requirements of Android. This can cause performance problems and memory overflows.
2020.9	PK	Error	2020-05-03	2020.12	The card lying on the table in front of the player is unnecessarily focused when played. In addition, the marking of the card is not erased when it is dropped on the table.
2020.9	PK	Error	2020-05-03	2020.12	On Android, game and image files are stored on OneDrive as empty files.
2020.9	PK	Error	2020-05-03	2020.12	Only under Android: The portrait of the active player no longer pulsates when the overlay pane of the game wizard is left with the back button. The card viewer only displays the card images in the correct size after turning the device several times.
2020.12	PK	Error	2020-05-07	2020.13	Under Android, clicking on a free space in a player view does not make the invisible app bar visible again.
2020.12	PK	Error	2020-05-09	2020.13	Under Android, the buttons of the app bar are not locked during card dealing. This can inadvertently trigger functions that can crash the app. Only the flashing stop button must be usable during card dealing.
2020.13	PK	Error	2020-05-10	2020.15	Only under Android: Double-clicking on a hand card only works if the first two clicks occur within half a second. Further clicks are then ignored and the card must be drawn and dropped. The refresh button on the online info pane does not reload the current web page, but displays the page again to which the original link referred.
2020.15	PK	Error	2020-05-11	2020.16	In offline mode, when starting a new game, the action box is not immediately locked. This can cause the card dealing to be triggered several times and the app to crash.
2020.15	PK	Request	2020-05-12	2020.17	In order to facilitate operation on touch devices, it should be possible to move the cards to the target

					with a short wiping motion as long as the target is clear.
2020.15	PK	Error	2020-05-15	2020.17	The simulator as declarer of a Caller or Three game often forgoes a color trick with its highest card if an opponent after him could still overtrump with tarock. It does not take into account that the chance to trick with the card later or that a partner who tricks later is much smaller.
2020.17	PK	Error	2020-05-17	2020.18	Under Android 7 the sound output does not work. Under Android the function "write a review" is not implemented.
2020.17	PK	Error	2020-05-20	2020.21	If, when loading an external game file (e.g. from the archive), the current file is still saved after a prompt, the external file is deleted when saving and an error message is displayed. In addition, when loading an external game file, the visible results or accounting view is not updated.
2020.17	PK	Request	2020-05-22	2020.21	The startup image should be scaled-up by an animation. In a Thrash game, the additional talon card should only be added to the trick after a short delay, so that the face-up talon card can be seen a little longer.
2020.17	PK	Error	2020-05-22	2020.21	The simulator in a Caller or Three game often forgoes a color trick with its highest card if an opponent after him could still overtrump with tarock. It does not take into account that the chance to trick with the card later or that a partner who tricks later is much smaller.
2020.18	PK	Error	2020-05-22	2020.21	Under Android the background of a focused table card is unnecessarily highlighted.
2020.21	PK	Error	2020-05-22	2020.22	Under Android the long click on a player view or on the gaming table does not toggle view maginfication.
2020.21	PK	Error	2020-05-25	2020.22	Under Android the app may crash if a game is saved and restarted at Talon selection.
2020.21	WE	Request	2020-05-25	2020.22	The distribution of Talon cards in a Trash game during the first 6 trick shall not be done automatically. It shall be done by user interaction to allow fellow players to count the distributed cards in an online game.
2020.21	WE	Request	2020-05-25	2020.22	When a card is played, the card should be returned to the hand if it is not dropped on the table.
2020.22	PK	Error	2020-05-27	2020.23	When playing Thrash, the number of remaining

					talon cards is not displayed correctly.
2020.22	PK	Error	2020-05-27	2020.23	When playing Thrash, the topmost talon card can only be picked up by clicking on it, but not by dragging and dropping it.
2020.23	PK	Error	2020-05-31	2020.24	KubiTarock crashes when a player announces a Three with Six and animations are not suppressed in the local settings.
2020.24	PK	Error	2020-06-01	2020.25	KubiTarock crashes under Android 7 because of using a function not supported by Android 7.
2020.27	PK	Error	2020-06-19	2020.28	KubiTarock may crash when performing Undo on Android.
2020.28	PK	Error	2020-06-20	2020.29	Cards cannot be changed correctly in the editing mode. Player 1 is always used as the exchange target if the target is a player.
2020.29	PK	Error	2020-06-23	2020.30	Under Android the files in the archive are sorted in ascending instead of descending order. This means that when the file limit is exceeded, the newest instead of the oldest files are deleted.
2020.30	PK	Error	2020-07-03	2020.31	If access to the KubiTarock server does not work for some reason when the app starts, despite internet availability, no error message is displayed.
2020.30	PK	Error	2020-07-03	2020.31	If an overlay pane (e.g. app billing) is made visible during animated card dealing, the app may crash under Android.
2020.31	PK	Error	2020-07-06	2020.33	The version number is not saved during a new installation. As a result, no news will be displayed for subsequent updates.
2020.31	PK	Error	2020-07-06	2020.33	Under Android, consistency errors in the game data can occur during a new installation.
2020.33	PK	Error	2020-07-09	2020.34	Under Android the start procedure is executed twice after the first login. This can cause subsequent errors and crash the app.
2020.33	PK	Request	2020-09-02	2020.36	The quiz statistics should be stored in a separate statistics folder instead of in the archive. This way the last statistic can be found and loaded faster. Furthermore, a maximum of two generations of the quiz statistics should be stored. A separate overlay pane should be provided for managing the statistics folder.
2020.34	PK	Error	2020-09-03	2020.36	Under Android the display of focused cards runs in a loop. This puts unnecessary load on the device and slows down the app.
2020.35	PK	Error	2020-09-04	2020.36	Under Android, primary AppBar commands can no longer be clicked if they have been moved to the

					extensions list for space reasons.
2020.35	PK	Error	2020-09-11	2020.36	On Android, no clipping of a camera snapshot can be made when the device is running with hardware acceleration. This works now, but only from Android version 10 on.
2020.36	PK	Error	2020-09-30	2020.37	Under Android, KubiTarock crashes when no network connection via LAN, WLAN, or cellular is available.
2020.36	PK	Error	2020-09-30	2020.37	Under certain circumstances the called player admits the not announced king ultimo in the penultimate trick, although it is very likely that the caller still has the highest tarock in the last trick.
2020.36	LP	Error	2020-10-07	2020.37	The Diamonds-4 card shows the number 2 on the bottom instead of number 4.
2020.36	PK	Error	2020-10-07	2020.37	The undo button is not locked if a player controlled by the simulator is activated immediately after the system user. This allows the system user to accidentally trigger the undo button while the simulator is operating. This can cause the game data to become inconsistent.
2020.37	PK	Error	2020-10-10	2020.38	Under Android, when playing online, the AppBar keys are not locked when remote users are acting. If the system user inadvertently presses one of these unlocked keys, the game data may become inconsistent.
2020.37	PK	Error	2020-10-11	2020.38	After the cards are dealt, the flashing stop button remains visible if the player before the system user's player has dealt the cards.
2020.38	PK	Error	2020-10-15	2020.39	Under Android, the commands of the AppBar extension are only released again after the app has been restarted.
2020.39	VS	Anford.	2020-11-02	2020.40	KubiTarock should support the game variants described in Handbuch TAROCK by Martin Vácha.
2020.39	PK	Error	2020-11-02	2020.40	The simulator gives several times a high color card to a Tarock trick of his opponents, although due to the previous trick it is clear, that his partner cannot take the Tarock trick.
2020.39	PK	Error	2020-11-10	2020.40	The Quapil cannot be announced and is partly not considered during the game, although the corresponding game option is selected.
2020.39	PK	Error	2020-11-13	2020.40	The simulator gives the Pagat (or II, III) to a Tarock trick of his caller, although it is foreseeable that he will only be able not to overtrump the announced better piece (II, III or IIII) of his caller with his lowest Tarock card.

2020.40	EG	Error	2020-12-08	2020.41	By mistake, if a valat is not announced, the bonus for 4 kings is counted.
2020.40	PK	Error	2020-12-10	2020.41	KubiTarock can crash when an animated action is triggered from the game assistance pane.
2020.40	MK	Error	2020-12-13	2020.41	In a negative game, Pagat can be used to overtake a color card, although Pagat is not the final tarock.
2020.40	PK	Error	2020-12-19	2020.41	KubiTarock can crash on Android when "Manage game files" is invoked in landscape mode.
2020.41	PK	Error	2020-12-22	2021.01	If the font size is set larger than 1.0 on Android and then the language is changed, a font enlarged by at least a factor of 10 is used and the game interface can no longer be operated.
2020.41	PK	Error	2020-12-27	2021.01	If game hints are played acoustically and a game is finished automatically, the last trick is not saved correctly and the game becomes inconsistent.
2021.01	PK	Error	2021-01-03	2021.02	If a new game is started with the game assistant, KubiTarock can crash on Android.
2021.01	PK	Error	2021-01-04	2021.02	The game assistant often incorrectly claims that it is unlikely that a following player will overtrick Tarock.
2021.02	GPS	Error	2021-01-04	2021.03	Pagat depiction in Tarock Cat design violates a Google Play Store policy (Inappropriate use of alcohol). It must therefore be changed.
2021.02	GE	Error	2021-01-04	2021.03	If the renewal of the session data is triggered automatically or manually during online gaming after transmission problems, the account balances of the last session (forwards) are overwritten with the current account balances on the corresponding end device. On the respective end device, the carry-forwards and the differences in the game accounting are then no longer correct.
2021.02	PK	Request	2021-01-04	2021.04	Up to now, the accounting of online games only shows the members active at the time of accounting. In the future, it should contain all group members and the Tarobot, so that the accounting remains coherent even with changing players and changing number of players.
2021.04	PK	Error	2021-01-15	2021.05	The accounting of online games shows some members twice: once as an active member and once as an inactive member.
2021.05	PK	Error	2021-01-20	2021.06	If several players announce a Zwiccolo or Piccolo, the last announcer may play the first card. This is wrong if the last announcer does not have the forehand. In principle, the forehand has priority when playing the first card. However, if no

					announcer has the forehand, the first announcer (after the forehand) has priority.
2021.05	PK	Request	2021-01-21	2021.06	The game settings for online and offline games must be distinguishable in the title. In addition, the setting of the different rule sets is to be simplified by special commands. Changes to the settings should only be possible before a new game.
2021.06	PK	Error	2021-01-30	2021.07	If a better-caller game is played again with a rule set in which the better-caller does not appear, KubiTarock crashes during the game scoring.
2021.07	RR	Request	2021-01-23	2021.08	A new "Melk" rule set is to be introduced, implementing the Tarock rules commonly used in the "Melk" region.
2021.07	EG	Error	2021-01-24	2021.08	If more than one player announces a Zwiccolo or Piccolo, the first announcer can no longer announce a positive play.
2021.07	RR	Request	2021-02-11	2021.08	The dealer should be specially marked so that you can always see who started the game.
2021.07	PK	Error	2021-02-12	2021.08	The simulator may offer for a Color Three solo, although its cards are much too bad for that.
2021.08	PK	Request	2021-02-01	2021.09	Similar to the quiz statistics, a game statistic has to be introduced, which shows on a calendar basis how many games of each game type have been played and with what success the system user has completed the games, which he either announced himself or in which he was called as a partner.
2021.08	PK	Request	2021-03-01	2021.09	The minimum scores for the medal and cup awards in the quiz statistics shall be reduced.
2021.08	PK	Error	2021-03-17	2021.09	If the game master calls the game settings from the go online pane during an online session and changes the settings, the settings for the following online games will not be changed.
2021.08	EG	Error	2021-03-21	2021.09	With a Zwiccolo ouvert, an error can occur under certain circumstances that causes the simulator to end the game prematurely with an error message.
2021.08	EG	Error	2021-03-21	2021.09	In Melk game scoring, a player who has already bid a solo caller and has been outbid by a pi-triccolo cannot bid again a higher bid.
2021.08	PK	Request	2021-03-22	2021.09	Options still need to be introduced for the Thrash game rating so that the "Cup" and "Luxury" rule sets fully comply with the specifications in Manual TAROCK by Martin Vácha.
2021.08	RR	Request	2021-03-24	2021.09	The restriction "Pagat as last tarock" shall be optionally overridden and integrated in the ruleset

					"Melk".
2021.08	WE	Error	2021-03-26	2021.09	If the user minimizes KubiTarock or switches to another desktop while KubiTarock is still running, KubiTarock may not be operable after reactivation.
2021.08	WE	Error	2021-03-26	2021.09	In a calling game where declarer has announced several Tarock ultimos, the simulator as callee may unnecessarily play the safe, but unannounced king ultimo before the last trick.
2021.09	PK	Error	2021-04-02	2021.10	If there are more than 2 files in the statistics folder, the older files will be deleted regardless of whether they are game statistics or quiz statistics. This can also delete the last quiz or game statistics.
2021.09	PK	Error	2021-04-02	2021.10	KubiTarock crashes when trying to save a statistics file to any folder.
2021.10	PK	Error	2021-04-06	2021.11	In a caller game, it may happen that the caller plays the suit of the called king in the penultimate trick instead of the last trick, thus preventing the absolutely safe king ultimo.
2021.10	PK	Error	2021-04-08	2021.11	KubiTarock may crash on Android if an error is detected during setup.
2021.10	PK	Error	2021-04-08	2021.11	After an online session, the previous offline game may be restored incorrectly.
2021.11	PK	Request	2021-04-09	2021.12	In addition to the maximum of 4 players, a maximum of 3 bystanders shall be able to participate in online games. Players and bystanders shall be able to exchange their roles during the session.
2021.11	PK	Error	2021-05-05	2021.12	The game synchronization of the KubiTarock server can get out of sync in case of transmission errors on the Internet and cause the game to be aborted.
2021.11	PK	Error	2021-05-05	2021.12	If in the penultimate trick the caller has no more Tarock and is sure that he cannot take the last trick, the simulator as the called player does not discard the called king, although he could.
2021.11	PK	Error	2021-05-10	2021.12	Settings were incorrect for the "Luxus" and "Melk" rule sets.
2021.11	PK	Error	2021-05-12	2021.12	In better-caller games, the announcement of a better piece is not checked.
2021.12	PK	Request	2021-05-14	2021.13	When playing online, the transferred portrait images are saved again and again, even though they already exist. This can lead to access conflicts and program crash. They should only be saved if no file with the same name and same size exists.

2021.12	PK	Request	2021-05-15	2021.13	If files are copied with the game file manager, they should also be copied to the clipboard under Windows, so that they can be processed further with the file explorer. Unfortunately, this is not possible under Android, because no app is known that would allow further processing.
2021.12	MF	Error	2021-05-21	2021.13	The program allows the announcement of a caller game even if the caller himself already has 4 kings. As a result, the game is aborted with an error message.
2021.13	PK	Error	2021-05-23	2021.14	The action box may not be locked when the user starts a new game with the app bar button. If he presses the action box button button afterwards, the card dealing is executed twice and the app crashes as a result.
2021.13	PK	Error	2021-05-27	2021.14	If a player announces king caller or solo caller, the suggested additional announcements cannot be changed.
2021.14	PK	Error	2021-05-28	2021.15	If a player announces a Beggar or Ouvert game, he will be asked to announce extra points after the Lizitation, although there are no additional points for those games.
2021.15	PK	Error	2021-05-30	2021.16	When players sign up to play online almost simultaneously, one device may receive a message from the server before the app is ready to receive it. The server then stops sending messages to the device until the user renews the session.
2021.16	WE	Error	2021-06-06	2021.17	In a beggar or an overt game, no contra can be announced.
2021.17	KG	Error	2021-06-19	2021.18	KubiTarock crashes if several players bid a negative game in the first round of bidding and none of the players raise their bids in the second round.
2021.18	KG	Error	2021-06-25	2021.19	If when signing up for online gaming, the log files folder contains the maximum number of files, the sign up will be aborted with an error message.
2021.19	KG	Request	2021-06-28	2021.20	The Melk rule for color games should be supplemented by the option that color cards may only be disposed if no Tarock cards other than trula cards are available.
2021.19	IR	Error	2021-06-29	2021.20	During card dealing in online play, the action box is operable for a short time. If the dealer clicks it again, the card deal is executed twice and the app crashes.
2021.19	PK	Request	2021-07-01	2021.20	A player should be able to sign up to play online even if he is already logged in. This allows him to

					log back in quickly if he is unable to log out.
2021.20	PK	Error	2021-07-10	2021.21	If more than 7 folders are defined for archive, images, statistics, or log files, the respective default folder may be deleted from the combo box, which cannot be inserted afterwards.
2021.20	EG	Error	2021-07-14	2021.21	On Windows, KubiTarock can crash if a card is drawn something and double-clicked immediately.
2021.21	PK	Error	2021-07-16	2021.22	On Android, KubiTarock may crash if an error message is issued during setup.
2021.21	PK	Error	2021-07-19	2021.22	The simulator subsequently announces a higher Better Piece for a Better Caller, even though an opponent has already announced a contra against the previously announced Better Piece.
2021.22	HS	Error	2021-08-04	2021.23	The simulator allows automatic finishing even though there is still an unannounced king ultimo with a player who cannot necessarily know without this hint whether the king ultimo is possible.
2021.23	PK	Request	2021-08-15	2021.24	Because Microsoft no longer supports automatic synchronization of profile data between Windows devices, the global settings in KubiTarock have to be reorganized. The following changes result from this: • The local setting "Use roaming state", which was only available for Windows, has to be dropped. • The settings for the game appearance, for the game sounds and the login data for online gaming should no longer be treated as global but as local settings. • The remaining global settings (global options, tariff and language) have to be stored in the KubiTarock database and synchronized across all of a user's Windows and Android devices.
2021.25	PK	Error	2021-09-27	2021.26	The simulator has only two tarocks left and concedes the higher tarock instead of his Pagat, although he could catch the opponent's announced ultimo with the higher tarock in the next trick.
2021.26	KG	Error	2021-09-23	2021.27	If more than one player runs a negative game, the game may not end when the last negative player loses his game. After that, a continuation error occurs and the game ends.
2021.26	PK	Error	2021-09-30	2021.27	On Android, if a photo with more than 2048 pixels side length is loaded to crop it for a user image or

					for a card back, KubiTarock crashes.
2021.26	PK	Request	2021-10-02	2021.27	Since the orientation of photos can often not be determined automatically under Android, commands for rotating and flipping the photo shall be provided in the respective overlay panes.
2021.27	PK	Reuest	2021-10-18	2021.28	Since various mail apps cannot directly transfer a game file to be sent into the attachment, the files to be sent should always be provided in the log files folder. From there they can be copied to another folder and sent. This is to be described in a separate chapter in the online help.
2021.28	PK	Error	2021-11-09	2021.29	Starting with Android version 10 and depending on the email client used, sending emails in KubiTarock does not work anymore.
2021.29	PK	Request	2021-11-09	2021.30	The access to the online info should be done with HTTPS.
2021.30	PK	Request	2021-11-20	2021.31	Direct access to OneDrive is unnecessary under Windows. If the corresponding global settings are to be used under Windows anyway, the new option "Use OneDrive Windows" must be activated.
2021.31	PK	Error	2021-12-05	2021.32	The file type icon of the KubiTarock game file is undefined.
2021.31	PK	Error	2021-12-07	2021.32	KubiTarock may crash under Android after installation if the user account is not registered already.
2021.32	PK	Fehler	2021-12-23	2021.33	The simulator keeps his unannounced Pagat and concedes another Tarock card, although he might otherwise catch his opponent's announced Ultimo.
2021.32	PK	Fehler	2021-12-23	2021.33	The simulator considers an unannounced Ultimo still possible, although the last opponent with Tarock may have enough of them to prevent the Ultimo.
2021.32	PK	Anford.	2021-12-23	2021.33	The border of a card that cannot be manipulated should not be highlighted under Windows when the mouse pointer is over it.
2021.33	PK	Error	2021-12-26	2021.34	The simulator plays a low Tarock to prevent a possible better piece, although he has enough high Tarocks to pick up all the opponent's Tarocks.
2021.34	PK	Request	2022-01-03	2022.01	When KubiTarock is called up for the first time after installation, the user must authenticate himself with his email address. Because the method used so far no longer works reliably under Windows, the email address is to be determined from the account information of the current

					system user if possible. The user must explicitly agree to this.
2022.01	PK	Error	2022-01-10	2022.02	In the case of a Color Three, automatic finishing may not be offered, even though the first player to play has only such tarocks left that he can use them to pick up all the other players' tarocks.
2021.34	PK	Request	2022-01-02	2022.03	The KubiTarock server shall be upgraded to the latest server software from Microsoft and synchronization in online gaming shall be improved: The new database software automatically repeats transactions that were aborted due to a connection error. The new synchronization when playing online ensures that no overtaking effects can occur.
2022.02	PK	Request	2022-02-01	2022.03	The risk appetite specified in the settings should be taken more into account when a single player announces a better piece.
2022.02	PK	Error	2022-02-04	2022.03	On Android, user and group passwords may be displayed openly.
2022.02	PK	Error	2022-02-05	2022.03	Changed passwords may not be saved on the game users pane.
2022.02	PK	Error	2022-02-15	2022.03	Unlike the other game settings, the risk level and the number of quiz questions can be changed even after a game has started. However, due to a bug, the changes are not saved when a game has already started.
2022.03	PK	Error	2022-02-26	2022.04	A card back with a photo inserted can't be deleted anymore.
2022.03	PK	Error	2022-02-27	2022.04	Although in a Tarock game the simulator could try to pull all the outstanding Tarocks of his opponents, he may not do so
2022.04	PK	Error	2022-02-28	2022.05	If KubiTarock is suspended from the system because the user interface is no longer visible, the client also leaves a running online session. But the online session is not automatically restored after the user interface reappears.
2022.04	PK	Error	2022-03-04	2022.05	When the log file of an ongoing online session is opened, it is displayed incorrectly and corrupted on Windows. Under Android the program crashes.
2022.05	PK	Error	2022-03-09	2022.06	The simulator will licitate a quapil, pelican or owl caller although it also has an even lower better piece and thus could also licitate a better caller with lower risk.
2022.06	PK	Error	2022-03-13	2022.07	The simulator in forehand position plays Trash, although the current card rating would also allow

						a Solo or Pagat/Better caller. Actually, it should only announce a king caller instead of the Solo or Pagat/Better caller.
2022.07	PK	Error	2022-03-17		2022.08	Correction of the error correction in version 2022.07.
2022.09	PK	Error	2022-03-22		2022.09	Due to an incorrect query, the simulator ignores the possible playing strength of the already bid game when bidding, and overbids for example, a Better Caller with a Three.
2022.09	PK	Error	2022-05-02		2022.10	When biding, the simulator ignores a Three with Six already bid by the forehand and outbids it with a Three, for example.
2022.09	PK	Request	2022-05-10		2022.10	Currently, KubiTarock uses the default email client provided by the system to send emails. In most cases, this does not accept any attachment provided by the app. This makes it very difficult to send game files for analysis purposes. In the future, KubiTarock will send emails using the MailKit software library and the mail server from KubiConsult.
2022.09	PK	Request	2022-05-15		2022.10	If access to the user's system account is not possible or not desired, the user shall also be able to specify an email address as the account name. If the address is subsequently successfully verified, the account is set up with it.
2022.10	IW	Error	2022-07-08		2022.11	Before purchasing an add-on, account information are requested from the system unnecessarily again.
2022.10	MF	Error	2022-07-09		2022.11	The forehand player can announce a calling game even though he has all the kings himself.
2022.11	PK	Error	2022-07-18		2022.12	In a Trischaken game, if one player becomes a virgin and two players have the highest score, only one of the two players has to pay by mistake. Actually, the two players should each pay half.
2022.11	PK	Error	2022-07-23		2022.12	Although Pagat and Moon are already on the table, a following player still plays the Sküs, even though the Märchenstich rule applies.
2022.12	MG	Error	2023-05-02		2023.01	If in a Zwiccolo or Triccolo at the end of the game only desired takers are left, one of which must be conceded, the simulator will not find a card to play.
2022.12	WE	Error	2023-03-03		2023.01	If you let the simulator automatically finish playing while playing Thrash, it may take an avoidable trick.
2022.12	IR	Error	2023-05-05		2023.01	If you let the game finish automatically in a

					positive game, the simulator may fail to add the Pagat in the penultimate trick, even though it is overtaken in the last trick.
2022.12	PK	Error	2023-06-06	2023.01	On the user account pane, the online account balances of the group members are not displayed if instead of the group password the user password is specified.
2022.12	PK	Request	2023-06-01	2023.01	Two licenses are to be offered for KubiTarock in the future: • A time unlimited and free license exclusively for offline games. • A time-limited license with fee-based extension for online and offline games.
2023.01	MK	Reuest	2023-10-01	2023.02	The line with the names of the users should be repeated at the end of the book view so that the amounts can be assigned to the users more easily in a long table.
2023.01	PK	Reuest	2023-11-01	2023.02	Under Android, an on-screen system bar should be able to be switched off and on again to enlarge the game view in landscape orientation.
2023.01	PK	Error	2023-10-09	2023.02	When playing online, KubiTarock can crash when discarding excess talon cards.
2023.01	PK	Error	2023-11-18	2023.02	The following errors have occurred in the Android version and have been fixed: • Inserting your own images into card backs or user portraits no longer works. • The app language change does not work properly.

Table 2: Open Errors and Requirements

1.3 Privacy Policy

- Personal information
  - If you use the offline version no personal data is collected.
  - If you use the online license, you must enter a personal e-mail address as the account name. The account must then still be activated with a code that is sent automatically.
  - Other personal data are only photos or images provided voluntarily to personalize your own game environment.

- Use of information
  - The email address of your account is stored in a Microsoft Azure database for unique user identification. However, the e-mail address is not visible to other users and will not be shared for advertising purposes. Your online license is associated with this email address. The license is then valid on all platforms where you log in with the same account. It may be used by KubiConsult to notify you if there are any problems with your account. In addition, the email address is transferred to the App Center in conjunction with

analysis data to enable customer-specific and platform-independent error analysis.

- The images you insert in the card backs or in user profiles are used by KubiTarock exclusively in the game environment and are stored either in the status folder of the application or in a folder of your choice.
- The Photo, which you have saved in your own user profile, will be transmitted to your fellow players while playing online. If you do not provide a profile photo, a default image will be used.

2   Game Rules

The Austrian Tarock game exists in many variations. In the game settings you can choose between 4 of the most most common variants. However, you can still customize them according to your individual requirements.

The basic rules, the individual games and the implemented rule sets are described in the following chapters:

- Cards and Card Scores
- Card Dealing
- Licitation or Auction Process
- Handling of the Talon
- Announcement Process
- Leading the First Card
- Basic Rules and Game Categories
    - Thrash (Trischaken)
    - Caller (Koenig-Rufer)
    - Triccolo (3 tricks)
    - Zwiccolo (2 tricks)
    - Piccolo (1 trick)
    - Caller solo (Solo-Rufer)
    - Better Caller (Besser-Rufer)
    - Pagat Caller (Pagat-Rufer)
    - Beggar (0 tricks)
    - Three with Six (Sechser-Dreier)
    - Owl Caller (Uhu-Rufer)
    - Color Three (Farben-Dreier)
    - Three (Dreier)
    - Triccolo ouvert
    - Zwiccolo ouvert
    - Piccolo ouvert
    - Beggar ouvert
    - Quapil Caller (Quapil-Rufer)
    - Color Three solo
    - Three solo
- Predefined Rule Sets
    - Rule Set Min
    - Rule Sets Cup and Luxus
    - Rule Set Melk

2.1 Cards and Card Scores

The deck contains 54 cards. They are divided into 4 color suits with 8 cards per suit and one tarock suit with 22 cards. The color suits are equal in value. The tarock cards are a permanent suit of trumps over trumping the other suits normally.

The red color suits Diamonds and Hearts are containing the following cards ordered from the highest to the lowest value:

- King, Queen, Knight, Jack, One, Two, Three, and Four.

The black color suits Clubs and Spades are containing the following cards ordered from the highest to the lowest value:

- King, Queen, Knight, Jack, Ten, Nine, Eight, and Seven.

The 22 tarock cards are labeled by roman numerals from XXII down to I. The numerals define the rank.

The three high score tarock cards XXII, XXI, and I are named Trula and a single card of them is named a Trula Piece (Table 27):

Card	Name
XXII	Excuse
XXI	Moon
I	Pagat

Table 27: Trula Pieces

The tarock cards I, II, III, and IIII are named Better Pieces. In a positive tarock game, they can be announced as winners of one of the last tricks (Table 28):

The desired statistics will be displayed. It shows your success record in calendar form.

Card	Name	Announcement
I	Pagat	Pagat takes the last trick.
II	Owl	Uhu penultimo takes the second to the last trick
III	Pelican	Pelican ante penultimo takes the third to the last trick.
IV/IIII	Quapil	Quapil ante-ante penultimo takes the fourth to the last trick. Quapil is considered only if the associated game option is selected.

Table 28: Petter Pieces

With the exception of the color games, tarock always overtrumps color suits. In a color game in contrast, tarock functions as the fifth color suit and does not overtrump color suits. Within the same suit, the higher ranked card overtrumps the lower ranked card. A special exception from this rule in tarock games is:

- If Excuse (XXII), Moon (XXI), and Pagat (I) concur in the same trick, the Pagat wins the trick.

The scoring of the cards is different from the ranking at trick winning. So has the lowest tarock - the Pagat- one of the highest scoring value for example. There are also two different card scorings:

- **1/3** is the more common but more complicated card scroring:
  Here the calculation is made in points and bits, where one point corresponds to three bits. The counting of the tricks per hand is therefore somewhat complicated. The following procedure is used when the trick scores are counted manually: Take three cards and accumulate the next higher integer point values only. From the sum of points, subtract two points. These two points deduction are equal to the six bits, which must be subtracted from the next higher integer point values of the three cards. Programmatically, it is easier of course to count the trick scores in bits and to divide the sum by three.
- **1/1** is less common, but much simpler: Here the lowest value cards get 1 point and the next higher value cards get 1 point more.

The following table gives the card values for the two different card scores:

Playing Cards	1/3			1/1
	Points/ Bits	Conversion	in Bits	Points
Kings, Excuse (XXII), Moon (XXI) and Pagat (I)	5/-2	5 * 3 - 2	13	5

Queens	4/-2	4 * 3 - 2	10	4
Knights	3/-2	3 * 3 - 2	7	3
Jacks	2/-2	2 * 3 - 2	4	2
all other cards	1/-2	1 * 3 - 2	1	1

Table 3: Card Scoring in Points and Bits

2.2 Card Dealing

The first activated player in a new game is the card dealer. He can start the animated dealing of the cards from the shuffled deck:

- The cards are dealt in bunches of six (2 times 3) each.

- The first four bunches are dealt to the four players. Starting at the player on the right of the dealer. Then continuing counter-clockwise to the following players including the dealer himself.

- The next bunch of six (2 times 3) cards is dealt to the Talon pile.

- The last four bunches will then be dealt to the four players again.

Thus, each player gets twelve cards and six cards remain in the Talon. After dealing, the licitation process starts.

2.3 Licitation or Auction Process

The licitation or auction process brings out the highest game bidden. The player with the highest bid will become the game declarer. The order of bidding is counter-clockwise again. The licitation runs until no higher bid is given.

- The first player after the dealer has a privileged position. He does not need to bid at first. He says only "forehand" or "my game". If the corresponding game option is selected, he can also announce a "Three with Six".

- A following player not having bidden yet can do the following:
  - He bids for a higher game than the highest bid of his predecessors. If the previous highest bid is a negative game, he may also offer an additional equivally ranked negative game.
  - Alternatively, he does not bid and says, "Pass".

- Players having said "Pass" already are not allowed to bid again.

- A player in the line of bidding again may increase his bidding if he can surpass the highest bidding of his predecessors in this way.

- If all players before the forehand player have passed, the forehand player may choose one of the special games or any normal game.

If several equivally ranked negative games are offered, they are run in parallel.

If the winner of the licitation has declared a caller game, he must name the color suit of the called King next. Thereby, he must consider the following rule:

- If the caller himself has three kings in his hand, he must announce "4. King" instead of naming the suit of the called King.

If the winner of the licitation has declared a positive game with Talon selection, the Talon will be exposed face-up and handled as follows.

2.4 Handling of the Talon

Some of the positive games allow the declarer to choose one-half (3 cards) of the Talon or to take the full (6 cards) Talon. After insertion of the Talon cards in his hand, the player must put down the same number of cards on his tricks pile. If the declarer gets only one half of the Talon, his opponents will get the other half when the game is finished. Depending on the kind of game, the following rules are applied:

- Three with Six
    - The full Talon will be sorted undercover into the hand cards of the declarer.
    - Afterwards, he must deposit six cards on his tricks pile. Kings or Trula Pieces are not allowed to be deposited. If he deposits tarocks, he must lay down them face-up to allow all players to see and count the tarocks already out of the game. In case of KubiTarock, the number of deposited tarocks is shown publicly nearby the tricks pile.

- Positive tarock games with Talon selection
    - The Talon will be exposed in two parts of three cards each.
    - The declarer chooses one of the parts. If a Caller game is declared and the called King is in the Talon, the declarer must take that part with the King and play without a partner. Alternatively, he may surrender the game prematurely to prevent a contra against his game or in case of a Better Caller against the Better Piece in this way.
    - The chosen Talon part will be sorted into the hand cards of the declarer.
    - Afterwards, he must deposit three surplus cards on his tricks pile. Kings or Trula Pieces are not allowed to be deposited. If he deposits tarocks, he must lay down them face-up to allow all players to see and count the tarocks already played. In case of KubiTarock, the number of deposited tarocks is shown publicly nearby the tricks pile. The cards deposited are scored only if the player wins at least on trick.

- Positive color games with Talon selection
    - The Talon will be exposed in two parts three cards each.
    - The declarer chooses one of the parts.
    - The chosen Talon part will be sorted into the hand cards of the declarer.
    - Afterwards, he must deposit three surplus cards on his tricks pile. Kings or Trula Pieces are not allowed to be deposited. Tarocks may be deposited and they will not be shown publicly, because counting the tarocks played is not essential for other players. The cards deposited are scored only if the player wins at least on trick.

2.5 Announcement Process

During the announcement process, the game declared and all additional announcements must be confirmed. Each player, except the declarer, must confirm the game. In addition, each bonus point must be confirmed or challenged by all other players, except the announcer itself:

- At first, the winner of the Licitation process must make his announcements. In case of a Better Caller, he must announce a Better Piece obligatorily. For the games Pagat Caller, Owl Caller, Pelican Caller or Quapil Caller, the announcement of one Better Piece is already fixed. In case of another game, he may announce nothing, one bonus point, or multiple bonus points:
    - "Ready" is the announcement without a bonus point.
    - "Ready with ..." is the announcement with one or more bonus points.

- Afterwards, the following players must make an announcement one after the other. Besides the confirmation of the game and additional announcements of the game declarer, they can make announcements of their own:

- With "OK", a player can accept the game or a bonus point declared or announced by another player. He do not make own announcements in this case.
- A player may challenge the game or bonus point with a contra. This is shown with a minus sign after the abbreviation of the game (G-) or bonus point (e.g. I-). Additionally, he may announce bonus points of his own.
- A player only announces bonus points of his own. In this way, he accepts the declared game and the announcements of the other players implicitly.

- In the following rounds of the announcement process, the players must confirm the bonus points announced in the last round. In addition, the players having received a contra against their announcements must confirm the contras too:
  - With "OK", a player can accept a bonus point announced by another player without making own announcements.
  - With "OK", a player can also accept a contra against his game or announcement.
  - If a player is convinced to win his game or announcement despite the contra announced against, he may challenge the contra with a contra against the contra. Each contra duplicates the score of the affected game or announcement. A contra against a contra or "contra-retour" occurs rarely. In KubiTarock, a contra against a contra must not be confirmed any more.

The announcement process ends, when all declared games and all announcements are confirmed. Afterwards, the game continues with leading the first card.

2.6 Leading the First Card

Who is allowed to lead the first card depends on the declared game:

- Color Three and Color Three solo
  Normally, forehand must lead the first card. However, if the declarer is at the forehand position, it depends on a setting value if he itself or the next player in line must lead the first card. This optional restriction is implemented because it is mostly much easier to win a Color Three in forehand position.

- Other positive games
  Forehand must lead the first card.

- Single negative game
  The declarer of the game must lead the first card.

- Multiple negative games
  If one of the declarers has the forehand position, the forehand must lead the first card. Otherwise, the player declaring the negative game at first, must lead the first card.

2.7 Basic Rules and Game Categories

For all game categories, the following rules apply:

- Playing sequence
  The playing sequence is counter-clockwise.
- Follow suit obligation
  The suit of the first card must be followed. This is also true for tarock. If a player does not have the first card suit, he must play tarock instead. Only if he has neither the first card suit nor tarock, he may play a card of any suit.

For all positive games, the following rules apply:

- Bonus points
  Bonus points can be made announced or unannounced (quietly). However, the bonus points are scored differently in the implemented rule sets are evaluated differently.
    - Valat
      The Valat is a bonus point that counts in all positive games. It means that one party makes all the tricks.
    - All Kings or Big Honors
      Is a bonus point that counts in most rule sets in all positive games. It means that one party has all 4 kings in the tricks.
- Winner
  The contenders of a positive game must achieve at least the predefined score to win the game. If they won, each partner receives the game score from one of the opponents. Otherwise, they must pay each one of the opponents. A single player receives from or pays to three opponents of course.
- Contra
  If a player announces a contra against the game or against an announced bonus point, that contra pertains to the whole party the player is a member of, either the contenders or the opponents.

For positive games, the following rules apply to subcategories:

- Solo games
  The declarer of a solo game relinquishes the Talon. At game end, the full Talon goes to the opponents if they have made at least one trick. On the other hand, for most rule sets, all bonus points count double for this, with the exception of Valat.
- Games with Talon half selection
  With those games, the Talon will be uncovered and the declarer can choose one-half (3 cards) of them. Afterwards, he must deposit three odd cards to his tricks pile. The other half of the Talon goes to the opponents when game ends.
- Three with Six
  With this game, the forehand player gets the full Talon (6 cards) without uncovering it before. Afterwards, he must deposit six odd cards to his tricks pile

For positive games with tarock as trump, the following special rule apply:

- Pagat overtrumps remaining Trula
  If Excuse (XXII), Moon (XXI), and Pagat (I) concur in the same trick, the Pagat wins the trick. This is called "Fable Trick" or "Kaiser Trick". This rule can be turned off with this option.

For positive games with tarock as trump, the following rules apply to subcategories:

- Caller or partner games
    - The declarer calls a King. The player with the King in his hand is the partner of the caller.
    - The partner must not expose himself by any other ways than playing the called King or announcing King ultimo (KU).
    - If the caller has three kings of his own, he must call the "4. King" without naming the suit of that King.
    - If the caller finds the King within the Talon, he must take that half of the Talon containing the King and play the game without a partner. Alternatively, he may surrender the game prematurely to avoid the announcement of a contra against him. In contrast, the player of a solo game cannot surrender prematurely because the Talon is not discovered until the game ends.
- Single player games
  The declarer plays against the three other players.

Positive color games are single player games. The following rules apply for them:

- Bonus points
  As bonus points, only the Valat and optional "All Kings" can be announced or made silent (without

announcement).
- Tarock as last color suit
  A player must not lead tarock as the first player if he has any color suit left.
- May not dispose color cards as long as Tarock cards - except Trula pieces - are still present.
  This restriction can be turned on with this option.

Negative games are single player games. The following rules apply for them:

- Fixed number of tricks to be taken
  With all negative games, except Thrash, a fixed number of tricks must be taken, not more and not less: The Beggar must take no tricks, the Piccolo must take one trick exactly, and the Zwiccolo must take two tricks exactly. The winner receives the game score from all other players. The loser must pay them accordingly.
- Over Trumping obligation
  Under consideration of the follow suit obligation, a player must overtrump the highest card on table if possible.
- Multiple declarers
  Several players can announce a negative game of the same rank and perform it in parallel. Peer negative games are Piccolo, Zwiccolo, and Triccolo If this is the case, the player in forehand or the first game announcer may play the first card.
- Single declarer
  The declarer of a single negative game must lead the first card in the game.
- Pagat as last tarock
  The Pagat must not be played until it is the last tarock in hand. This restriction can be overridden by this option.
- Contra
  A contra must be announced against a particular player. The other two players are not affected.

For negative games, the following rules apply to subcategories:

- Normal negative game
  Negative games are played with covert cards as all other tarock games, except the ouvert games. No player can see the cards of the other players.
- Ouvert negative games
  With ouvert games, the cards of all players are uncovered after taking the first trick and playing the first card after that. However, all players must still act independently without any consultation. This is also true for the simulator "Tarobot".

The following forehand games can only be played by the forehand:

- Thrash (Trischaken)
- Caller (Koenig-Rufer)
- Three with Six (Sechser-Dreier)

2.7.1 Thrash (Trischaken)

In a Thrash game, the four players play as individuals. The goal is to take as few points as possible. Thrash is meant to be a sort of punishment for not bidding meted out to the player with the best hand. The word "trischaken" is Viennese dialect for beating up or thrashing.

This negative game can be played by the forehand player only. Winners and losers are determined differently depending on the following game option:

- The option "Players with maximum score in Thrash game must pay the others" is <u>selected</u>:
  The maximum score determines the sole loser. Only if two players have the same score, two losers share the bill.
  - The winners each receive a game score from the loser as long as each player has a trick.
  - Each player who did not make a trick gets three times the game score from the loser.

- If the loser's score exceeds a adjustable value, he becomes "mayor" and he must pay double the game score to every other player as long as each player has a trick. If one or more players do not have a trick, he must pay to them a total of six times the game score.
- If the loser has the forehand position, he must pay double the game score to the others. If the loser is also "mayor" he pays four times the game score. If a player has not made a trick, this rule is not used.
- If the loser has made all tricks, he must pay double the game score to the others. If the loser is also the "mayor", he must pay four times the game score, in the forehand position even eight times the game score. If a player has not made a trick, this rule is not used.

- The option "Players with maximum score in Thrash game must pay the others" is not selected:
  The two players with the higher score are the losers and must pay the others, unless one or more players did not make a trick.
  - If one player does not have a trick, the other three must pay the game score to him. If several players do not have a trick, each gets three times the game score.
  - If a player's score exceeds a adjustable value, he becomes "mayor" and he must pay every other player the game score as long as each player has a trick. If one or more players do not have a trick, he must pay triple the game score to each of them.
  - Otherwise, each of the players with the two highest score must pay one of the two other players one game score.
  - If two players have the same score and that score is not the highest nor the lowest, they do not need to pay each other.

From the Talon pile, one card is imposed top down on each of the first six tricks.

> 💡 As forehand player, you are not forced to take any risk. If your hand cards are not sufficient for a Caller, you should play Thrash. Only if you have a very good negative game, you should prefer this to the Thrash game.

2.7.2 Caller (Koenig-Rufer)

This positive game can be played by the forehand player only. In contrast to the Better Caller, no Better Piece must be announced. Apart from that, the rules for caller games apply.

> 💡 As forehand player, you are not forced not take any risk. If your hand cards are sufficient for a Caller solo or for a Better Caller, you should choose the Caller instead. After Talon acquisition, you know if you are playing with a partner and if you have a Better Piece. Therefore, you can still announce the Better Piece if there is a good chance to make it.

2.7.3 Triccolo (3 tricks)

The player of a Triccolo commits himself to make three tricks, not more and not less. Apart from that, the rules for negative games apply. In a Triccolo game, you can subdivide your hand cards in the following categories:

- Safe takers
- Unsafe takers
- Unwanted takers
- Unsafe non-takers
- Safe non-takers

The Triccolo player should act follows:

- If he can lead the first card, this should happen four times only, he should try make the unwanted takers non-dangerous by playing them as first card. Because of the over trumping obligation, the opponents must take

them if possible.

- If he has reached the committed number of tricks already or he has enough safe takers left and he is forced to overtrump the highest card on table, he should choose a card that could be over trumped by a following opponent if any possible.
- If he has not reached yet the committed number of tricks and he has no safe takers left, he should try to save his unsafe or unwanted takers against over trumping by an opponent.

The opponents of the Triccolo player should act as follows:

- As long as the Triccolo player still needs a trick, you should prefer to play higher cards of those suits not played yet or of tarock to make it more clear where he is strong or weak.
- If the Triccolo player has taken three tricks already, leading of a lower card makes most sense when the Triccolo player is at the last position and he could still have one card of that suit. Leading such a lower card could be especially promising if you have the King of that suit additionally and some cards between King and the lower card are outstanding. Also, your partners should not be forced to trump this suit with tarock.
- If you cannot recognize such a possibility, you should try to reduce the tarocks in your hand and in the hands of your partners.

💡 For a normal Triccolo game, the sum of the safe, the unsafe, and half of the unwanted takers should be greater or equal to 3. The number of possibly unwanted takers should not be greater than 4. The remaining cards should be safe and unsafe non-takers only.

2.7.4 Zwiccolo (2 tricks)

The player of a Zwiccolo commits himself to make two tricks, not more and not less. Apart from that, the rules for negative games apply. In a Zwiccolo game, you can subdivide your hand cards in the following categories:

- Safe takers
- Unsafe takers
- Unwanted takers
- Unsafe non-takers
- Safe non-takers

The Zwiccolo player should act follows:

- If he can lead the first card, this should happen three times only, he should try make the unwanted takers non-dangerous by playing them as first card. Because of the over trumping obligation, the opponents must take them if possible.
- If he has reached the committed number of tricks already or he has enough safe takers left and he is forced to overtrump the highest card on table, he should choose a card that could be over trumped by a following opponent if any possible.
- If he has not reached yet the committed number of tricks and he has no safe takers left, he should try to save his unsafe or unwanted takers against over trumping by an opponent.

The opponents of the Zwiccolo player should act as follows:

- As long as the Zwiccolo player still needs a trick, you should prefer to play higher cards of those suits not played yet or of tarock to make it more clear where he is strong or weak.
- If the Zwiccolo player has taken two tricks already, leading of a lower card makes most sense when the Zwiccolo player is at the last position and he could still have one card of that suit. Leading such a lower card could be especially promising if you have the King of that suit additionally and some cards between King and the lower card are outstanding. Also, your partners should not be forced to trump this suit with tarock.
- If you cannot recognize such a possibility, you should try to reduce the tarocks in your hand and in the hands of your partners.

💡 For a normal Zwiccolo game, the sum of the safe, the unsafe, and half of the unwanted takers should be greater or equal to 2. The number of possibly unwanted takers should not be greater than 3. The remaining cards should be safe and unsafe non-takers only.

2.7.5 Piccolo (1 trick)

The player of a Piccolo commits himself to make one trick, not more and not less. Apart from that, the rules for negative games apply. In a Piccolo game, you can subdivide your hand cards in the following categories:

- Safe takers
- Unsafe takers
- Unwanted takers
- Unsafe non-takers
- Safe non-takers

The Piccolo player should act follows:

- If he can lead the first card, this should happen two times only, he should try to make the unwanted takers non-dangerous by playing them as first card. Because of the over trumping obligation, the opponents must take them if possible.
- If he has reached the committed number of tricks already or he has enough safe takers left and he is forced to overtrump the highest card on table, he should choose a card that could be over trumped by a following opponent if any possible.
- If he has not reached yet the committed number of tricks and he has no safe takers left, he should try to save his unsafe or unwanted takers against over trumping by an opponent.

The opponents of the Piccolo player should act as follows:

- As long as the Piccolo player is still missing his trick, you should prefer to play higher cards of those suits not played yet or of tarock to make it more clear where he is strong or weak.
- If the Piccolo player has taken his trick already, leading of a lower card makes most sense when the Piccolo player is at the last position and he could still have one card of that suit. Leading such a lower card could be especially promising if you have the King of that suit additionally and some cards between King and the lower card are outstanding. Also, your partners should not be forced to trump this suit with tarock.
- If you cannot recognize such a possibility, you should try to reduce the tarocks in your hand and in the hands of your partners.

💡 For a normal Piccolo game, the sum of the safe, the unsafe, and half of the unwanted takers should be greater or equal to 1. The number of possibly unwanted takers should not be greater than 2. The remaining cards should be unsafe and safe non-takers only.

2.7.6 Caller solo (Solo-Rufer)

As with all caller games, the declarer of a Caller solo must announce a King. As with all solo games, he does not see and does not get the Talon. Therefore, it can be happen, he does not realize that he is playing without a partner until game end. Also, the solo player must take into account that in most rule sets all bonus points are doubled except for Valat. Therefore, if he has no Trula Piece in his hand, for example, it can happen that the opponents will get two points for that.

💡 For a Solo Rufer, you should have 5 good tarocks at minimum. Additionally, one of the following points should be true:

- You have 8 tarocks without a Trula Piece.

> - You have at least 1 Trula Piece and not more than 3 color suits or at least two kings. Also, one of the following sub points should be true:
>   - At least one King is of a very short suit.
>   - Either Excuse (XXII) or Moon (XXI) is in your hand.

2.7.7 Better Caller (Besser-Rufer)

As in all caller games, the Better Caller must announce a King who determines his playing partner. In addition, he must announce at least one Better Piece, with which he must take the ultimate, penultimate, etc. trick according to the rank of the Better Piece. He can select one-half of the uncovered Talon and sort them in his hand. Afterwards, he must deposit three odd cards on his tricks pile. The Talon half left over goes to the opponents at game end.

With the help of the game settings one of two variants for the Better Callers can be selected:

- The Better Caller must announce a Better Piece only after Talon taking. If he finds a lower Better Piece in the talon, he can announce that and thus reduce the risk of loss.

- The better caller must announce the Better Piece together with the game before Talon taking. The following announcements are available in this case:
  - Pagat Caller - Better Caller with Tarock-I (Pagat) must take the ultimate trick
  - Qwl Caller - Besser Caller with (Tarock-II) must take the penultimate trick
  - Pelican Caller - Besser Caller with Pelican (Tarock-III) must take the third trick before game end
  - Quapil Caller - Besser Caller with Quapil (Tarock-IV/IIII) must take the fourth trick before game end

If the called King is found within the Talon, he must take that half with the King and play without a partner. Alternatively, he can surrender the game prematurely. Then, depending on the variant, scroring is as follows:

- Did he not announce the Better Piece right with the game, he does not have to announce it any more. The game and a formal announced Pagat will be evaluated as lost.
- If he has announced the Better Piece with the game, the game and the announced Better Piece are counted as lost.

When playing a Better Caller, making the announced Better Piece is more important than winning the game. At the point when the Better Piece must be played, no higher tarock should be left in the opponent hands. In addition, the partner of the declarer should have either no tarocks or a lower tarock than the Better Piece at this point. In case of a Better Piece higher than Pagat, it may happen that, the Better Piece wins the trick even if there are higher tarocks outstanding. Naturally, this happens only if someone else leads a fitting color card at this point. Anyway, the declarer and his partner must do their best to reduce the tarocks of the opponents. The easiest way to do this is playing tarocks in this way: One partner leads a lower tarock and the other partner overtrumps high. The partner of the declarer should play tarock whenever possible as long as the announced goal seems to be achievable.

> 💡 For a Better Caller you need at least one Better Piece. Depending on that, you should have the following tarocks in your hand:
>
> - Pagat (I):
>   At least 6 good tarocks.
> - Owl (II):
>   At least 7 good tarocks.
> - Pelican (III):
>   At least 8 very good tarocks.
> - Quapil (IIII):
>   Normally, the Quapil is not announced. Even if you have tarocks rather gapless top down, it is quite risky to announce it. Consider to play a Three instead if you have no lower Better Piece but many high tarocks.
>
> Having kings of a short color suit could be helpful to win a trick of that color without losing tarock.

MailKit is used for sending feedback and game files.

2.7.8 Pagat Caller (Pagat-Rufer)

The Pagat Caller is a Better Caller, who commits himself at the game announcement

- to take the last trick with the Tarock-I (Pagat).

- As in all Caller games, he must announce a king who determines his playing partner.

- If the called King is found within the Talon, he must take that half with the King and play without a partner. Alternatively, he can surrender the game prematurely. The game and the announced Better Piece are counted as lost.

For a Pagat Caller, it is more important to take the ultimate trick with the Pagat than to win the game. This means that no other player should have Tarock at the time of the ultimate trick. Therefore, the declarer and his partner must do their best to reduce the tarocks of the opponents.The easiest way to do this is playing tarocks in this way: One partner leads a lower tarock and the other partner overtrumps high. The partner of the declarer should play tarock whenever possible as long as the announced goal seems to be achievable.

> 💡 For a Pagat Caller you must have Tarock-I in your hand. Additionally, you should have at least 6 good tarocks.
>
> Having kings of a short color suit could be helpful to win a trick of that color without losing tarock.

2.7.9 Beggar (0 tricks)

The player of a Beggar commits himself to make no trick at all. Apart from that, the rules for negative games apply. In a Beggar game, you can subdivide your hand cards in the following categories:

- Unwanted takers
- Unsafe non-takers
- Safe non-takers

The Beggar player should act as follows:

- If he can lead the first card, this should happen only once, he should try to make the unwanted taker non-dangerous by playing them as first card. Because of the over trumping obligation, the opponents must take them if possible.
- If he is forced to overtrump the highest card on table, he should choose a card that could be over trumped by a following opponent if any possible.

The opponents of the Beggar player should act as follows:

- Leading of a lower card makes most sense when the Beggar player is at the last position and he could still have one card of that suit. Leading such a lower card could be especially promising if you have the King of that suit additionally and some cards between King and the lower card are outstanding. Also, your partners should not be forced to trump this suit with tarock.
- If you cannot recognize such a possibility, you should try to reduce the tarocks in your hand and in the hands of your partners.

> 💡 For a normal Beggar game, you should have not more than 1 unwanted taker. The remaining cards should be unsafe and safe non-takers only.

2.7.10 Three with Six (Sechser-Dreier)

This positive game can be played by the forehand player only. As with all single player games, the declarer must play against three opponents. However, he gets the full Talon undercover. This is a special chance to improve the hand cards significantly. In addition, he can deposit six odd cards to his own tricks pile increasing his initial score thereby.

- With the Sechser Dreier, it is crucial to win the game because a lost game costs double.
- You should announce a Better Piece only if have enough higher tarocks.

With the help of the game settings one of two variants of the six of three can be selected:

- The Three with Six can be announced by the forehand when all other players have passed.
- The Three with Six must be announced by the forehand at the beginning of the Lizitation instead of "My game".

💡 For a Three with Six you should have seven good tarocks at least. Additionally, one of the following points should be true:

- Excuse (XXII), Moon (XXI), or Pagat (I) is in your hand.
- At least one King of a short suit exists.

It could be beneficial to have many cards of a single color suit to pull out tarocks from the opponents therewith.

You should announce a Better Piece only if you have at least 2 tarocks more than needed when announcing it in a Better Caller.

2.7.11 Owl Caller

The Qwl Caller is a Better Caller, who commits himself at the game announcement

- to take the second to the last trick with the Tarock-II (Qwl).

- As in all Caller games, he must announce a king who determines his playing partner.

- If the called King is found within the Talon, he must take that half with the King and play without a partner. Alternatively, he can surrender the game prematurely. The game and the announced Better Piece are counted as lost.

For a Qwl Caller, it is more important to take the penultimate trick with the Pagat than to win the game. This means that no other player should have Tarock at the time of the penultimate trick. Therefore, the declarer and his partner must do their best to reduce the tarocks of the opponents.The easiest way to do this is playing tarocks in this way: One partner leads a lower tarock and the other partner overtrumps high. The partner of the declarer should play tarock whenever possible as long as the announced goal seems to be achievable.

💡 For a Owl Caller you must have Tarock-II in your hand. Additionally, you should have at least 7 good tarocks.

Having kings of a short color suit could be helpful to win a trick of that color without losing tarock.

2.7.12 Color Three (Farben-Dreier)

In this positive color game, tarock are playing a minor role. They are classified as the fifth color suit quasi. A player must not play tarock until he has no color suit left. As with all single player games, the declarer must play against three opponents. He can select one-half of the uncovered Talon and sort them in his hand. Afterwards, he must

deposit three odd cards on his tricks pile. The Talon half left over goes to the opponents at game end.

A special situation comes up, if the declarer of the Color Three has the forehand position. Depending on a setting, one of the following two rules apply:

- The declarer of the Color Three must not lead the first card despite he is in forehand position. Instead, the next player after the forehand must lead the first card. This grants equivalent opportunities for Color Three games independently from the player position.
- The declarer of a Color Three can lead the first card in forehand position. Thereby, the chance to win the game could increase significantly. He may be able to win the game with only one single very long color suit and with some top tarocks for example. In that way, he could even achieve a Valat.

💡 For a Color Three, you need top cards from nearly all color suits. Ideally, you should have many cards top down of one color suit. In this way, you could pull out from the opponents first the cards of that suit and then tarocks.

Besides the described forehand situation, you should have at least 2 Kings and one long color suit. If you do not have the King of a suit, you should have at least the queen with some other cards of that suit. If you do not have a single card of a color suit, you should not be forced to add a Trula Piece in this case. It is very bad if you have the Pagat in your hand: You are not allowed to deposit it - as any Trula Piece - and you have scarily a chance to win a trick with it.

2.7.13 Three (Dreier)

As with all single player games, the declarer must play against three opponents. He can select one-half of the uncovered Talon and sort them in his hand. Afterwards, he must deposit three odd cards on his tricks pile. The Talon half left over goes to the opponents at game end.

- With a Three game, winning the game has top priority. You should not announce a Better Piece unless you have many very high tarocks.

💡 For a Three game, you should have at least 7 very good tarocks. Additionally, one of the following points should be true:

- Excuse (XXII) or Moon (XXI) is in your hand.
- At least one King of a very short suit exists.

Having a long color suit could be helpful for pulling out tarocks from the opponents.

You should not announce a Better Piece unless you have at least two tarocks more than needed when playing a Better Caller.

2.7.14 Triccolo ouvert

The player of a Triccolo ouvert commits himself to make three tricks, not more and not less. As with all ouvert games, the cards of all players are uncovered after taking the first trick and playing the first card after that. Apart from that, the rules for negative games apply. In a Triccolo game, you can subdivide your hand cards in the following categories:

- Safe takers
- Unsafe takers
- Unwanted takers
- Unsafe non-takers
- Safe non-takers

The Triccolo ouvert player should act follows:

- If he can lead the first card, this should happen four times only, he should try to make the unwanted takers non-dangerous by playing them as first card. Because of the over trumping obligation, the opponents must take them if possible.
- If he has reached the committed number of tricks already or he has enough safe takers left and he is forced to overtrump the highest card on table, he should choose a card that could be over trumped by a following opponent if any possible.
- If he has not reached yet the committed number of tricks and he has no safe takers left, he should try to save his unsafe or unwanted takers against over trumping by an opponent.

The opponents of the Triccolo ouvert player should act as follows:

- As long as the Triccolo ouvert player still needs a trick and his best taker can be over trumped by another player, you should try to force the Triccolo ouvert player to play his best taker prior the player with that overtrumper.
- As long as the Triccolo ouvert player still needs a trick and his best taker cannot be over trumped by another player, you should try to avoid that trick until the Triccolo ouvert player must take more than two tricks. This can be achieved often by playing suits the Triccolo ouvert player has lower - escape - cards of.
- If the Triccolo player has taken two tricks already, you should try to bring that player in the leading position, who can play a card that the Triccolo ouvert player must overtrump so high that no follower can overtrump it once again.
- If you cannot recognize such a possibility, you should try to reduce the tarocks in your hand and in the hands of your partners.

💡 For a Triccolo ouvert game, you should have 3 safe takers, not more and not less. You should not have any unsafe taker. The number of possibly unwanted takers should not be greater than 2. The remaining cards should be safe non-takers and not more than a few unsafe non-takers.

2.7.15 Zwiccolo ouvert

The player of a Zwiccolo ouvert commits himself to make two tricks, not more and not less. As with all ouvert games, the cards of all players are uncovered after taking the first trick and playing the first card after that. Apart from that, the rules for negative games apply. In a Zwiccolo game, you can subdivide your hand cards in the following categories:

- Safe takers
- Unsafe takers
- Unwanted takers
- Unsafe non-takers
- Safe non-takers

The Zwiccolo ouvert player should act follows:

- If he can lead the first card, this should happen three times only, he should try to make the unwanted takers non-dangerous by playing them as first card. Because of the over trumping obligation, the opponents must take them if possible.
- If he has reached the committed number of tricks already or he has enough safe takers left and he is forced to overtrump the highest card on table, he should choose a card that could be over trumped by a following opponent if any possible.
- If he has not reached yet the committed number of tricks and he has no safe takers left, he should try to save his unsafe or unwanted takers against over trumping by an opponent.

The opponents of the Zwiccolo ouvert player should act as follows:

- As long as the Zwiccolo ouvert player still needs a trick and his best taker can be over trumped by another player, you should try to force the Zwiccolo ouvert player to play his best taker prior the player with that

overtrumper.

- As long as the Zwiccolo ouvert player still needs a trick and his best taker cannot be over trumped by another player, you should try to avoid that trick until the Zwiccolo ouvert player must take more than two tricks. This can be achieved often by playing suits the Zwiccolo ouvert player has lower - escape - cards of.
- If the Zwiccolo player has taken two tricks already, you should try to bring that player in the leading position, who can play a card that the Zwiccolo ouvert player must overtrump so high that no follower can overtrump it once again.
- If you cannot recognize such a possibility, you should try to reduce the tarocks in your hand and in the hands of your partners.

💡 For a Zwiccolo ouvert game, you should have 2 safe takers, not more and not less. You should not have any unsafe taker. The number of possibly unwanted takers should not be greater than 1. The remaining cards should be safe non-takers and not more than a few unsafe non-takers.

2.7.16 Piccolo ouvert

The player of a Piccolo ouvert commits himself to make one trick, not more and not less. As with all ouvert games, the cards of all players are uncovered after taking the first trick and playing the first card after that. Apart from that, the rules for negative games apply. In a Piccolo game, you can subdivide your hand cards in the following categories:

- Safe takers
- Unsafe takers
- Unwanted takers
- Unsafe non-takers
- Safe non-takers

The Piccolo ouvert player should act as follows:

- If he can lead the first card, this should happen two times only, he should try to make the unwanted takers non-dangerous by playing them as first card. Because of the over trumping obligation, the opponents must take them if possible.
- If he has reached the committed number of tricks already or he has enough safe takers left and he is forced to overtrump the highest card on table, he should choose a card that could be over trumped by a following opponent if any possible.
- If he has not reached yet the committed number of tricks and he has no safe takers left, he should try to save his unsafe or unwanted takers against over trumping by an opponent.

The opponents of the Piccolo ouvert player should act as follows:

- As long as the Piccolo ouvert player is still missing his trick and his best taker can be over trumped by another player, you should try to force the Piccolo ouvert player to play his best taker prior the player with that overtrumper.
- As long as the Zwiccolo ouvert player still needs a trick and his best taker cannot be over trumped by another player, you should try to avoid that trick until the Piccolo ouvert player must take more than one trick. This can be achieved often by playing suits the Piccolo ouvert player has lower - escape - cards of.
- If the Piccolo player has taken his trick already, you should try to bring that player in the leading position, who can play a card that the Piccolo ouvert player must overtrump so high that no follower can overtrump it once again.
- If you cannot recognize such a possibility, you should try to reduce the tarocks in your hand and in the hands of your partners.

💡 For a Piccolo ouvert game, you should have 1 safe taker, not more and not less. You should not have any unsafe taker. The number of possibly unwanted takers should not be greater than 1. The remaining cards should be safe non-takers and not more than a few unsafe non-takers.

2.7.17 Pelican Caller

The Pelican Caller is a Better Caller, who commits himself at the game announcement

- to take the third to the last trick with the Tarock-III (Pelican).

- As in all Caller games, he must announce a king who determines his playing partner.

- If the called King is found within the Talon, he must take that half with the King and play without a partner. Alternatively, he can surrender the game prematurely. The game and the announced Better Piece are counted as lost.

For a Pelican Caller, it is more important to take the third to the last trick with the Pagat than to win the game. This means that no other player should have Tarock at the time of the third to the last trick. Therefore, the declarer and his partner must do their best to reduce the tarocks of the opponents.The easiest way to do this is playing tarocks in this way: One partner leads a lower tarock and the other partner overtrumps high. The partner of the declarer should play tarock whenever possible as long as the announced goal seems to be achievable.

> 💡 For a Pelican Caller you must have Tarock-III in your hand. Additionally, you should have at least 8 rather good tarocks.
>
> Having kings of a short color suit could be helpful to win a trick of that color without losing tarock.

2.7.18 Beggar ouvert

The player of a Beggar ouvert commits himself to make no trick at all. Apart from that, the rules for negative games apply. In a Beggar game, you can subdivide your hand cards in the following categories:

- Unwanted takers
- Unsafe non-takers
- Safe non-takers

The Beggar ouvert player should act as follows:

- If he can lead the first card, this should happen only once; he should try to make the unwanted taker non-dangerous by playing them as first card. Because of the over trumping obligation, the opponents must take them if possible.
- If he is forced to overtrump the highest card on table, he should choose a card that could be overtrumper by a following opponent if any possible.

The opponents of the Beggar ouvert player should act as follows:

- You should try to bring that player in the leading position, who can play a card that the Beggar ouvert player must overtrump so high that no follower can overtrump it once again.
- If you cannot recognize such a possibility, you should try to reduce the tarocks in your hand and in the hands of your partners.

> 💡 For a Beggar ouvert game, you should not have more than 1 unwanted taker. The remaining cards should be all non-taker, most of them should be safe.

2.7.19 Quapil Caller

The Quapil Caller is a Better Caller, who commits himself at the game announcement

- to take the fourth to the last trick with the Tarock-IV/IIII (Quapil).

- As in all Caller games, he must announce a king who determines his playing partner.

- If the called King is found within the Talon, he must take that half with the King and play without a partner. Alternatively, he can surrender the game prematurely. The game and the announced Better Piece are counted as lost.

For a Pelican Caller, it is more important to take the fourth to the last trick with the Pagat than to win the game. This means that no other player should have Tarock at the time of the fourth to the last trick. Therefore, the declarer and his partner must do their best to reduce the tarocks of the opponents.The easiest way to do this is playing tarocks in this way: One partner leads a lower tarock and the other partner overtrumps high. The partner of the declarer should play tarock whenever possible as long as the announced goal seems to be achievable.

> 💡 The Quapil Caller is an extremely risky game. Even if you have a sequence of tarocks largely closed from the top down, it is possible that another player has so many tarocks that the Quapil can never make the 4th final trick. Instead, consider playing a Tree if you have many good tarocks but no smaller Better Piece.
>
> For a Quapil Caller you must have Tarock-IV/IIII in your hand. Additionally, you should have at least 10 very good tarocks.
>
> Having kings of a short color suit could be helpful to win a trick of that color without losing tarock.

2.7.20 Color Three solo

In this positive color game, tarock are playing a minor role. They are classified as the fifth color suit quasi. A player must not play tarock until he has no color suit left. As with all single player games, the declarer must play against three opponents. Moreover, as a solo player, he must play without any part of the Talon. The full Talon will go to the opponents after game end.

A special situation comes up, if the declarer of the Color Three solo has the forehand position. Depending on a setting, one of the following two rules apply:

- The declarer of the Color Three must not lead the first card despite he is in forehand position. Instead, the next player after the forehand must lead the first card. This grants equivalent opportunities for Color Three games independently from the player position.
- The declarer of a Color Three can lead the first card in forehand position. Thereby, the chance to win the game could increase significantly. He may be able to win the game with only one single very long color suit and with some top tarocks for example. In that way, he could even achieve a Valat.

> 💡 For a Color Three solo, you need many top card from nearly all color suits. Ideally, you should have many cards top down of one color suit. In this way, you could pull out from the opponents first the cards of that suit and then tarocks.
>
> Besides the described forehand situation, you should have at least 3 kings and one long color suit. If you do not have the King of a suit, you should have at least the queen with some other cards of that suit. If you do not have a single card of a color suit, you should not be forced to add a Trula Piece in this case.

2.7.21 Three solo

As with all single player games, the declarer must play against three opponents. Moreover, as a solo player, he must play without any part of the Talon. The full Talon will go to the opponents after game end.

- With a Three solo game, winning the game has top priority. You should not announce a Better Piece unless you have very much very high tarocks.

> 💡 For a Three solo game, you should have at least 8 very good tarocks and the Excuse (XII) or the Moon (XXI) should be in your hand. Additionally, one of the following points should be true:
>
> - Not more the one color suit in hand.
> - At least two kings of a very short color suit are existing.
>
> You should not announce a Better Piece unless you have at least 2 higher tarocks more than needed when playing a Better Caller.

2.8 Predefined Rule Sets

There are many variants of the Austrian Tarock game. In the game settings you can select one of the following rule sets. However, you can still customize them according to your individual requirements.

- **Min** defines the default rating in KubiTarock.
- **Cup** defines the rating of the Cup rules and the Luxus rules described in the Handbuch TAROCK by Martin Vácha.
- **Melk** defines the rating of the Melk rules, which are common in the region around the Lower Austrian town of Melk.

2.8.1 Rule Set Min

The following tables show the all possible games sorted in ascending order of rank. The game type distinguishes between Positive-Tarock games, Positive-Color games and Negative games. The column **Value** shows the score. If a different score applies in case of game loss, it is indicated after a slash. The **Talon** column indicates how many talon cards the game announcer gets. Depending on the individual game, additional bonus points can be made and announced.

Click on the game name if you want to see the details about the particular game. Click on the category if you want to see the basic rules of that game category. If you click on the abbreviation of a bonus point, the browser navigates to the appropriate entry in the table of bonus points.

Table 4 shows the forehand games. The ranking of these games is irrelevant, because the forehand player can choose one of those only if all other players passed and no further licitation takes place:

Game Name	Category	Rank	Score	Talon	Bonus Points and Additional Conditions
Thrash (Trischaken)	Negative	1	1(3)		Virgins (no tricks) get 3 points.
Caller (König-Rufer)	Positive-Tarock	1	1	3	Possible bonus points: I, II, III, KU, K4, TRL, and VLT.
Three with Six (Sechser-Dreier)	Positive-Tarock	1	3/-6	6	Possible bonus points: I, II, III, K4, TRL, and VLT. Full Talon is taken undercover; losing the game doubles the cost.

Table 4: Forehand Games

Table 5 shows the common games ordered by ascending rank.

Game Name	Category	Rank	Score	Talon	Bonus Points and Additional Conditions
Zwiccolo (2 tricks)	Negative	2	1		No bonus points.
Piccolo (1 trick)	Negative	2	2		No bonus points.
Caller solo (Solo-Rufer)	Positive-Tarock	3	2		Following bonus points score doubly: I, II, III, KU, K4, and TRL. VLT does not score doubly.
Better Caller (Besser-Rufer)	Positive-Tarock	4	1+2x	3	Possible bonus points: I, II, III, KU, K4, TRL, and VLT. One Better Piece (I, II, III) must be announced. x = 0.5 * (1, 2, 3, 4).
Beggar (0 tricks)	Negative	5	3		No bonus points.
Color Three (Farben-Dreier)	Positive-Color	8	3	3	Possible bonus points: VLT.
Three (Dreier)	Positive-Tarock	9	3	3	Possible bonus points: I, II, III, K4, TRL, and VLT.
Zwiccolo ouvert	Negative	10	4		No bonus points.
Piccolo ouvert	Negative	10	4		No bonus points.
Beggar ouvert	Negative	12	6		No bonus points.
Color Three solo	Positive-Color	14	6		Possible bonus point does not score doubly: VLT.
Three solo	Positive-Tarock	15	6		Following bonus points score doubly: I, II, III, K4, and TRL. VLT does not score doubly.

Table 5: Common Games

Table 6 shows the possible bonus points. The value in brackets applies when the bonus point has been announced:

Abbr.	Name	Category	Score	Meaning
I	Pagat ultimo	Positive-Tarock	1(2)	Pagat takes the last (12.) trick.
II	Uhu penultimo	Positive-Tarock	1.5(3)	Owl takes the second to the last (11.) trick.
III	Pelican ante penultimo	Positive-Tarock	2(4)	Pelican takes the third to the last (10.) trick.
KU	King ultimo	Positive-Tarock	1(2)	The King called must be within the last trick and the opponents must not take it.
K4	All kings	Positive-Tarock	1(2)	The game partners have all kings in their tricks.
TRL	Trula	Positive-Tarock	1(2)	The game partners have all Trula cards (XXII, XXI, und I) in their tricks.
	Moon captured	Positive-Tarock	1	An player captures the Moon (XXI) of an opponent. This bonus point cannot be announced.
VLT	Valat	Positive	game*4(8)	The game partners have taken all tricks.

| | | | | The game score is multiplied with 8 or 4 if announced or unannounced respectively. In contrast to other bonus points, the Valat factor is not doubled in a solo game. If VLT is announced, TRL cannot be announced additionally. If VLT is achieved unannounced, announced TRL is scored. K4 is generally not counted in a Valat. |

Table 6: Bonus Points

Table 25 shows the scoring settings for the rule set Min:

Game Settings: Scoring	Min
Scoring table for cards	Min
Minimum score to win a positive game	35/2
Minimum score to become absolute winner	----
Minimum score to become "mayor" in Thrash game	35/1
Bonus points for Valat	*4(8)
Scoring table for games and bonuses	Min

Table 25: Scoring for Min

Table 26 shows the option seting for the rule set Min:

Game Settings: Options	Min
Forehand Color Three must not be first card leader	yes
Three with Six must be announced by the forehand at the beginn of the bidding	no
Better Caller must announce the better piece together with the game, e. g. Pagat Caller	no
Quapil (IV wins the fourth to the last trick) as highes Better Piece	no
Moon Capture bonus	yes
4 Honors (highest value cards) bonus	no
8/10 Tarocks announcement bonus	no
4 Kings bonus in color games	no
4 Kings (Big Honors) bonus must be announced	no
Announced Trula (and 4 Kings) bonus if unannounced Valat	yes
Color cards may be deposited in color games only if no Tarock cards (except Trula) are present	no
The Kaiser-Trick rule is not applied	no
Triccolo as negative game must make 3 tricks exactly	no
No restriction when playing Pagat in negative games	no
Players with maximum score in Thrash game must pay the others	no
Forehand player with maximum score must pay double in Thrash game	no

Player taking all tricks must pay double in Thrash game	no

Table 26: Options for Min

2.8.2 Rule Set Cup and Luxus

The following tables show the all possible games sorted in ascending order of rank. The game type distinguishes between Positive-Tarock games, Positive-Color games and Negative games. The column **Value** shows the score. If a different score applies in case of game loss, it is indicated after a slash. The **Talon** column indicates how many talon cards the game announcer gets. Depending on the individual game, additional bonus points can be made and announced.

The **Cup** and **Luxus** rule sets differ only in the bonuses. Therefore, the bonus points have two corresponding columns for the value.

Click on the game name if you want to see the details about the particular game. Click on the category if you want to see the basic rules of that game category. If you click on the abbreviation of a bonus point, the browser navigates to the appropriate entry in the table of bonus points.

Die Tabelle 33 shows the forehand games. The ranking of these games is irrelevant, because the forehand player can choose one of those only if all other players passed and no further licitation takes place. An exception is the Three with Six: It must be announced by the forehand at the beginning of the licitation.

Game Name	Category	Rank	Score	Talon	Bonus Points and Additional Conditions
Thrash (Trischaken)	Negative	1	x		x = 1 (no mayor), 2 (mayor), 4 (forehand is mayor), 8 (forehand has all tricks), 3 (virgin without tricks).
Caller (König-Rufer)	Positive-Tarock	1	1	3	Possible bonus points: I, II, III, IIII, KU, K4, TRL, and VLT.
Three with Six (Sechser-Dreier)	Positive-Tarock	6	4/-8	6	Possible bonus points: I, II, III, IIII, K4, TRL, and VLT. Full Talon is taken undercover; losing the game doubles the cost.

Table 33: Forehand Games

Table 34 shows the common games ordered by ascending rank.

Game Name	Category	Rank	Score	Talon	Bonus Points and Additional Conditions
Zwiccolo (2 tricks)	Negative	2	2		No bonus points.
Piccolo (1 trick)	Negative	2	2		No bonus points.
Caller solo (Solo-Rufer)	Positive-Tarock	3	2		Following bonus points score doubly: I, II, III, IIII, KU, K4, and TRL. VLT does not score doubly.
Pagat Caller (Pagat-Rufer)	Positive-Tarock	4	1+2	3	Possible bonus points: I, II, III, IIII, KU, K4, TRL, and VLT. The Better Piece I is announced with the game.
Beggar (0 tricks)	Negative	5	4		No bonus points.

Qwl Caller (Uhu-Rufer)	Positive-Tarock	7	1+4	3	Possible bonus points: I, II, III, IIII, KU, K4, TRL, and VLT. The Better Piece II is announced with the game.
Color Three (Farben-Dreier)	Positive-Color	8	5	3	Possible bonus points: VLT and K4.
Three (Dreier)	Positive-Tarock	9	5	3	Possible bonus points: I, II, III, IIII, K4, TRL, and VLT.
Zwiccolo ouvert	Negative	10	6		No bonus points.
Piccolo ouvert	Negative	10	6		No bonus points.
Pelican Caller (Pelikan-Rufer)	Positive-Tarock	11	1+6	3	Possible bonus points: I, II, III, IIII, KU, K4, TRL, and VLT. The Better Piece III is announced with the game.
Beggar ouvert	Negative	12	8		No bonus points.
Quapil Caller (Quapil-Rufer)	Positive-Tarock	13	1+8	3	Possible bonus points: I, II, III, IIII, KU, K4, TRL, and VLT. The Better Piece IIII is announced with the game.
Color Three solo	Positive-Color	14	10		Possible bonus point does not score doubly: VLT.
Three solo	Positive-Tarock	15	10		Following bonus points score doubly: I, II, III, IIII, K4, and TRL. VLT does not score doubly.

Table 34: Common Games

Die Table 35 shows the possible bonus points. The value in brackets applies when the bonus point has been announced:

Abbr.	Name	Category	Cup	Luxus	Meaning
I	Pagat ultimo	Positiv-Tarock	1(2)	1(2)	Pagat takes the last (12.) trick.
II	Owl penultimo	Positiv-Tarock	2(4)	2(4)	Owl takes the second to the last (11.) trick.
III	Pelican ante penultimo	Positiv-Tarock	3(6)	3(6)	Pelican takes the third to the last (10.) trick.
IV/IIII	Quapil ante-ante-penultimo	Positiv-Tarock	4(8)	4(8)	Quapil takes the fourth to the last (9.) trick.
KU	King ultimo	Positiv-Tarock	1(2)	1(2)	The King called must be within the last trick and the opponents must not take it.
K4	All kings	Positiv	1(2)	1(2)	The game partners have all kings in their tricks.
TRL	Trula	Positiv-Tarock	1(2)	1(2)	The game partners have all Trula cards (XXII, XXI, und I) in their tricks.
ABS	Absolute	Positiv		1(2)	The winners score at least 10 points more than necessary to

					win.
	Moon captured	Positiv-Tarock		1	An player captures the Moon (XXI) of an opponent. This bonus point cannot be announced.
VLT	Valat	Positiv	game*4(8)	10(20)	The game partners have taken all tricks. If VLT is announced, K4 and TRL cannot be announced additionally. If VLT is achieved unannounced, announced TRL and K4 are scored with rule set **Cup**, but not with **Luxus**.

Table 35: Bonus Points

Table 36 shows the scoring settings for the rule sets Cup und Luxus:

Game Settings: Scoring	Cup	Luxus
Scoring table for cards	Cup	Cup
Minimum score to win a positive game	35/2	35/2
Minimum score to become absolute winner	----	45/2
Minimum score to become "mayor" in Thrash game	35/2	35/2
Bonus points for Valat	*4(8)	10(20)
Scoring table for games and bonuses	Cup	Cup

Table 36: Scoring for Cup and Luxus

Table 26 shows the option seting for the rule sets Cup und Luxus:

Game Settings: Options	Cup	Luxus
Forehand Color Three must not be first card leader	no	no
Three with Six must be announced by the forehand at the beginn of the bidding	yes	yes
Better Caller must announce the better piece together with the game, e. g. Pagat Caller	yes	yes
Quapil (IV wins the fourth to the last trick) as highes Better Piece	yes	yes
Moon Capture bonus	no	yes
4 Honors (highest value cards) bonus	no	no
8/10 Tarocks announcement bonus	no	no
4 Kings bonus in color games	yes	yes
4 Kings (Big Honors) bonus must be announced	no	no
Announced Trula (and 4 Kings) bonus if unannounced Valat	yes	yes
Color cards may be deposited in color games only if no Tarock cards (except Trula) are present	no	no
The Kaiser-Trick rule is not applied	no	no

Triccolo as negative game must make 3 tricks exactly	no	no
No restriction when playing Pagat in negative games	no	no
Players with maximum score in Thrash game must pay the others	yes	yes
Forehand player with maximum score must pay double in Thrash game	yes	yes
Player taking all tricks must pay double in Thrash game	yes	yes

Table 37: Options for Cup and Luxus

2.8.3 Rule Set Melk

The following tables show the all possible games sorted in ascending order of rank. The game type distinguishes between Positive-Tarock games, Positive-Color games and Negative games. The column **Value** shows the score. If a different score applies in case of game loss, it is indicated after a slash. The **Talon** column indicates how many talon cards the game announcer gets. Depending on the individual game, additional bonus points can be made and announced.

Click on the game name if you want to see the details about the particular game. Click on the category if you want to see the basic rules of that game category. If you click on the abbreviation of a bonus point, the browser navigates to the appropriate entry in the table of bonus points.

Table 38 shows the forehand games. The ranking of these games is irrelevant, because the forehand player can choose one of those only if all other players passed and no further licitation takes place:

Game Name	Category	Rank	Score	Talon	Bonus Points and Additional Conditions
Thrash (Trischaken)	Negative	1	1(3)		Virgins (no tricks) get 3 points.
Caller (König-Rufer)	Positive-Tarock	1	1	3	Possible bonus points: I, II, III, KU, K4, TRL, and VLT.
Three with Six (Sechser-Dreier)	Positive-Tarock	1	7/-10	6	Possible bonus points: I, II, III, K4, TRL, and VLT. Full Talon is taken undercover.

Table 38: Forehand Games

Table 39 shows the common games ordered by ascending rank.

Game Name	Category	Rank	Score	Talon	Bonus Points and Additional Conditions
Caller solo (Solo-Rufer)	Positive-Tarock	2	1/-3		Possible bonus points: I, II, III, KU, TRL, H4, K4, T8, T10 und VLT.
Triccolo (3 tricks)	Negative	3	3		No bonus points.
Zwiccolo (2 tricks)	Negative	3	2		No bonus points.
Piccolo (1 trick)	Negative	3	2		No bonus points.
Pagat Caller (Pagat-Rufer)	Positive-Tarock	4	1+2	3	Possible bonus points: I, II, III, KU, TRL, H4, K4, T8, T10 und VLT. The Better Piece I is announced with the game.
Qwl Caller (Uhu-Rufer)	Positive-Tarock	5	1+4	3	Possible bonus points: I, II, III, KU, TRL, H4, K4, T8, T10 und VLT. The Better Piece II is announced with the game.

Beggar (0 tricks)	Negative	6	5		No bonus points.
Color Three (Farben-Dreier)	Positive-Color	8	5	3	Possible bonus points: K4 and VLT.
Pelican Caller (Pelikan-Rufer)	Positive-Tarock	9	1+6	3	Possible bonus points: I, II, III, KU, TRL, H4, K4, T8, T10 und VLT. The Better Piece III is announced with the game.
Three (Dreier)	Positive-Tarock	10	7	3	Possible bonus points: I, II, III, KU, TRL, H4, K4, T8, T10 und VLT.
Triccolo ouvert	Negative	11	8		No bonus points.
Zwiccolo ouvert	Negative	11	8		No bonus points.
Piccolo ouvert	Negative	11	8		No bonus points.
Beggar ouvert	Negative	12	8		No bonus points.
Color Three solo	Positive-Color	14	9		Possible bonus points: K4 and VLT.
Three solo	Positive-Tarock	15	10		Possible bonus points: I, II, III, KU, TRL, H4, K4, T8, T10 und VLT.

Table 39: Common Games

Table 40 shows the possible bonus points. The value in brackets applies when the bonus point has been announced:

Abbr.	Name	Category	Score	Meaning
I	Pagat ultimo	Positive-Tarock	1(2)	Pagat takes the last (12.) trick.
II	Owl penultimo	Positiv-Tarock	2(4)	Owl takes the second to the last (11.) trick.
III	Pelican ante penultimo	Positiv-Tarock	3(6)	Pelican takes the third to the last (10.) trick.
KU	King ultimo	Positiv-Tarock	1(2)	The King called must be within the last trick and the opponents must not take it.
TRL	Trula	Positiv-Tarock	1(2)	The game partners have all Trula cards (XXII, XXI, und I) in their tricks.
	Moon captured	Positive-Tarock	1	An player captures the Moon (XXI) of an opponent. This bonus point cannot be announced.
H4	Honors	Positive-Tarock	1	The playing partners have 4 highest value cards (Kings and trula pieces) in their own tricks. The bonus must be announced, otherwise it does not count. The "Big Honors" and "Honors" bonuses are mutually exclusive.
K4	Big Honors	Positive-Tarock	2	The playing partners have 4 Kings in their own tricks. The bonus must be announced, otherwise it does not count. The "Big Honors" and "Honors" bonuses are mutually exclusive.

T8	8 Tarocks	Positive-Tarock	1	The announcer has 8 Tarocks in his cards. The bonus must be announced, otherwise it does not count. The bonus is counted positively if the announcer has won the game, otherwise it is counted negatively. The "8 Tarocks" and "10 Tarocks" bonuses are mutually exclusive.
T10	10 Tarock	Positive-Tarock	1	The announcer has 10 Tarocks in his cards. The bonus must be announced, otherwise it does not count. The bonus is counted positively if the announcer has won the game, otherwise it is counted negatively. The "8 Tarocks" and "10 Tarocks" bonuses are mutually exclusive.
VLT	Valat	Positive	game*5(10)	The game partners have taken all tricks. If VLT is announced, TRL, H4, K4, T8, and T10 cannot be announced additionally. TRL, H4, K4, T8 and T10 are generally not counted if VLT.

Table 40: Bonus Points

Die Tabelle 41 shows the scoring settings for the rule set Melk:

Game Settings: Scoring	Melk
Scoring table for cards	Melk
Minimum score to win a positive game	54
Minimum score to become absolute winner	----
Minimum score to become "mayor" in Thrash game	----
Bonus points for Valat	*5(10)
Scoring table for games and bonuses	Melk

Table 41: Scoring for Melk

Table 42 shows the option seting for the rule set Melk:

Game Settings: Options	Melk
Forehand Color Three must not be first card leader	no
Three with Six must be announced by the forehand at the beginn of the bidding	no
Better Caller must announce the better piece together with the game, e. g. Pagat Caller	yes
Quapil (IV wins the fourth to the last trick) as highes Better Piece	no
Moon Capture bonus	yes
4 Honors (highest value cards) bonus	yes
8/10 Tarocks announcement bonus	yes
4 Kings bonus in color games	yes

4 Kings (Big Honors) bonus must be announced	yes
Announced Trula (and 4 Kings) bonus if unannounced Valat	no
Color cards may be deposited in color games only if no Tarock cards (except Trula) are present	yes
The Kaiser-Trick rule is not applied	yes
Triccolo as negative game must make 3 tricks exactly	yes
No restriction when playing Pagat in negative games	yes
Players with maximum score in Thrash game must pay the others	yes
Forehand player with maximum score must pay double in Thrash game	no
Player taking all tricks must pay double in Thrash game	no

Tabelle 42: Optionen für Melk

3   How To

3.1 Play

KubiTarock is a card game with four players. It is based on the popular Austrian Tarock - also known as "Königsrufen (King Calling)". See chapter Game Rules for the details.

The current version supports four playing modes:

- Offline mode

  In this mode, the user controls at least[1] one player. All other players will be controlled by the simulator "Tarobot". The simulator by the way sees only those cards the human player would also see. But you, too, can let the "Tarobot" support you in playing. If you select the appropriate setting, it marks the action on the user interface that it would perform in your place. You can also undo and redo all actions of the game.

- Learning mode
  In the learning mode you can question any action that the "Tarobot" simulator proposes for you. He will then tell you the reasons why he thinks the action makes sense. Of course, the Tarobot is not a person who takes into account the psychology of other players. He is a pure numeric, who expresses everything in numbers to evaluate them with his algorithms. But he knows all the rules and can give the beginner important hints when practicing the game.

- Quiz mode
  This mode is a variant of the offline mode. In addition to the fun of playing, you can train your memory and thus your playing skills improve. Randomly selected questions about the current playing cards state are presented to you during the game. After you have selected the supposedly correct answer, the solution will be presented to you immediately. Depending on the question you will get different numbers of points for the correct or also for an almost correct solution. In the quiz statistics you can read the development of your success in a calendar. If you have reached a minimum number of points and a minimum success rate, you will also receive symbolic awards such as flower pot, medal, and cup.

- Online mode
  In this mode, a maximum of 4 KubiTarock users can play against each other online. They must be members of an online group. Additionally, a maximum of 3 members can participate as bystanders. Bystanders and players can swap roles during the game. If less than 4 players are participating in an online session, the remaining players are simulated. In parallel to the playing session, a Skype audio conference should be held, enabling the same conversation between the players as in a real card round. Before starting the first session, one of the online users must create an online user group[2]. To do so, he must purchase a corresponding add-on, which is valid for 1 year. This player acts as group administrator and is responsible for the administration of the group.

The first logged-in online user must take over the role of the game master: At the end of the game must perform the actions to book the scores, save the game, and start a new game. In certain stituations, he must initiate the simulator to perform the next action of a simulated player. If the game master leaves the session, the next online user in the game will automatically become the master.

Normally, the simulator performs the actions of the players it controls without any user intervention. This autoplay function must be suspended in certain situations, such as selecting a Talon half, so that the user(s) can see what the simulated player has done. In these situations, the game master must trigger the simulated player to perform the next action. If the auto-play function is not used, the game master must always trigger the simulator if it is to act for a player.

If a player has his turn, he will be activated. This is made visible by the highlighted rectangular frame around the player view. In addition, the user portrait on the player view is pulsating. On the gaming table, an advice is shown

telling the player what he can and should do. If current system user controls the activated player, the user has three possibilities to act:

1. He manually performs an action: He leads a card by dragging and dropping the card with his finger or with a mouse for example. Alternatively, he selects an action or an announcement from the action box and executes it by clicking on the action button.

Further options are provided by the optional assistance function. For online games this is usually locked. But, the group administrator can release and lock it even during a running session:

2. The assistant function marks an action or card, and the user then decides whether to use the pre-selection or another action. To confirm the pre-selection, simply press the enter key or the space key.

3. As an extension of the assistant function, the learning mode can be activated additionally:
   - If this is activated, the user can request an explanation for each suggested playing action. All he has to do is to click on his player portrait. An explanation of the suggestion will appear on the assistance pane. The user can then accept the suggestion or make the pane to disappear and perform an action by himself.
   - If the learning mode is not activated, a click on the player portrait causes the execution of the suggested action immediately.

If a player is not controlled by the current system user, the simulator must select and perform the player's action. Thereby, the following situations can come up:

1. After an adjustable interval, the autoplay function triggers the simulator to act for the player automatically.
2. The autoplay function is deactivated or suspended. In such cases, the current system user must trigger the simulator by clicking the pulsating user portrait to act for the player.

There are special conditions for the quiz mode and for the online mode, which are described in the following chapters:

- Play Quiz
- Online Playing Requirements
- Play Online

All actions of the game can be selected and executed by using the keyboard too. To make this possible, the user must ensure that the desired element has the input focus assigned. A highlighted border indicates the input focus. However, a focused input element is only marked if the trigger for focusing is a keyboard input or the app itself.

By pressing the Tab key or the Shift+Tab key combination, the focus can be set to the next or to the previous input element, respective. If the desired input element has the focus assigned, there may be additional selection options available depending on the type of the input element. Finally, the user can trigger the action by pressing the Enter key or the Spacebar. More details about the keyboard interface you can find in chapter Keyboard Interface.

The following chapters are describing the playing actions the current system user can perform:

- Magnify View Compartment
- Select an Action from the Action Box
- Select a Talon Half
- Deposit Odd Cards after Talon Acquisition
- Play a Card
- Take a Trick

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1) For analyzing purposes, a user may even control multiple players. For the autonomous mode the user should even take over all players, so that he can see the cards of all players.

2) The group should have at least 2 members and must not exceed 12.

3.1.1 Magnify View Compartment

On small screens, it is difficult to recognize all details of the game view. For that reason, one of the following view compartments can be magnified if needed:

- gaming table
- player view

To magnify a compartment, press the right mouse button on it or hold your finger for about 1 second on it on a touch screen. If the view is already magnified, it will be restored to normal size.

Only one view compartment can be magnified at the same time because, the magnification of one compartment is made at the expense of the other compartments.

You can also use the view magnifier to magnify that compartment automatically the user is currently interacting with.

3.1.2 Select an Action from the Action Box

On the gaming table, an advice is shown telling the player what he can do and should do. If the possible actions are predefined commands, they are listed in the action box. If you want to control the player manually, you must perform the following steps:

- Open list inside the action box by clicking the more button on the right and look over the listed possibilities. In some situations, you can choose only one entry from the list. In other situations, you may select multiple entries (e.g. announcements) in the list:

  - If the list entries are mutually exclusive, the list will be closed automatically if you click an entry. The selected entry will be displayed on the action button afterwards.
  - If the list entries are combinable, you must mark all entries needed with a check mark. You may also remove a check mark by clicking the entry again. All marked entries will be composed to a single line and displayed on the action button. If you have finished your selection, you may close list manually by clicking the more button again.

- Click the action button of the box to execute the action shown. After the execution, the next player will be activated.

Alternatively, you can also click on the user portrait of the activated player, then the game assistant will execute the action for you. If you have activated the learning mode, an explanation of the game assistant will be displayed first, which you have to confirm.

3.1.3 Select a Talon Half

On the gaming table, an advice is shown telling the player what he can do and should do. If he has declared a positive game with Talon selection, the Talon view of the gaming table is shown and the advice normally says, that the player can select one half of the Talon. If this is the case and you want to control him manually, you can do the following:

- Click one card of the Talon half you want to take or wipe it away.

- The tree cards of the selected Talon half will be inserted in the hand card of the player automatically. The next action of the same player will be "Deposit odd cards after Talon acquisition".

If the King your player has called is found in the Talon, the player has no choice between Talon halves: Either he must take the Talon half with the called King or he must give up the game prematurely. You can choose between the following alternative actions:

- You are accepting the Talon half with the called King and you are also accepting to play without a partner:

  - Click on any Talon card or wipe it away.
  - The tree cards of the Talon half with the called King will be inserted in the hand card of the player automatically. The next action of the same player will be "Deposit odd cards after Talon acquisition".

- You give up the game prematurely:

  - Click the action "Surrender game" shown in the action box.
  - The result view of the gaming table will be shown and the game will be closed next.

Alternatively, you can also click on the user portrait of the activated player, then the game assistant will execute the action for you. If you have activated the learning mode, an explanation of the game assistant will be displayed first, which you have to confirm.

3.1.4 Deposit Odd Cards after Talon Acquisition

On the gaming table, an advice is shown telling the player what he can do and should do. If he must deposit three odd cards after taking a Talon half and you want to control him manually, you can do the following:

- Drag and drop
  1. Press your finger or the left mouse button on the card to be deposited. If the selected card must not be deposited (King or Trula Piece), it will became red-rimmed. If the card is valid, it will became green-rimmed.
  2. Drag the card to the tricks pile of the activated player. A red-rimmed card cannot be moved. The tricks pile, the card can be placed on becomes also green-rimmed when the dragged card is over it.
  3. Drop the card, it will be placed on the player's tricks pile automatically.

- Double click
  1. Double click the card you want to deposit. If the selected card must not be deposited (King or Trula Piece), it will became re-rimmed. If the card is valid, it will became green-rimmed.
  2. A card will be placed on the player's tricks pile automatically. A card with a red border will not be placed.

If you have mistakenly deposited an unwanted card, you can use the general function to revoke the last action if it is allowed. However, you can also remove the last card deposited as follows, as long as you have not yet completed the filing process with an announcement:

- Double click
  1. Double click the tricks pile
  2. The card placed on the tricks pile lastly will be moved back to your card hand again.

Alternatively, you can also click on the user portrait of the activated player, then the game assistant will execute the action for you. If you have activated the learning mode, an explanation of the game assistant will be displayed first, which you have to confirm.

Left besides the tricks pile, the number of tricks and the number of deposited cards after Talon acquisition are displayed. If there are tarocks under the deposited cards, the number of those cards is displayed in brackets additionally. If you control the player, also the score of the tricks pile in points/bits is shown.

3.1.5 Play a Card

On the gaming table, an advice is shown telling the player what he can do and should do. If he must play a card and you want to control him manually, you can do the following:

- Drag and drop
    1. Press your finger or the mouse button on the card to be played. If the selected card must not be played in the current situation, it will became red-rimmed. If the card is valid, it will became green-rimmed.
    2. Drag the card to the placeholder in front of the activated player view. A card with a red border cannot be moved. The placeholder in front of the player view becomes also green-rimmed when the card is over it.
    3. Drop the card when it is over the gaming table. It will replace the placeholder then.

- Double click
    1. Double click the card you want to play. If the selected card must not be played in the current situation, it will became red-rimmed. If the card is valid, it will became green-rimmed.
    2. The card will replace the placeholder in front of the activated player view automatically. A card with a red border will not be placed.

Alternatively, you can also click on the user portrait of the activated player, then the game assistant will execute the action for you. If you have activated the learning mode, an explanation of the game assistant will be displayed first, which you have to confirm.

If the game result is definitely clear, the action "Finish automatically" is shown in the action box. If you tap it, the game will be finished automatically.

3.1.6 Take a Trick

On the gaming table, an advice is shown telling the player what he can do and should do. If he must take a trick and you want to control him manually, you can do the following:

- Click the card in front of your player on the gaming table ore wipe it away.

- All four cards will be moved to the tricks pile of the activated player automatically and absorbed there.

- Left besides the tricks pile, the number of tricks is displayed. If you control the player, also the score of the tricks pile in points/bits shown.

Alternatively, you can also click on the user portrait of the activated player, then the game assistant will execute the action for you. If you have activated the learning mode, an explanation of the game assistant will be displayed first, which you have to confirm.

In a Thrash game, the 6 talon cards are distributed over the first 6 tricks. So the taker has to take an additional talon card for the first 6 tricks. You can do this as described here.

3.1.7 Adding a Talon Card

On the gaming table, an advice is shown telling the player what he can do and should do. If he has made one of the first 6 tricks in the Thrash game, he must take one more talon card. If you want to control the player manually, you can do it as follows:

- Click on the face-up card in the Talon pile or wipe it away.

- The Talon card is automatically moved to the activated player's stack of tricks and placed there.

- If you control the player, the updated score of the tricks pile in points/bits is shown.

Alternatively, you can also click on the user portrait of the activated player, then the game assistant will execute the action for you. If you have activated the learning mode, an explanation of the game assistant will be displayed first,

which you have to confirm.

3.1.8 Start New Game

After the game is finished, the following commands are provided in the action box:

- Start new game
- Save and start new game
- Save game (offline only)

After the game is finished, you may either immediately start a new game without saving the current game. Or you may save the current game before starting the new one. In online mode, the game will be saved on all devices involved. In offline mode, you can also save the current game only and afterwards exit the app for example.

With this button on the game view, you can start a new game at any time in an offline session. If the current game is not saved completely, a prompting message is displayed. Depending on your answer, the current game state is saved or discarded before the new game is started. Alternatively, you can use the Ctrl+N key combination.

3.2 Play Quiz

The quiz mode is a variant of the offline mode. During the game[1], randomly selected questions to be answered will be presented to you. Your answers are scored with points and are valued on a daily basis. If you are reaching a certain score and success rate, you will receive additional symbolic awards. You can track your success in the calendar of the quiz statistics. A quiz game differs from a normal offline game mainly in that it can not be repeated as a quiz. Although you can play the game several times, you can not answer the questions any more.

1. Display of the game mode
   You can recognize the current game mode by the picture of the app bar button used to start a new game:

   - This button is shown when you are offline and do not play in the quiz mode. If you press the button, a new offline game is started. If the current game state is not saved yet, an appropriate prompting message will be displayed. Depending on your answer, the current state will be saved or discarded before starting the new game. Alternatively, you can use the Ctrl+N key combination.

   - This button is shown when the current offline game is in quiz mode. When you press the button, a new quiz game is started. If the current game state is not saved yet, an appropriate prompting message will be displayed. Depending on your answer, the current state will be saved or discarded before starting the new game. Alternatively, you can use the Ctrl+N key combination.

2. Start of a new quiz game
   Depending on whether the current game is already a quiz game or not, you can start a new quiz in the following way:

   - If the current game is not a quiz game, you can find the command "New quiz game" in the menu of the title bar as well in the app bar. The command is blocked, however, if you are playing online or when you control more than one player. If you click the command, either the current game will be performed as quiz or a new game will be launched as a quiz. The current game is only used if it was never played further than up to licitation.

   - If the current game is a quiz game, you can just press the above button on the app bar.

3. Answer the quiz question
    The quiz question is issued before you add or play a card. It is displayed on the quiz question pane first in a form to select a possible answer. You should perform this as follows:

    - Read the question carefully. The aim of the question can also be negated, example: "How many Tarock have <u>not</u> yet been played?". Table 19 contains all questions that are currently available.

      If you do not want to answer the question, you have the following options:

      - Press this button if you want to have another question and have not yet reached the limit for new requests. Rejected quiz questions will not be asked again later in the game. Within a game, you can reject maximum n times a question: n = (maximum number of questions per game) / 2 + 0,5. On the game settings pane you can set the maximum number of quiz questions according to your needs. The default setting is 3 quiz questions per game.

      - Press this button if you want to exit the quiz mode and continue playing the game normally. Points that you have already achieved will be retained.

    - Mark the answer that appears you right.

    - Press this button to execute the evaluation of the question. Thereafter, the rating is displayed on the quiz question pane. Afterwards, the answer can not be changed any more.

    - Press this button to close the quiz question pane and to continue playing. This button is only visible when the question has been answered and evaluated.

4. Undoing terminates the quiz mode
    If you press one of the following buttons during a quiz game, the quiz mode is automatically terminated:

    - Click this button if you want to revert the last action. Alternatively, you can press the Ctrl+Z key combination. The button is disabled if the undo stack is empty.

    - Click this button to restart the current game from begin. Alternatively, you can press the Ctrl+R key combination. The button is disabled if the undo stack is empty.

    - Click this button to start an animated replay of the current game in reverse direction. The button is disabled if the undo stack is empty.

5. Review the quiz questions after completing quiz mode
    You can exit the Quiz mode by the above buttons or by using the command "Exit quiz mode". You can find this command in the menu of the title bar as well in the app bar. After terminating the quiz mode, you can restart the game and then repeat it step by step. Thereby, you can review all questions with your answers and the rating again. However, you can not change the answers.

6. Saving the quiz results
    If you play KubiTarock with multiple devices, you should setthe "Use roaming state" option on the local settings pane. Then the quiz results will be saved across all your devices. The quiz results are automatically saved to a file, regardless of the game state, in case of the following events:

    - When the game mode is changed.
    - When the quiz is finished.

7. Viewing the quiz statistics
    Here is described how you can view your success story.

> 1) Excluded are ouvert games: In Triccolo ouvert, Zwiccolo ouvert, Piccolo ouvert, and Begar ouvert games, no questions are asked.

3.3 Play Online

An online session begins with the logon to an online session and ends with the logout. During the session, the actions for online and offline sessions are largely the same. However, the special features listed in the chapter "Online Playing Requirements" must be considered. In particular, the game style must be adapted to the usual behavioral rules of a real card playing meetup. The group administrator can therefore enable or disable various manipulation possibilities.

To log on to or log out of an online session, do the following:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Go online.

- The go online pane comes into view. Enter the name of your online group, your online name, and your online password here.

- If you are the first to logon to the session, you have the option of selecting the "Start with current game" checkbox before logging on. This is the case if you want to play a special game with your fellow players. You must provide this game offline before logging on. After logon, the game is made available to all the other online users. This also applies to the settings used in this game.

- If you press this button, the game setting screen becomes visible. If you are the first to logon to the session or if you are the game master, you can review and change the settings to apply for the next online game. The settings for the offline games remain unchanged.

- Press this button with the signature "Join session" if you want to join an online session. This button is not visible if you are logged in ready.

- After logging in, the go online pane disappears and you will normally see a shuffled, but not yet distributed card deck on the game view. You will also see in the player views which other online users are already online. The online users are assigned to the player in the logon sequence. The user who has registered first is usually the card dealer and his portrait pulsates. Players who have not yet been assigned an online user are still assigned to the "Tarobot" simulator. If you do not see an undivided card deck, the game has already progressed without you, or the first logged-in user has provided a special game.

- The user with the pulsating portrait must perform the first action, that is, normally deal the cards. However, he should still wait until he sees that all other users are online. For the card dealing, he can then either click the corresponding action in the action combo box or click the undivided deck itself. If less than 4 users are involved in the session, the simulator "Tarobot" will take over the remaining players.

- If more than 4 users will sign in, the excess ones will become bystanders. The portraits of the bystanders are displayed in the app bar for all session participants. An active player can switch roles with a bystander at any time or drop out and be replaced by a bystander. In addition, a bystander can make himself a player if a player

spot is available.

- The game then takes its course, and any online user can perform an allowable action when his or her player is in turn and activated:

    - Magnify View Compartment
    - Select an Action from the Action Box
    - Select a Talon Half
    - Deposit Odd Cards after Talon Acquisition
    - Play a Card
    - Take a Trick

- The first logged-in online user must take over the role of the game master: At the end of the game must perform the actions to book the scores, save the game, and start a new game. In certain stituations, he must initiate the simulator to perform the next action of a simulated player. If the game master leaves the session, the next online user in the game will automatically become the master.

- During the game, you should be connected to your team members through an audio conference and talk to each other. This is the only way to find out where the game stalls.

- If you play the last card in a trick and if you won the trick, you should make a small break before taking the trick. Otherwise, it could happen that your fellow players do not see which card you have played.

- If the Tarobot is involved in the game, he must be triggered to act by the game master in some situations. To ensure that the other players have seen the result of an action performed, before the next is started, this also should not happen too quickly.

- ⟳ If the server detects that the game state of the session members is no longer synchronized, a related error message will appear at the currently active member. He can then use this button to request the server to remove the out-of-sync members from the session. The server will respond with the number of members removed. Afterwards, the affected members may try to log in again.

- At the end of a game, the game master must record the game results; unlike the offline game, this step can not be suppressed or skipped. For certain games there is also the possibility to switch to the Talon view to see the remaining Talon.

- After booking the results, the game master can either start a new game or save the current game, and then start a new game. If the variant with the save is used, the game is stored only on that device where the command was issued.

- ⟱ This button allows you to leave an online session at any time. If other online users continue to play, the simulator "Tarobot" will take over your player. This button is disabled when you are not online. You can also leave an online session by pressing the corresponding button on the app bar.

3.3.1 Online Playing Requirements

The following conditions must be met for online playing:

- Email address
  Participants are identified by the email address of their account.

- Familiy members
Unfortunately, family members who are registered as secondary users of a device cannot join a session because their email address cannot be retrieved by KubiTarock. However, it is possible for multiple users to join a session on different devices with the same primary user account. You only need to use different names for the system user "Me" on these devices.

- Online user group
One player must take over the role of the group administrator. To do this, he must first purchase an online group add-on that is valid for one year. Then he can set up an online user group. Before he can add the maximum of 12 members to his group, he must set up profiles for them. Each profile must contain a unique player name and password. The duration of the group can be extended for another year by purchasing the add-on.

- Parallel Skype audio conference
In order to communicate with the other online users, it is essential that an audio conference is held with the other online users parallel to the KubiTarock session.

When playing online, the following restrictions apply to the view and to the actions offered against offline playing:

- New game
The start of a new game must be triggered by the game master. This is only possible at the beginning of an online session and after the end of a game. Within a session all games except the last have to be played to the end. However, the action "Finish automatically" is offered in the case of a clear playing state.

- Card dealing
The deal is not triggered automatically when the game starts. Rather, it has to be triggered by the player in turn. It is animated on all involved devices. If the stop button is pressed, the cards are still completely dealt, only the animation is suppressed.

- Booking
The booking of the player results can not be suppressed or skipped in an online session.

- Undo/Redo
Undoing and redoing of actions is usually disabled for online sessions. However, the group administrator has the option of enabling and disabling these functions even during a session. If they are enabled, the active user can trigger these functions. This also applies to the resetting of a game or the automatic playback backward or forward.

- Automatic playback backward and forward
These actions are only animated by the user who triggers them. The other online users only see the result of the animation. This is the game state at the end of the playback or the game state at the time when the stop button was pressed.

- Finish automatically
This action will be shown to the active player in the action box if the game result is definitely clear. It will be performed with animation on all involved devices. If the stop button is pressed, the game will still be performed automatically until the end, as opposed to playing offline.

- Playing assistant
The use of the playing assistant is normally disabled for online games. However, the group administrator has the option of enabling and disabling these functions even during a session. If they are enabled, the active user can trigger these functions.

- Sound output

The sound output is currently disabled when playing online.

3.3.2 Change Online Game Settings

If you want to change the settings for online games, you must be game master. The settings then apply to the next game within the online session. Game master they become automatically when you are the first to log on to the online group. If you change the settings before, they are already valid for the first game. Otherwise the game settings used by the user logged-in first are used. To change the settings for online games, follow these steps:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Go online.

- The go online pane comes into view. Enter the name of your online group, your online name, and your online password here.

- If you are the first to logon to the session, you have the option of selecting the "Start with current game" checkbox before logging on. This is the case if you want to play a special game with your fellow players. You must provide this game offline before logging on. After logon, the game is made available to all the other online users. This also applies to the settings used in this game.

- Press this button, to show the game setting pane.

- The game settings pane comes into view. Here, you can review and change the settings for the first or next online game if you are game master. The settings for offline games remain unchanged.

- If you are already in an online session, as game master you can only change the game rules immediately before starting a new game. To do this, you can also access the game settings pane directly. You do not need to go online via go online pane.

3.3.3 Attend a game as bystander

If more than 4 group members sign in for an online session, the excess members automatically become bystanders. It is also possible for a member to sign in as a bystander if another member has already opened a session. In addition, an active player can turn himself into a bystander. To join a game as a bystander, you can do the following:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Go online.

- The go online pane comes into view. Enter the name of your online group, your online name, and your online password here.

- Press this button with the signature "Join bystander" if you want to attend an online session as a bystander. However, another member must have already opened a session as game master. If you are already an active player, you can switch to the spectator bench by pressing this button.

- After signing in, the online game pane disappears and you can see the active group members playing the game. Whether you can see players' cards face up depends on a setting that only the group administrator can change.

- If a player spot is available, you can also make yourself a player. To do this, click on your bystander portrait in the app bar. You will then be asked whether you want to join as a player or leave the session.

- Otherwise, an active player can swap places after consulting with you, as described here.

- With this button you can leave the online session at any time. You can also leave the session by pressing the corresponding button on the app bar.

3.3.4 Swap Roles between Player and Bystander

If you are an active player and there is at least one bystander, you can switch roles with a bystander or drop out and be replaced by a bystander.

- To do this, click on the portrait of a bystander in the app bar.
- A message box will be displayed asking you whether you want to swap places with the bystander in question or be replaced by him. You can also cancel the process.
- Depending on your answer, the bystander then takes your place in the game and you watch or drop out of the session.

⚠️ No normal game actions should be performed during the swap. Please coordinate with your fellow players beforehand via Skype.

3.3.5 Synchronizing Online Playing

When playing online, the following rules apply to communication between the KubiTarock client and the KubiTarock server:

- A client can only send a game state change to the server if all active clients are in sync. Only if a client wants to join or leave the session, it must not be in sync itself. If these conditions do not apply, the client automatically repeats the request at 0.5 second intervals. Only if none succeeds after more than 20 attempts, the client is removed from the session.

- All changes to the game state sent from the server to a client must be automatically confirmed by the client so that the server can determine the state of synchronization.

- If a synchronization failure is detected by the server, a client user can request the server to remove all out-of-sync clients from the session.

- If the connection between a client and the server is broken for a long time (about 60 sec), the client is removed from the session.

- If a client has been removed from a session by the server. The affected client user can try to log in again.

3.3.6 Solve Synchronization Problems

When playing online, it can happen that synchronization errors occur between the devices and the game does not

continue. In order to clarify this situation, it is imperative that you hold an audio conference with the other remote[1] online users. If the server detects that the game state of the session members is no longer synchronized, a related error message will appear for the currently active member. If this is you, you can do the following:

Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Go online.

- The go online pane comes into view.

- Press this button to request the server to remove the out-of-sync members from the session. The server will respond with the number of members removed. Afterwards, the affected members may try to log in again.

[1] If several users want to play online with their devices from the same desk, it is recommended to connect the devices with LAN cables via a switch. With a WiFi connection, the devices may interfere each other when sending or receiving so that more connection errors may occur.

3.4 Statistics And Player Rating

Two types of statistics are distinguished:

- Quiz Statistics
  Quiz statistics are generated based on the quiz games performed. The rating results from the answers to the quiz questions asked.

- Game Statistics
  With version 2021.09 of KubiTarock the game statistics was introduced. The statistic includes all games that have been played until the end of the game. When the game results are determined, a data record for the statistics is also generated. This record contains the game type and a player rating if the game was announced by the system user or if the system user was called in the game. If the system user has controlled more than one player in a game, only the first player is included in rating.

  - For each game that the system user's player has announced or been called in, a target score is determined that they must achieve in order to get the 100 percent success rate. The target score is determined based on the current rule set and is the game score without additional bonuses.

  - The statistics data are created together with the game results. If you go back after displaying the game results with Undo, the statistic data will be removed from the statistics. You can use this, for example, to prevent bad games from being included in the rating.

  - If you still have archived games that were created before the statistics were introduced, you can still include them. You can do this as described here.

You can view the game statistics with the player score on the Statistics pane. You can view these as described here.

3.5 Change Settings

KubiTarock provides various settings spread over several setting panes. If you start with the first pane, you can go

through all of them and inspect all possibilities they provide:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Change settings.

- The game settings pane comes into view. The options on this pane are specific for the current game. You can only change settings that affect the game rules before starting a new game. In an online game, this can also only be done by the game master. In an offline game, you can reset the game with the restart button and then start the game again with changed settings.

- Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The global settings pane comes into view. The options on this pane are applied to all games. In addition, the global settings are synchronized across all devices you are logging in with the same account.

- Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The local setting pane comes into view. The options on this pane are valid for the current device only. If you enable sounds, you can adjust the volume of the individual sounds on the following game sounds pane additionally.

- Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The game appearance pane comes into view. Move to the theme, card face, or card back you want and select it. The change is applied immediately to the game view. The game appearance properties belong to the local settings and therefore have to be set individually on each device.

- If the selected card back contains a photo frame and you want to replace the photo, you must click the photo and perform the exchange as described here.

- Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The game sounds pane comes into view. Here, you can adjust the volume of the speech output and the volume of each other game sound individually. However, on the current device, the sounds are output only if you selected the "Enable sounds" option of the local settings. The game sounds belong to the local settings and therefore have to be set individually on each device.

3.6 Change Appearance

If you want to change the font size, the color theme or the card design, you can follow the steps below:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Change settings.

- The game settings pane comes into view.

- → Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The global setting pane comes into view.

- → Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The local setting pane comes into view.

- → Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The game appearance pane comes into view. Move to the theme, card face, or card back you want and select it. The change is applied immediately to the game view. The game appearance belongs to the local settings and therefore has to be set individually on each device.

- If the selected card back contains a photo frame and you want to replace the photo, you must click the photo and perform the exchange as described here.

3.6.1 Change Card Back Photo

If you want to insert a photo of your choice in a card back, you can perform the following steps:

- ⋯ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Change settings.

- The game settings pane comes into view.

- → Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The global setting pane comes into view.

- → Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The local setting pane comes into view.

- → Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The game appearance pane comes into view. Scroll to the card back with the photo you want to change and click the photo.

- The photo insertion pane comes into view.

- 📷 If a camera is connected, you can click this button to take a snapshot. The camera app allows you to do this. The picture taken is shown in the photo panel.

- Click this button if you want to load a picture from a file. A File Open Picker allows you to go to the target folder step-by-step and select a picture file from there. Only files with the name extensions ".png", ".jpe", ".jpeg", ".jpg", and ".gif" are shown. The photo loaded is shown in the photo panel.

- The new photo shown in the photo panel can be scaled as needed. You can move the zoom slider between 0.05 and 2.0 by dragging the slider thumb. You may also click on the slider behind or in front of the thumb to set a discrete zoom value.

- Drag the clipping shape to the required area.

- Click this button to cut and paste the selected area into the card back and to return to the previous pane.

- The card back with the new insertion is shown in the game appearance pane and all visible card backs in the game view are changed.

3.6.2 Remove Card Back Photo

If you want to remove an inserted photo of a card back, you can perform the following steps:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Change settings.

- The game settings pane comes into view.

- Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The local setting pane comes into view.

- Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The game appearance pane comes into view. Scroll to the card back with the photo you want to change and click the photo.

- The photo insertion pane comes into view.

- Click this button to remove the current insertion from the card back.

- The card back with the default picture is shown in the photo panel and all visible card backs on the game view are changed.

3.7 Change Speech Output and Sounds

If you want to change the speech output or the sounds of the game, you can perform the following steps:

- [...] Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Change settings.

- The game settings pane comes into view.

- [→] Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The global setting pane comes into view.

- [→] Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The local setting pane comes into view. Here you must select the setting "Enable sound outputs" to enable sound outputs on the current device.

- [→] Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The game appearance pane comes into view.

- [→] Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- Die game sounds pane comes into view. On this pane, you can adjust the speech output for the action advices, for the quiz questions, and for the simulated players. You can also adjust the volume individually for each of the other sounds.

- During online playing the sound output is suppressed.

- The game sounds belong to the local settings and therefore have to be set individually on each device.

- Speech output
  First, you must select the application for voice output:
  - Advices
    The action advices are only output for the system user. You can adjust the volume, voice and playback speed. With the playback speed you can generate different vocal levels with one selected voice. You can also set the time in seconds after which the advice is to be repeated atomatically. If the time is less than 6 seconds, no repeating s performed. If you If you do not want to hear the advices, you can select "mute" as the voice.
  - Quiz questions
    The quiz questions are only output for the system user. You can adjust the volume, voice and playback speed. With the playback speed you can generate different vocal levels with one selected voice. You can also set the time in seconds after which the question is to be repeated atomatically. If the time is less than 6 seconds, no repeating is performed. If you If you do not want to hear the questions, you can select "mute" as the voice.
  - Player 1 to 4
    The player announcements are only output if the corresponding player is simulated. You can adjust the volume, the voice, and the playback speed. With the playback speed you can generate different vocal levels with one selected voice.

- Other game sounds

You can only adjust the volume for the other game sounds.

3.8 Change Assistance, Language, and Tariff

If you want to set the game assistance, language, or other global options, you can follow the steps below:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Change settings.

- The game settings pane comes into view.

- Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- Die global settings pane comes into view. Here you can activate game assistance and other options. You can also choose between the languages "German", "English" and "Default".

  ⚠ For newer Android versions, you can select the app language in the system settings. If you do that, the value "Default" should be set as the language.

- These global settings are synchronized across all devices on which you log in with the same account.

3.9 Save Current Game State

KubiTarock saves the current state automatically when the app is suspended. When the app is terminated by the system later, the state is saved already. Thus, whenever you reactivate or restart the app you will always get the state you left the app lastly.

You may also check the global setting "Save each new card deck". If this is checked, the state of each new game is saved immediately after the shuffled card deck is provided. This is most helpful if the app crashes because of program errors. Certainly, no program errors should exists in this app. However, if nevertheless a crash happens, the saved state can be used to replay the game until the crash happens. This could it make a lot easier to find the program error.

After a game is closed, you can store the final state of the app or discard it before starting a new game.

If you want to store the current state at any point in time without leaving the app, you can do the following:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game files.

- The game files pane comes into view. It shows the name, the comment, and the saved status of the current game:
  - × - the game is not saved at all yet. If you click on the icon, saving is performed.
  - ● - a previous state of the game is saved. If you click on the icon, saving is performed.
  - √ - The current state of the game is saved.

You can also save the current game state very quickly by using the shortcut Ctrl+S.

If instead you want to save the current game to a folder of your choice, you can do so following these instructions.

3.10 Save Game to another Folder

If you want to save a game to a folder of your choice, you can do it as follows:

- ☐ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game files.

- The game files pane comes into view. It shows the name, the comment, and the saved status of the current game

- ☐ Press this button if you want to save the current game state to a folder of your choice.

3.11 Share Current Game State

If you want to share the current game state with anyone, you can do the following:

- ☐ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game files.

- The game files pane comes into view. It shows the name, the comment, and the saved status of the current game:
  - × - the game is not saved at all yet. If you click on the icon, saving is performed.
  - ● - a previous state of the game is saved. If you click on the icon, saving is performed.
  - √ - The current state of the game is saved.

- ☐ Press this button to perform sharing with the send email pane. If the button is not visible, you can press this button ☐ to show the list of secondary commands and select the appropriate command from there. If you have selected only a single file, it will be shared as it is. If you have selected multiple files, they will be first packed into a ZIP archive, before the ZIP file is then shared. In any case, the file to be shared is still placed in the folder of the Log files before the send email pane is displayed to send it.
If the current game was not saved yet, this was done automatically before.

3.12 Share Games from Archive

KubiTarock stores the current game in the local application storage. All game files stored before, are moved to the games archive automatically when a new game is stored.

The archive folder may either be a user selected folder or the default "Archive" folder within the local app storage. If you want to access the folder from different devices, you should create such a folder on "OneDrive" and select it here.

At any time, you can reopen, share, or delete the games in the archive folder. To share archived games, you can do the following:

- ☐ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can

reach almost all the panes directly.

- Select the command: Manage game files.

- The game files pane comes into view. It shows the name, the comment, and the saved status of the current game.

- $\rightarrow$ Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The games archive pane comes into view. It shows the game files in the archive folder sorted by descending file names. Click here on the files you want to share one after the other. The files are selected and the count of selected files is displayed above the list box. Click again on a selected file if you want to deselect it.

- ✉ Press this button to perform sharing with the send email pane. If the button is not visible, you can press this button ⋯ to show the list of secondary commands and select the appropriate command from there. If you have selected only a single file, it will be shared as it is. If you have selected multiple files, they will be first packed into a ZIP archive, before the ZIP file is then shared. In any case, the file to be shared is still placed in the folder of the Log files before the send email pane is displayed to send it.

3.13 Update Statistics from Archive

The game statistics were introduced only with KubiTarock version 2021.09. If you still have games archived that were created before the statistics were introduced, you can include them from the archive as follows:

- ⋯ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game files.

- The game files pane comes into view. It shows the name, the comment, and the saved status of the current game.

- $\rightarrow$ Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The games archive pane comes into view. It shows the game files in the archive folder sorted by descending file names.

- ⋯ Click this button to display the list of secondary commands.

- Select the "Update statistics" command.

- The statistics pane is displayed and the update process is started. The process checks all archived files to see if they contain statistics data. If not, they will be generated, the respective game file will be updated, and the generated statistics data will be included in the current game statistics.

- After the process is completed, the updated statistics will be displayed.

3.14 Open Game from Archive

KubiTarock stores the current game in the local application storage. All game files stored before, are moved to the games archive automatically when a new game is stored.

The archive folder may either be a user selected folder or the default "Archive" folder within the local app storage. If you want to access the folder from different devices, you should create such a folder on "OneDrive" and select it here.

At any time, you can reopen, share, or delete the games in the archive folder. To reopen an archived game, you can do the following:

- ••• Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game files.

- The game files pane comes into view. It shows the name, the comment, and the saved status of the current game.

- → Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The games archive pane comes into view. It shows the game files in the archive folder sorted by descending file names.

- Double-click the file you want to open. Alternatively, you can press the Enter key or the space key when the entry is focused.

- The game reopened is shown in the game view.

- To come to the point of your interest, you may replay the game backward or forward, step-by-step or animated. After obtaining that point, you may continue playing with new interactions.

3.15 Open Game from another Folder

If you want to open a game stored in another folder than your archive folder, you can do the following:

- ••• Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game files.

- The game files pane comes into view. It shows the name, the comment, and the saved status of the current game.

- ⬇ Click this button to locate and open the desired file. If the current game is not saved completely, you are ask whether you want to save or or discard it before opening.

- The game opened is shown in the game view.

As an alternative, you can perform these steps:

- Locate the game file in Windows File Explorer or in a similar application.

- Double-click the file name with the extension ".ktaro". You may also select multiple game files at once.

- All selected game files will be copied to your archive folder. The files limit of the archive folder is not considered in this case.

- If KubiTarock is not running yet, the app will be started automatically and the first of the copied files will be opened from the archive. The files copied are ordered by descending names.

- If KubiTarock is running already, a message box will be shown asking you if the current game shall be saved before opening the selected one.

3.16 Share Image Files

KubiTarock stores the image files created by the user in a separate folder. The images folder may either be a user selected folder or the default "Images" folder within the local app storage. If you want to access the folder from different devices, you should create such a folder on "OneDrive" and select it here.

You may share or delete the images files. If you want to share image files with someone, you can do the following:

- ⋯ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game files.

- The game files pane comes into view. It shows the name, the comment, and the saved status of the current game.

- → Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The games archive pane comes into view. It shows the game files in the archive folder sorted by descending file names.

- → Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The statistics files pane comes into view.

- → Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The game images pane comes into view. It shows the existing picture files. Click here on the files you want to share one after the other. The files are selected and the count of selected files is displayed above the list box. Click again on a selected file if you want to deselect it.

- ✉ Press this button to perform sharing with the send email pane. If the button is not visible, you can press this button ⋯ to show the list of secondary commands and select the appropriate command from there. If you have selected only a single file, it will be shared as it is. If you have selected multiple files, they will be first packed into a ZIP archive, before the ZIP file is then shared. In any case, the file to be shared is still placed in

the folder of the Log files before the send email pane is displayed to send it.

3.17 Copy or Move Files

If you want to copy or move files from the archive, the statistics folder, the images folder, or the log files folder to another folder you can proceed as follows:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game files.

- The game files pane comes into view. It shows the name, the comment, and the saved status of the current game

- Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The games archive pane comes into view. It shows the game files in the archive folder sorted by descending file names.

- If you want to copy or move files from a folder other than the archive, you can use this button to move to the next pane until you reach the desired folder.

- Once in the source folder, click one by one on the files you want to copy or move. The files are selected and the number of selected files is displayed above the list box. Click again on a selected file if you want to deselect it.

- Click the list box with the right mouse button or press it with your finger for a second.

- A context menu with several commands appears. Click on the command "Copy/move files".

- The selected files are registered for copying or moving. Under Windows, they are also entered in the clipboard, so that you can also copy the files to another folder with the file explorer.

- Now you still need to select the destination folder. There are two ways to do this:
  - If you have already selected alternate folders for the current folder earlier, you can use the button next to the folder path to expand the folder list and click the destination folder.
  - Otherwise, you can use the button next to the folder path to open a folder selection dialog and select the destination folder.

- Before the contents of the destination folder are displayed, you will be asked whether you want to copy or move the files. However, you can also cancel the operation.
- If you want to use the source folder as the current folder again instead of the destination folder, you can use the button next to the folder path to expand the folder list and click on the source folder.

3.18 Share Online Info Link

If you want to send someone a link to a page of the online info, you must first get the corresponding information:

- Use this button to access the context-sensitive help for the current content of the game view.

- With the command "Show news" you can get the news for the current version. The command is available in the title bar as well as in the extension of the app bar.

- With the command "Show tutorials" you can get the tutorials about KubiTarock. The command is available in the title bar as well as in the extension of the app bar.

- The online info pane overlays the whole gaming table.

- Press this button to perform sharing with the send email pane. If the button is not visible, you can press this button to show the list of secondary commands and select the appropriate command from there. The link to the current web page is already inserted in the mail.

3.19 Undo and Redo Last Action

- Click this button if you want to revert the last action. Alternatively, you can press the Ctrl+Z key combination. The button is disabled if the undo stack is empty.

- Click this button if you want to redo the last action reverted. Alternatively, you can press the Ctrl+Y key combination. The button is disabled if the undo stack is empty.

You should also consider the following:

- If a simulated player is activated at the end of the execution, you must trigger the simulator manually to process the player, because the autoplay function is suspended temporally. Tap on the pulsating player portrait to initiate the simulation. The autoplay function will continue working after initiation if it is not disabled.

3.20 Animated Playback

With this function, you can replay the game backward or forward till you reach the special point of your interest. After obtaining that point, you may continue playing with new interactions.

- Click this button to start an animated replay of the current game in reverse direction. The button is disabled if the undo stack is empty.

- Click this button to start an animated replay of the current game in normal direction. The button is disabled if the redo stack is empty.

You should also consider the following:

- The button is shown blinking as long as an extensive animation is running. If you click this button, the animation will be stopped. The processing will be terminated as soon as a consistent game state is reached. Alternatively, you can press the Esc key.

- If a simulated player is activated at the end of the execution, you must trigger the simulator manually to process the player, because the autoplay function is suspended temporally. Tap on the pulsating player portrait to initiate the simulation. The autoplay function will continue working after initiation if it is not disabled.

3.21 Restart Game

- ⧓ Click this button to restart the current game from begin. Alternatively, you can press the Ctrl+R key combination. The button is disabled if the undo stack is empty.

You should also consider the following:

- If a simulated player is activated at the end of the execution, you must trigger the simulator manually to process the player, because the autoplay function is suspended temporally. Tap on the pulsating player portrait to initiate the simulation. The autoplay function will continue working after initiation if it is not disabled.

- After restart, the shuffled card deck on gaming table is ready for dealing.

- All actions performed in this game are available on the undo stack. To come to the point of your interest, you may replay the game forward, step-by-step or animated. After obtaining that point, you may continue playing with new interactions.

3.22 Playing without User Participation

You can also let KubiTarock play without user participation. This is, of course, primarily intended for testing the application. But it can also be fun to watch the application play autonomously.

For this purpose the user should first take over all players so that he can see the cards of all players. How to do this is described here.

After that you can switch on the autonomous game mode as follows:

- ⋯ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Change settings.

- The game settings pane comes into view.

- → Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The local setting pane comes into view. The options on this pane are valid for the current device only. Here you can switch on or off the "Autonomous mode".

You can use the following actions to start or stop autonomous playing or to automatically switch off autonomous mode:

1. To start the run, execute the current action manually. Then all further actions will be executed by the application without user participation. The autonomous run is indicated by the flashing stop button.

2. If you press the stop button, the autonomous run is stopped and you are ask whether to switch off the autonomous mode.

3. If you deactivate or minimize the KubiTarock window, e.g. because you want to operate another application, the autonomous run is also stopped.

4. When you perform any of the following functions, the autonomous mode is automatically turned off:
   - Revert last action
   - Playback game in reverse direction
   - Start a new game

3.23 Manage User Profiles

KubiTarock has four players. To each of these players, a user must be assigned. After the game is closed, the score of each player is booked on the game account of the associated user. The following types of users are defined:

- System user
  The system user on the current device is yourself. Each system user must control at least one player, all other players are simulated in an offline session. In an online session, on the other hand, only the players who are not controlled by online users are simulated. Unlike online games, an offline game allows the system user to control multiple players for analysis purposes. In an offline game, the system user always has the role of the game master.

- Online user
  In an online session, all system users on the involved devices are online users. After logging in to an online session, their profiles are synchronized on all devices involved. The first registered online user has the role of the game master.

- Simulator "Tarobot"
  This user is assigned to all players not assigned to a simulated user or to an online user.

- Simulated user
  These users are only used in offline games. In online games, all simulated players are directly assigned to the simulator "Tarobot".

In the user list, the profiles of all defined users are shown. The entries are ordered by an access key:

- System user
  In the user list, the current system user is listed under the key ".Me". The profile of this user cannot be deleted. "Me" is used as default user name. If you do online playing, you must enter that name instead the group administrator has assigned to you.

- Simulator "Tarobot"
  In the user list, this user is listed under the key "..Tarobot". The profile of this user can neither be deleted nor changed. "Tarobot" is used as user name and a predefined picture is used as user portrait.

- Simulated user
  You can define such a profile with any name and with a portrait, you prefer. The name and the key are the same.

If you want to create a new user profile, you can do the following:

- ⬚⬚⬚ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game users.

- Die game users pane comes into view.

- ⊕ Click this button to create a new user profile.

- Afterwards, you can edit the data of the yet unnamed user as described here.

If you want to delete an existing user profile, you can do the following:

- ⬚⬚⬚ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game users.

- Die game users pane comes into view.

- Select the profile to be deleted in the user list. Entries starting with a period cannot be deleted.

- ⊖ Click this button to delete the selected user profile.

3.23.1 Edit User Profile

If you want to edit the user profile, you can do this as described in the following.

If the game user pane is not visible yet, you can bring it into view with the following steps:

- ⬚⬚⬚ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game users.

- Die game users pane comes into view.

Make sure that the profile you want to change is selected in the user list. The entry '.Me' cannot be deleted, the entry '..Tarobot' can neither be deleted nor changed..

- In the field user name the name of the user can be entered. It must start with a capital letter and must contain letters, digits, and hyphens only. It length is limited to 32 characters. If you do online playing, you must enter that name at the key '.Me' the group administrator has assigned to you. In addition, the name must not be defined already. It must be case-insensitive distinguishable from all existing names. If you want to change only the case of characters in a name, you must delete the existing profile and create a new one with the desired character cases.

- Initially, a predefined picture is used as user portrait. If you want to change that, you must click it. Then, the user photo pane appears and you can change the picture as described here. For online games, it is recommended that you select a suitable image for the list entry '.Me' so that your fellow players can identify you more easily. If you are a group administrator, you do not have to provide portrait pictures for members of your group. Members profiles are synchronized automatically when you log on to a session. The portrait of each player is also transferred to all participating devices.

- If you are a group administrator, you can enter the password in the online password field, which allows the user to log in to your online user group. As a member of a user group, you only have to enter the password assigned to the group administrator by the list entry '.Me'. The password must contain at least 4 and maximum 32 characters. Colons ':' and semicolons ';' must not be used as content.

- With the player position combo-box, you can change the position of the first player the selected user is assigned to. However, this does not change the order of the players; their positions are automatically changed accordingly.

- For offline sessions, you can assign one or more players to a user with the player assignment panel. You simply need to mark the appropriate check box. The user is then assigned to the respective player and, if necessary, displaces another user. However, you can not remove an existing marking. If you want to assign a player to another user, you must first change the user profile and then assign the desired user to the player. It then displaces the previous user.

3.23.2 Change User Photo

If you want to change the photo of a game user, you can perform the following steps:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game users.

- Die game users pane comes into view.

- Select the profile you want to change in the user list.

- The selected user profile is shown. Click the user portrait.

- The user photo pane comes into view.

- If a camera is connected, you can click this button to take a snapshot. The camera app allows you to do this. The picture taken is shown in the photo panel.

- Click this button if you want to load a picture from a file. A File Open Picker allows you to go to the target folder step-by-step and select a picture file from there. Only files with the name extensions ".png", ".jpe", ".jpeg", ".jpg", and ".gif" are shown. The photo loaded is shown in the photo panel.

- The new photo shown in the photo panel can be scaled as needed. You can move the zoom slider between 0.05 and 2.0 by dragging the slider thumb. You may also click on the slider behind or in front of the thumb to set a discrete zoom value.

- Drag the clipping shape to the required area.

- Click this button to cut and paste the selected area to the user photo and to return to the previous pane.

- The changed user photo is shown in the game users pane and the user photos on all affected player views are changed.

3.24 Take over and Return Players

In online sessions, the online users are automatically assigned to the players. All players who are not assigned to an online user are assigned to the simulator "Tarobot". In offline sessions, however, one of the system users or even a simulated user can control multiple players. Only the players controlled by the current system user display the hand cards with their front side. All other players are controlled by the simulator and only the backsides of their hand cards are visible.

Normally, the current system user controls one player, e.g. Player 1. However, if you want to control additional players and look into their hands, you can take over those players at anytime. And, you can return those players back to the simulator if your concerns are satisfied. Follow the description below to perform such tasks.

If the game users pane is not visible yet, you can make this happen with the following steps:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game users.

- Die game users pane comes into view.

If you want to take over an additional player, you can do this with the following steps:

- In the user list, select the profile ".Me".

- Your user profile is displayed.

- In the player assignment panel mark the player you want to control additionally. You are replacing the current user of that player.

- The hand cards of the player taken over will be displayed face-up. The autoplay function does not include this player any more. You must now perform or initiate all actions of the player manually.

If you control multiple players and want to return one of them back to the simulator, you can do this with the following steps:

- In the user list, select the profile of the user replacing you as controller. If you do not have defined special profiles, select the profile "..Tarobot".

- The profile of the selected user is displayed.

- In the player assignment panel, mark the player you want to be controlled by the selected user. He replaces you as previous user.

- The hand cards of the player returned to the simulator are shown facedown again. The autoplay function also includes the player again, if not disabled.

3.25 Change Player Position

Normally, player 1 is displayed at the bottom, player 2 at the right, player 3 on top, and player 4 on the left of the game view. If you want to change that, you can do this via user profiles. However, the order of the players will be kept anyway.

If the game users pane is not visible yet, you can make this happen with the following steps:

- ⋯ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game users.

- Die game users pane comes into view.

If you want to change the position of a player, you can do this with following steps:

- In the user list, select the profile of user controlling the player.

- The selected user profile is displayed.

- In the player positions combo-box, you can change only the position of the first player the selected user controls. Therefore, the user should control only one player during this procedure. The positions of all other players are changed accordingly to leave the order of players intact.

3.26 Show User Accounts

The points the users have won or lost are booked separately for offline and online games on the game accounts of the users. The offline account balances are stored locally and remain until the system user deletes them. The online account balances are stored in the Microsoft Azure database and are retained until they are deleted by the group administrator. What else happens to the account balances is the sole responsibility of the users. This applies also to the account balance of the simulator "Tarobot".

If you want to see what the different users have won or lost, and how many online games they have performed and paid for, you can do the following:

- ⋯ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game users.

- Die game users pane comes into view.

- → Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The user account pane becomes visible. It shows the account balances of all local users in a table. As long as the access to an online user group is not verified, only the account items that were achieved during offline playing are displayed.

- If you want to see the online account balances, you must fill in the group name and password input fields. As password you can either enter your online password or the password of the group administrator.

- Press this button to verify the access to the group. This button is disabled if the access was done already and the fields group name and password were not changed in the meantime.

- After successful access, the online columns of the table are also filled.

3.27 Manage Online Groups

To set up an online user group, you must be the owner of an active online group add-on. The add-on has a term of one year. By purchasing the add-on again, you can extend the term by one year at a time. You can purchase such an add-on on the app billing pane. If you want to set up and manage a user group, you can proceed as follows:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game users.

- Die game users pane comes into view.

- Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The user accounts pane becomes visible.

- Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The online group pane becomes visible. Here, you can enter the group name and the group password. The group password is necessary for accessing the group management functions:
  - The name must start with a capital letter and must contain letters, digits, and hyphens only. The length is limited to 32 characters.
  - The password must contain at least 5 and must not exceed 32 characters. Colons ':' and semicolons ';' must not be used as content.

- Press this button to verify the access to the group. This button is disabled if the access was done already and the fields group name and password were not changed in the meantime.

- Press this button, to create a new online user group. The button is disabled when the access to the current group is verified.

- If the group was newly created, or if an existing group was successfully accessed, the end of the group's lifetime is displayed instead of the advice "Please press the check access key".

- Once a new group is created, you must add the members to the group. To do so, you must select a user in

the user list and press this key. The entry of this user is then inserted into the member list and removed from the user list. However, you can add only those users from this list who have already been assigned an online password. All users who are not, are disabled and highlighted. How to set up and edit new users is described here.

- You can also remove users from the members list. To do so, you must select a user in the member list and press this button. The entry of this user is then added back to the user list and removed from the member list.

- Press this button when you want to delete your group. Deletion is not possible while an online session with the group is still active. Even after a group has been deleted, its remaining lifetime is maintained. If you create a new group later, it will retain the remaining lifetime of the deleted group. Contact support if a group can not be deleted or its remaining lifetime is not applied to a new group.

- Press this button if you want to purchase an online group add-on. After the successful purchase and booking in the online database of KubiTarock you will see the new expiration date of the group.

- Press this button if you want to show the session settings pane. This section describes how to edit the various settings that should be applied to your group's online sessions.

3.27.1 Change Session Settings

If you have set up a group, you can still enable or disable various action options within the online sessions. The settings affect the next session of your group. You can also change the settings during a session. How to do this is described below:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game users.

- Die game users pane comes into view.

- Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The user accounts pane becomes visible.

- Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The online group pane becomes visible. Here, the group name and the group password must be entered.

- Press this button to verify the access to the group. This button is disabled if the access was done already and the fields group name and password were not changed in the meantime.

- Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow. This button is disabled as long as the access to the group is not verified.

- The session settings pane becomes visible. You can edit the following settings here:

  - Enable playing assistant
    Normally, the playing assistant is not used in online sessions. If you check this option, the simulator selects that action or playing card he would chose in this situation. To confirm the selection, it is sufficient to press the Enter key or the Spacebar. The risk appetite of the simulator can be adjusted on the game settings pane.

  - Enable Undo/Redo
    Normally, the buttons for undo and redo are disabled during an online session. If you check this option, the currently active player can revert an action or redo a reverted action. It is also possible then to restart the game or to playback the game forward or backward.

  - Autoplay interval
    This setting applies only to online sessions in your group, and is applied only when less than 4 online players are involved in a session. The autoplay function allows the simulator to simulate one player after another without the game master having to intervene. The Autoplay function stops when the next player is controlled by an online user. The time interval between two player simulations can be set with this slider. You can move the slider between 0 and 20 seconds. The default value is 2 seconds. The Autoplay function is suspended in certain game situations, so that all online players have an opportunity to adjust to the situation. If the autoplay feature is disabled or suspended, the game master must trigger the simulator by clicking the pulsating player portrait.

  - ✓ Press this button if you want to apply the changed settings to the current online session immediately. Otherwise, changes will not take effect until the next session is started. The button is disabled if no online session of your group is open or if the settings are unchanged.

3.27.2 Remove User from an Online Session

Under some circumstances, it can be necessary to remove a user from an active online session. For example, if a user has forgotten to log out and the other players want to continue the session.

If you are the group administrator and if you are also an active member in this session, you can do the following:

- ⋯ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game users.

- Die game users pane comes into view.

- → Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The user accounts pane becomes visible.

- → Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The online group pane becomes visible. Here, you must enter the group name and the group password.

- ✅ Press this button to verify the access to the group. This button is disabled if the access was done already and the fields group name and password were not changed in the meantime.

- After the group access is verified, the group members are shown in the member list. Members currently online in the current online session are highlighted. If you right-click on the highlighted member to be removed or if you press and hold your finger for about one second on it, a context menu appears.

- If you click the command "Remove user from session" in the context menu, the user will be removed from the session and the other players in the session can continue playing.

3.27.3 Purchase Online Group Add On

To set up an online user group, you must be the owner of an active online group add-on. The add-on has a term of one year. By purchasing the add-on again, you can extend the term by one year at a time. If you want to purchase an add-on, you can proceed as follows:

- ⋯ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Show app info.

- The app info pane becomes visible.

- → Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The app billing pane becomes visible.

- Press this button if you want to purchase an online group add-on. After the successful purchase and booking in the online database of KubiTarock you will see the new expiration date of the group.

3.28 Show Statistics

If you want to see your track record in playing, you can proceed as follows:

- ⋯ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Show statistics.

- The statistics pane becomes visible. Select the statistics type in the "title combo box.

- The desired statistics will be displayed. It shows your success record in calendar form.

3.29 Change a Game

In edit mode, it is possible to create a user-defined game based on an existing game. In this mode, all hand cards and the Talon cards are shown face-up and the user is allowed to freely exchange cards between the players and between players and the Talon.

You can start the edit mode from any game with the following steps:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game files.

- The game files pane comes into view. It shows the name, the comment, and the saved status of the current game.

- Click this button to enter the edit mode.

Alternatively, you can use the shortcut Ctrl+E to enter the edit mode quickly.

In any case, the current game is copied to a new game with the current date and time as name. This new game is shown after dealing of the cards. All hands are showing 12 cards face-up. The gaming table in Talon view shows the 6 Talon cards also face-up.

- You can now drag a card with your finger or with the mouse from one player's hand to another player's hand or to the Talon. When your finger or the mouse pointer is over the card you want to replace, that card must show a green frame. When you drop the dragged card on the desired target card with the green frame, the dragged card replaces the target card and the target card is moved to the place of the source card automatically. You may also exchange cards between the Talon and a player's hand or within the Talon in the same way.

- Alternatively, you can double-click the two cards to be exchanged. Or, you may press the Enter key or the Spacebar if any of them has the input focus assigned. The first card checked will get a green, blinking border. After checking the second card, the exchange will be performed with animation.

- When you have finished editing, you can start the new game from begin by clicking the action "Start edited game" shown in the action box. Alternatively, you can achieve the same by use the shortcut Ctrl-E a second time.

3.30 Filter Archived Games

You can filter the archived game files by specific file name parts and further search the filtered files for games with specific attributes. If you want to filter the archived games by specific file name parts, you can do the following:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Manage game files.

- The game files pane comes into view. It shows the name, the comment, and the saved status of the current game

- Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The games archive pane comes into view. It shows the game files in the archive folder sorted by descending file names. Here you can filter the archived files by specific file name parts:

  - From date filter/to date filter
    Here, you can specify a date range to filter the games by creation date. With three combo boxes, you can specify the year, the month, and the day of the begin date and the end date respectively.
  - Declarer filter
    Here, you can select the name of a user, which must be associated with the game declarer. By selecting the entry "all", you can disable this filter.
  - Game filter
    Here, you can select the name of a specific game. By selecting the entry "all", you can disable this filter.

- You can directly process the filtered files using commands from the context menu or you can select the filtered files and refine the selection by using other filters or by using the search button. To show the context menu, click the list with the right mouse button, or press and hold the finger on it for about one second. If no file is selected, the menu contains a single command only:
  - Select all
    All files will be selected.
  If only one file is selected, the following commands are provided:
  - Open selected file
    The file will be openened if the file type is supported.
  - Delete selected file
    The selected file will be deleted after confirmation.
  - Share selected file
    The selected file will be shared by using the send email pane.
  - Copy/move selected file
    The access path of the selected file is stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the file to the new folder. However, the path is saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access path is also copied to the clipboard. It can then also be processed further with the File Explorer, for example.
  - Invert selection
    The files not selected currently will be selected instead of the files currently selected.
  - Clear selection
    No file will be selected anymore.
  If more than one files are selected, the following commands are provided:
  - Delete selected files
    All selected files will be deleted after confirmation.
  - Share selected files
    All selected files will be shared by using the send email pane.
  - Copy/move selected files
    The access paths of the marked files are stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the files to the new folder. However, the paths are saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access paths are also copied to the clipboard. They can then also be processed further with the File Explorer, for example.
  - Invert selection
    The file not selected currently will be selected instead of the files currently selected.
  - Clear selection
    No file will be selected anymore.
  - Select all
    All files will be selected.

The files will stay selected until you delete a file in this folder or you terminate the application.

- Click this button if you want to search the filtered and/or selected files further for specific attributes stored in the game files itself. Here is described how to do that.

3.31 Search Archived Games

You can filter the archived game files by specific file name parts and further search the filtered files for games with specific attributes.

Only one of the search criteria specified in a search needs to be found for the file to be selected. If you want two search criteria to apply to the files found, you must first search for the first criterion and then search for the second criterion in the result files. You can also restrict the search to the selected files: If files are selected, only these files are searched. You can also select files before calling the search, in which case only these files are searched. When you return to the archive disk, the file selection is retained.

If you want search the filtered files further by specific game attributes, such as won or lost bonus points, you can do the following:

- At first, you should filter the archived files if possible. This could accelerate the search significantly. Here is described how to do that. After the optional filtering, you can proceed as follows:

- Click this button on the games archive pane to show the game search pane.

- Here, you must you must define the search attributes at first. For each attribute, the following steps must be performed:

  - Selection of the game detail and the secondary attributes:

    - Game detail
      With this combo box, you can choose a game detail: the game itself or a bonus point. The item defines the primary search attribute. With the combo boxes to the right, you can add secondary attributes to refine the game detail.

    - Announced
      With this combo box, you can choose whether or not ("yes" or "no") the bonus point to be found must be announced. With entry "all", you can define that the announced attribute must not be considered. This combo box is disabled if the game itself is defined as game detail.

    - Contra
      With this combo box, you can define that no contra ("no"), a contra ("yes"), or a contra against a contra ("re") must be announced against the defined game detail. With entry "all", you can define that the attribute must not be considered.

    - Won
      With this combo box, you can define that the defined game detail must be won or lost ("yes" or "no"). With entry "all", you can define that the attribute must not be considered.

  - With this button, you must add the defined attribute to the search attributes.

  - If necessary, you can remove a defined attribute from the list again. For this purpose, only the

game detail is considered. The secondary attributes are irrelevant in this case.

- ⊚ Click this button if all desired attributes are defined and added to the search attributes. After clicking this button, the button image changes. You can stop the searching prematurely by clicking the button again if you want.

- After the search is completed, the number of files found and the file names found are shown. If you are satisfied with the result, you can directly process the filtered files using commands from the context menu or you can select the filtered files and refine the selection by other filters and searches. To display the context menu, click the list with the right mouse button, or hold the finger on it for one second. If no file is selected, the menu contains a single command only:
    - Select all
      All files will be selected.
  If only one file is selected, the following commands are provided:
    - Open selected file
      The file will be openened if the file type is supported.
    - Delete selected file
      The selected file will be deleted after confirmation.
    - Share selected file
      The selected file will be shared by using the send email pane.
    - Copy/move selected file
      The access path of the selected file is stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the file to the new folder. However, the path is saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access path is also copied to the clipboard. It can then also be processed further with the File Explorer, for example.
    - Invert selection
      The files not selected currently will be selected instead of the files currently selected.
    - Clear selection
      No file will be selected anymore.
  If more than one files are selected, the following commands are provided:
    - Delete selected files
      All selected files will be deleted after confirmation.
    - Share selected files
      All selected files will be shared by using the send email pane.
    - Copy/move selected files
      The access paths of the marked files are stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the files to the new folder. However, the paths are saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access paths are also copied to the clipboard. They can then also be processed further with the File Explorer, for example.
    - Invert selection
      The file not selected currently will be selected instead of the files currently selected.
    - Clear selection
      No file will be selected anymore.
    - Select all
      All files will be selected.
  The files will stay selected until you delete a file in this folder or you terminate the application.

3.32 Synchronizing User Data

KubiTarock synchronizes global settings, billing data, and cumulative results across multiple devices on which you log in with the same account. The program does this as follows:

- The data of a logging in user are compared with the data stored in the central KubiTarock server. Depending on the data type and comparison result, either the value stored at the server or the value of the logging in user is further used:
    - For a calendar date, such as the installation date, the smaller value - the oldest date - will continue to be used.
    - For a numeric value, such as the number of games or the number of game days paid, the larger value will continue to be used.
- The results of the data synchronization at login are stored both on the KubiTarock server and on the logged-in user's device.
- The game settings and language are also immediately saved to the server when a change is made, if it is available. If the user logs on to another device, these settings will be applied.

Basically, it is assumed that a user only uses KubiTarock on one device at a time. If multiple users with the same account at the same time are active, the synchronization result is incorrect.

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3.33 Billing and License Renewal

If you want to see how long your license is still valid or if you want to buy an add-on to extend your license, you can do the following:

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Show app info.

- The app info pane becomes visible.

- Click this button to go to next pane. Alternatively, you may press the key combination Alt+Right arrow.

- The App billing pane becomes visible. Here you can see your KubiTarock account and the licenses tied to it. You also see how long a license is still valid.

- If you want to extend a license, you should select a suitable add-on in the lower part of the pane and click on the corresponding image.

- The corresponding Store app will be opened and the add-on will be offered for purchase.

- If the purchase is successful, you will see the changed license data on the App billing pane.

3.34 Setting up an online account

If you want to create an online account and switch to the online license, you can follow these steps.

- Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can

reach almost all the panes directly.

- Select the command: Show app info.

- The app info pane becomes visible.

- ⬚⬚⬚ Press this button on the app bar of this pane to display the list of secondary commands.

- Select the command: Setup account.

- The account setup pane becomes visible. On this you can create an account in two steps:

  1. You must enter a personal e-mail address as the account name and request verifications code. You will then automatically receive a reply e-mail with a verification code.
  2. After you receive the reply email with the verification code, enter it in the appropriate field and have the code verified. If the verification and account setup were successful, the changed data will be displayed on the app billing pane.

3.35 Deleting the online account

If you want to delete your online account and use the offline license instead, you can proceed as follows:

- ⬚⬚⬚ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Show app info.

- The app info pane becomes visible.

- ⬚⬚⬚ Press this button on the app bar of this pane to display the list of secondary commands.

- Select the command: Delete account.

- You will be asked again if you really want this. With the account deletion you automatically switch to the offline license. However, you can switch back to the online license at any time when you create an online account.

3.36 Write a Review

If you want to write a review about KubiTarock that other potential buyers can read, follow these steps:

- ⬚⬚⬚ Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Show app info.

- The app info pane becomes visible. Press the button "Write a review".

- You will see the KubiTarock page in the Microsoft Store where you can review the review.

3.37 Send us a Support E-Mail

If you experience a problem playing with the app, have a suggestion for improvement or simply want to give us your opinion, you should send an email to KubiTarock support. You can do this as follows:

- ··· Press this button on the app bar of the game view to show the list of secondary commands. On a PC, you can use the menu of the title bar alternatively. This menu is more detailed than that of the app bar, so you can reach almost all the panes directly.

- Select the command: Show app info.

- The app info pane becomes visible. Press the button "Send us a support email".

- The send email pane will then be displayed and you can send your request directly to KubiTarock support. The email already contains the current game in the attachment.

4   User Interface

The user interface of KubiTarock is structured in the game view, some compartment views, and several overlay panes:

- Game View
  - Player View
  - Gaming Table
    - Talon View
    - Result View
    - Book View
- Overlay Panes
  - Go Online
  - Playing Assistant
  - Game Settings
  - Global Settings
  - Local Settings
  - Game Appearance
    - Card Viewer
    - Card Back Photo
  - Game Sounds
  - Game Files
  - Games Archive
    - Game Search
  - Statistics Files
  - Game Images
  - Log Files
  - Game Users
    - User Photo
  - User Accounts
  - Online Group
    - Session Settings
  - Quiz Question
  - Statistics
  - App Info
    - Account Setup
  - App Billing
    - Account Setup
  - Send Email
  - Online Info

The game view is the foundation of the user interface. It provides the surface for most gaming actions. The player views and the gaming table are parts of that. The additional overlay panes can be selected when needed to change game properties or to get help about gaming. When selected, the pane is shifted into view overlaying the game view with a shading transparent background. The pane is shifted out of view after clicking the back button on the pane or after clicking an uncovered part of the game view.

Various passive and active control elements are arranged on the areas of the game view and the overlay panes. While the passive controls used only to display text or images, active controls can be interacted with if they are not locked. Besides the standard active elements such as buttons, input fields, list boxes, check boxes, combo boxes and sliders, KubiTarock offers the following specific active elements:

- Playing Card
- Aktion Box
- User Portrait

KubiTarock can be played with mouse, pen, or finger as well as with the keyboard. For keyboard interaction, the following interface elements are important and described separately:

- Playing Cards
- Action Box
- Shortcuts

4.1 Game View

Figure 1 shows the main interface of KubiTarock - the game view. The game view looks the same on all devices. Depending on device type and interaction mode, the following additions can be used for interaction also:

- Title bar on personal computers
- System bar on mobile devices

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.

Figure 1: Game View

1. Player 1
   The view of player 1 surrounded by a rectangular frame and placed at the bottom of the game view is associated to the current system user. This can be changed but, not the general ordering of the players 1 to 4, which is counter-clockwise.

2. Player 2
   The view of player 2 is placed at the right side of the game view normally.

3. Player 3
   The view of player 3 is placed at the top of the game view normally. The frame of this view is highlighted because player 3 is currently activated.

4. Player 4
   The view of player 4 is placed at the left side of the game view normally. If the same user - e.g. the simulator "Tarobot" - controls multiple players, the players can be distinguished by their player numbers shown in superscript.

5. Gaming table
   The gaming table in the center of the game view shows the played cards, the Talon, and the most important data of the current game. At the bottom left of the table, the action advice for the activated player is show. If the current system user controls the player, an additional action box is shown beneath in some cases. With this, the user can select actions or announcements.

6. App bar
   The app bar provides access to common application tasks, such as reverting an unwanted action or displaying help info. It can either occupy a fixed space above the gaming table or overlay the gaming table at the top border. In the later case, it is translucent and the overlaid part of the gaming table is still visible therefore. Additionally, it's visibility can be toggled in this case by clicking on a free space of the game view. If the local option "Auto hide app bar" is selected, the unfixed app bar is automatically hidden when the system user's player is deactivated.

7. Bystander portraits
   If there are bystanders while playing online, their portraits are displayed from left to right in the app bar. A bystander portrait can be clicked on by an activated player to switch places with the bystander or to have the bystander replace him or her as a player and session participant. But the bystander himself can also click on his portrait to change himself to a player when a seat is free.

8. This button is only visible when the game view is displayed in full screen mode. Press this button to switch off the full screen mode. The game view is then displayed in a desktop window again.

9. Click this button if you want to revert the last action. Alternatively, you can press the Ctrl+Z key combination. The button is disabled if the undo stack is empty.

10. Click this button if you want to redo the last action reverted. Alternatively, you can press the Ctrl+Y key combination. The button is disabled if the undo stack is empty.

11. This button swaps its image and its function:

    ○ This button is shown when you are offline and do not play in the quiz mode. If you press the button, a new offline game is started. If the current game state is not saved yet, an appropriate prompting message will be displayed. Depending on your answer, the current state will be saved or discarded before starting the new game. Alternatively, you can use the Ctrl+N key combination.

    ○ This button is shown when the current offline game is in quiz mode. When you press the button, a new quiz game is started. If the current game state is not saved yet, an appropriate prompting message will be displayed. Depending on your answer, the current state will be saved or discarded before starting

the new game. Alternatively, you can use the Ctrl+N key combination.

- ○ This button is shown only if you are online. When you press the button, a message box will appear asking if you really want to leave the online session. If so, the online mode will be terminated and the offline game will be reloaded that was displayed before the online session.

- ○ The button is shown blinking as long as an extensive animation is running. If you click this button, the animation will be stopped. The processing will be terminated as soon as a consistent game state is reached. Alternatively, you can press the Esc key.

12. Click this button to restart the current game from begin. Alternatively, you can press the Ctrl+R key combination. The button is disabled if the undo stack is empty.

13. Click this button to start an animated replay of the current game in reverse direction. The button is disabled if the undo stack is empty.

14. Click this button to start an animated replay of the current game in normal direction. The button is disabled if the redo stack is empty.

15. Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

16. If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane. The following secondary commands at the end of the list are never shown as buttons:

- ○ Play online
  Select this command to show the go online pane. You can join a session on that pane. You also can leave an active session or try to renew a disturbed session.

- ○ New quiz game / Exit quiz mode
  This command changes its function depending on the playing mode:
  - In offline mode, you can start a new quiz game. If the current game is <u>never</u> advanced further than to licitation, it is performed as a quiz game. Otherwise, a new quiz game will be launched.
  - In quiz mode, you can exit the quiz mode and continue playing the game normally. Points that you have already achieved will be retained.
  - In online mode the command is disabled.

- ○ Change settings
  Select this command to show the game settings pane. You can change properties on this pane that are used for the current game only. You can also go further to the other settings panes from there:
  - Local settings pane.
    On this pane, you can change properties used on the current device only.
  - Game appearance pane.
    On this pane, you may select another color theme for the game view or choose another card face

or card back. These setting are also vaild on the current device only.
- ■ Game sounds pane.
  On this pane, you may change the volume of the speech output and of each game sound individually. These setting are also vaild on the current device only.
- ■ Global settings pane.
  On this pane, you can change properties used for all games. Additionally, the global settings will be synchronized across devices you are logging in with the same account.

- ○ Manage game files
  Select this command to show the game files pane. You can comment on the current game on this pane, save it, share it with others, switch to edit mode, save it to a folder of your choice or load a game file stored in any folder. Besides, you can also reach other file management panes from this pane:
  - ■ Games archive pane
    You can select an archive folder of your choice on this pane and reopen an archived game. You can also filter, search, copy, delete or share the archived files.
  - ■ Statistics files pane
    You can select a folder of your choice on this pane, where the statistics files of KubiTarock will be stored. You can also open, copy, delete or share statistics files with others.
  - ■ Image files pane
    You can select a folder of your choice on this pane, where the card backs and user portraits you have created are stored. You can also copy, delete or share the files.
  - ■ Log files pane
    You can select a folder of your choice on this pane, where the log files of KubiTarock will be saved. In addition, files that are attached to an email you have created are also stored there. You can view, copy, delete or share the files with others.

- ○ Manage game users
  Select this command to show the game users pane. You can set up new users or delete existing users on this pane. You can also assign one or more players to a user and change the positions of the players. You can also go further to the other user related panes from there:
  - ■ User accounts pane
    It shows a table with the account balances of all local users. If the access to an online user group is verified, the online account balances of that group are also included. In addition, you can reset the account balances of the users shown to 0 here.
  - ■ Online group pane
    On this pane, you can create and manage an online user group if you are owner of an active online user group add-on. You can perform the add-on purchase on the app billing pane. The online user group is stored in a Microsoft Azure database and can have with up to 12 members.

- ○ Show statistics
  Select this command to show the statistics pane. You can read the calendar-related development of your success on this pane.

- ○ Show app info
  Select this command to show the app info pane. You can find information about the application on this pane and you can switch to the store to write a review about the application there. If you have a problem with KubiTarock, you can also send an email directly to KubiTarock support. You can also go further to the next app related pane from there:
  - ■ app billing pane
    You can view the billing for your usage licenses on this pane. Also you can purchase an add-on in the store of the respective platform to renew your playing license or your online group license.

- ○ Show news
  Select this command to show news about KubiTarock on the online info pane.

- Show tutorials
  Select this command to show tutorials about KubiTarock on the online info pane.

The game view can also be shown in different orientations and sizes.

4.1.1 Title Bar

Figure 2 shows the title bar. It is available only on PCs in desktop mode.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.


Figure 2: Title Bar

1. ☰ Click this button to open the list of secondary commands as shown in figure 2. In contrast to the list show by the more button on the app bar, this list is more detailed and does not contain displaced primary commands:

   - Play online
     Click this command to show the go online pane. You can join a session on that pane. You also can leave an active session or try to renew a disturbed session.

- New quiz game / Exit quiz mode
  This command changes its function depending on the playing mode:
    - In offline mode, you can start a new quiz game. If the current game is <u>never</u> advanced further than to licitation, it is performed as a quiz game. Otherwise, a new quiz game will be launched.
    - In quiz mode, you can exit the quiz mode and continue playing the game normally. Points that you have already achieved will be retained.
    - In online mode the command is disabled.

- Change game settings
  Click this command to show the game settings pane. You can change properties on this pane that are used for the current game only.

- Change global settings
  Click this command to show the global settings pane. On this pane, you can change properties used for all games. Additionally, the global settings will be synchronized across all devices you are logging in with the same account.

- Change local settings
  Click this command to show the local settings pane. On this pane, you can change properties used on the current device only.

- Change appearance
  Click this command to show the game appearance pane. On this pane, you may select another color theme for the game view or choose another card face or card back. These setting are also vaild on the current device only.

- Change game sounds
  Click this command to show the game sounds pane. On this pane, you may change the volume of the speech output and of each game sound individually. These setting are also vaild on the current device only.

- Manage game files
  Click this command to show the game files pane. You can comment on the current game on this pane, save it, share it with others, switch to edit mode, save it to a folder of your choice or load a game file stored in any folder.

- Manage archive
  Click this command to show the games archive pane. You can select an archive folder of your choice on this pane and reopen an archived game. You can also filter, search, copy, delete or share the archived files.

- Manage game statistics
  Click this command to show the game statistics pane. You can select a folder of your choice on this pane, where the statistics files of KubiTarock will be stored. You can also open, copy, delete or share statistics files with others.

- Manage images
  Click this command to show the game images pane. You can select a folder of your choice on this pane, where the card backs and user portraits you have created are stored. You can also copy, delete or share the files.

- Manage log files
  Click this command to show the log files pane. You can select a folder of your choice on this pane,

where the log files of KubiTarock will be saved. In addition, files that are attached to an email you have created are also stored there. You can view, copy, delete or share the files with others.

- Manage game users
Click this command to show the game users pane. You can set up new users or delete existing users on this pane. You can also assign one or more players to a user and change the positions of the players.

- Show user accounts
Click this command to show the User accounts pane. It shows a table with the account balances of all local users. If the access to an online user group is verified, the online account balances of that group are also included. In addition, you can reset the account balances of the users shown to 0 here.

- Manage online group
Click this command to show the Online group pane. On this pane, you can create and manage an online user group if you are owner of an active online user group add-on. You can perform the add-on purchase on the app billing pane. The online user group is stored in a Microsoft Azure database and can have with up to 12 members.

- Show statistics
Select this command to show the statistics pane. You can read the calendar-related development of your success on this pane.

- Show app info
Select this command to show the app info pane. You can find information about the application on this pane and you can switch to the store to write a review about the application there. If you have a problem with KubiTarock, you can also send an email directly to KubiTarock support.

- Show app billing
Select this command to show the app billing pane. You can view the billing for your usage licenses on this pane. Also you can purchase an add-on in the store of the respective platform to renew your playing license or your online group license.

- Show news
Select this command to show news about KubiTarock on the online info pane.

- Show tutorials
Select this command to show tutorials about KubiTarock on the online info pane.

- Show help
Click this command to show context-sensitive help on the online info pane. Alternatively, you can press the F1 key on the keyboard.
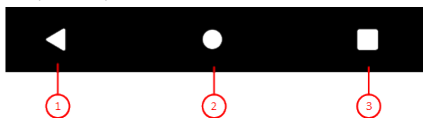
2. ← The function of the back button depends on the current state of the game view:
   - If an animation is running, you can press it to stop the animation.
   - If the help pane is visible, you can press it to move the pane out of view.
   - If an overlay pane is visible, you can press it to move the pane out of view.
   - if a card is marked for a two-step movement, you can use it to remove the pending command and the marking from the card.

3. This button swaps its image and its function: The expand image is shown if the game view is not in full-screen mode, and the reduce image is shown if the game view is in full-screen mode:
   - ↙ Press this button to show the game view in full-screen mode. In this mode, the game view uses the whole screen and the title bar is hidden. To make the title bar visible again, you must either move the

mouse to the upper edge of the screen or you must make a wipe-in gesture with your finger there.

- ○ ↗↙ Press this button to return to the normal size of the game view. The game view is then shown in a desktop window again. In full-screen mode, this button is also displayed on the app bar.

4. ▬ Press this button to minimize the game view. The app is also suspended in this case. That means, that an online session will be closed automatically. To restore the game view back in a desktop window, you can click the app symbol on the task bar.

5. This button swaps its image and its function: The maximize button is shown, if the game view is not maximized, and the restore button is shown, if the game view is maximized:

- ○ ☐ Press this button, to maximize the game view. Just like the full-screen mode, the maximized game view occupies the whole screen. But, the title bar is not hidden in this case.

- ○ ❑ Press this button to restore the game view to it's normal size.

6. ✕ Press this button to exit the application. In offline mode, the game state is saved before termination automatically. In online mode you will be signed-out automatically.

4.1.2 System Bar

Figure 3 shows an off-screen system bar as used on some Android devices.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.


Figure 3: System Bar

1. Back button
   The function of the back button depends on the current state of the game view:
   - ○ If an animation is running, you can press it to stop the animation.
   - ○ If the help pane is visible, you can press it to move the pane out of view.
   - ○ If an overlay pane is visible, you can press it to move the pane out of view.
   - ○ if a card is marked for a two-step movement, you can use it to remove the pending command and the marking from the card.
   - ○ If none of the above cases is true, the app will be suspended. In offline mode, the game state is saved before suspension automatically. In online mode, you will be signed-out automatically.
2. System button
   Press this button to leave KubiTarock temporarily. From the start screen, you can call another application and later return to KubiTarock with 3).

3. Started apps button
   Press this button if you want to see the started apps under Android. You can reactivate one of them by clicking on it.

Figure 65 and figure 66 show an on-screen system bar as used on some Android devices. In landscape format, you can switch this off and enlarge the game view.
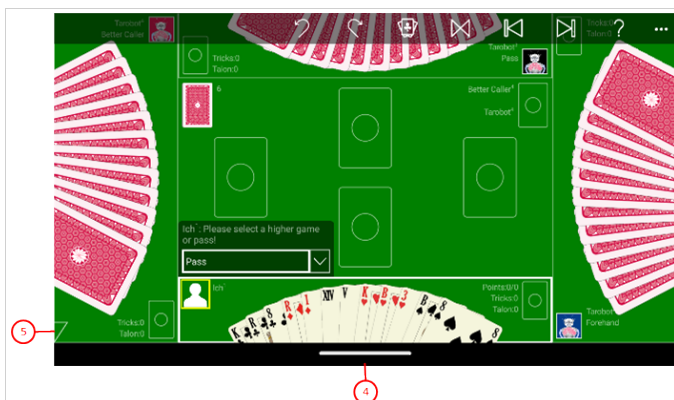
Figure 65: On-screen system bar switched on
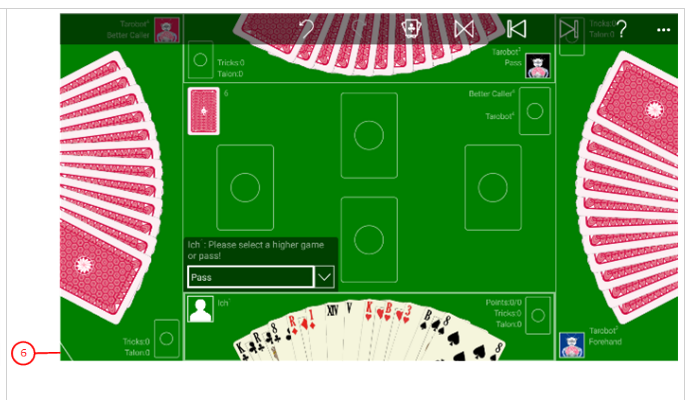
Figure 66: On-screen system bar switched off

4. On-screen system bar switched on

5. Expand pike
   Click on this pike if you want to switch off the on-screen system bar and expand the game view.

6. Restore pike

Click on this pike if you want to restore the original size of the game view and switch the on-screen system bar back on.

4.1.3 View Sizes and Orientations

As shown in the pictures Table 7, the game view can be displayed in several orientations.

In desktop mode, the size of the application window can be changed as appropriate. In tablet mode and on mobile devices, the game view uses the whole screen normally. In tablet mode, the screen can also be subdivided between two apps in landscape orientation. Starting at a minimum width, the width of the game view can be continuously varied until the maximum screen width.
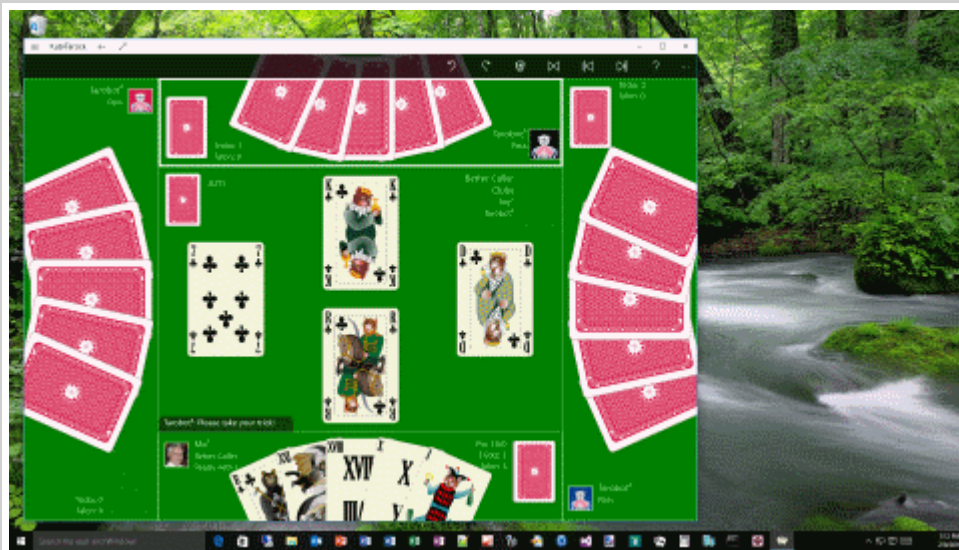
Figure 4: Game View on the Desktop

Figure 5: Game View in Full-Screen, Landscape Orientation
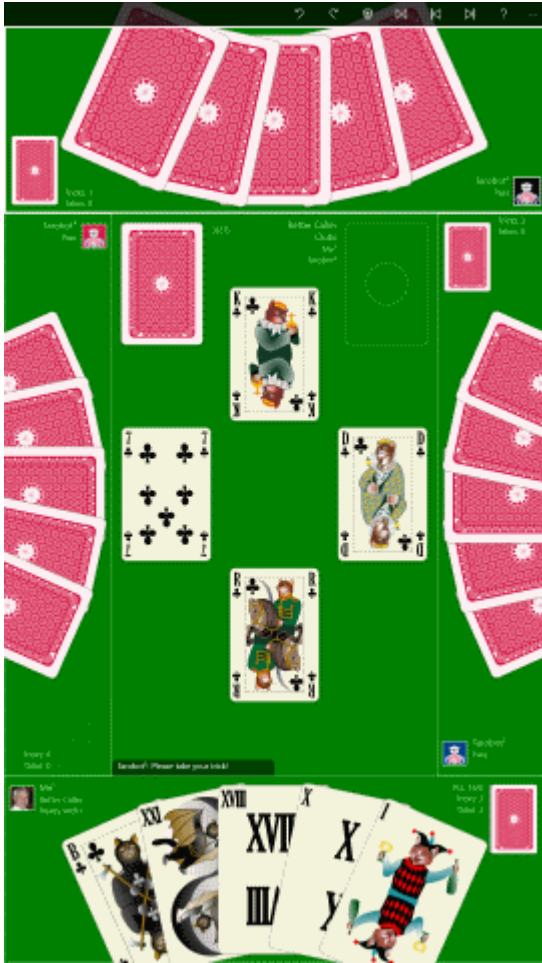
Figure 6: Game View in Full-Screen, Portrait Orientation
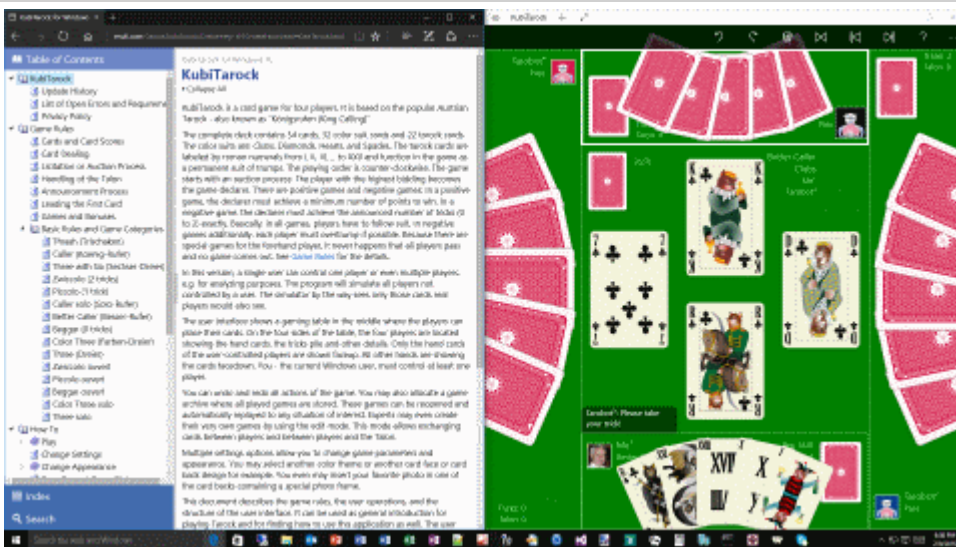
Figure 7: Game View in Half-Screen, Landscape Orientation with Two Apps

Table 7: View Sizes and Orientations

The view orientation can be changed either by turning the device if your device supports this. Alternatively, by changing the orientation option in the display settings of the control panel.

4.1.4 Player View

Figure 8 shows a single player view, a compartment of the game view.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
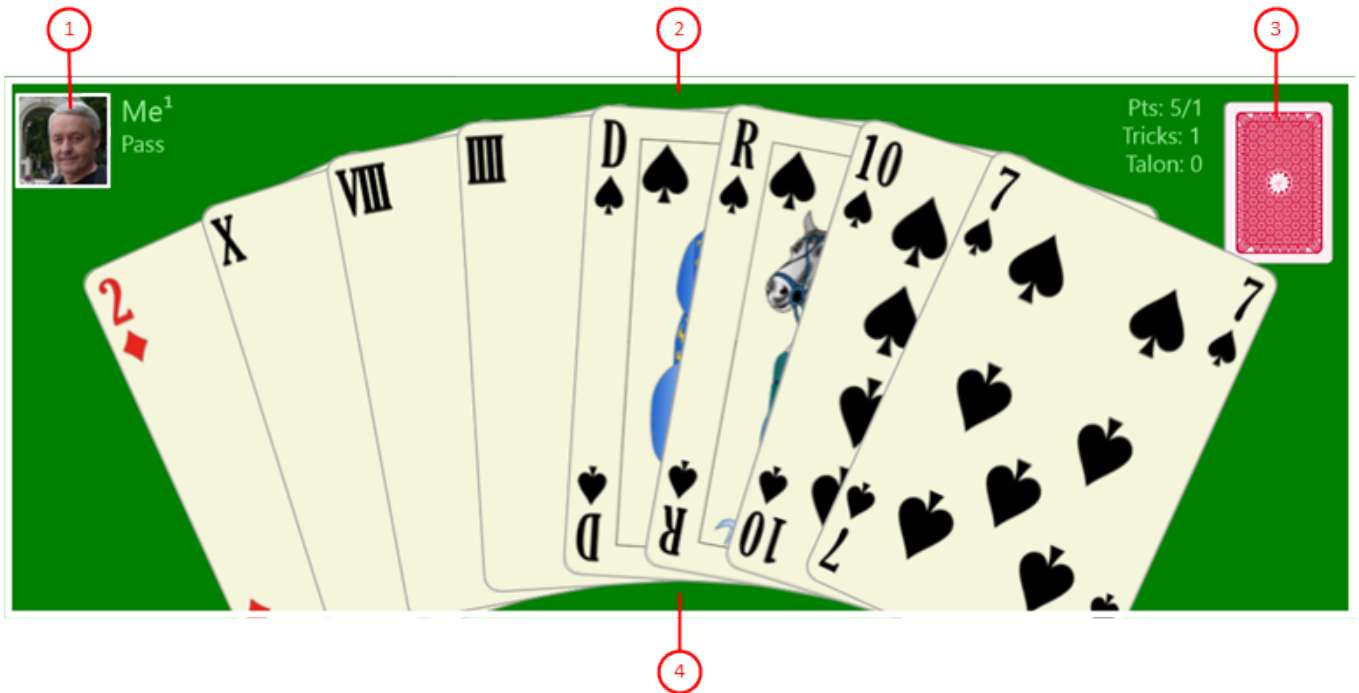

Figure 8: Player View

1. Player profile
   The player profile combines one of the four players with a user. At least one player must be assigned to the current system user. This is the case here:
   - The user portrait shows the current system user or a default picture. "Me" is used as default name. However, any name can be used. The combination of user name and superscript player number represents the player name. This way it is possible to distinguish between players that are controlled by the same user. For example, it is possible that the current system user controls several or all players for analysis purposes. If the player is activated, the user portrait can also be clicked to activate the game assistant. Players not controlled by the current system user are controlled by the built-in simulator. Those players can also be assigned to a user with name and portrait. If this is not the case, the default name "Tarobot" and the default portrait of the simulator are used.
   - If the player is the card dealer, the frame around the user photo is highlighted in color. When playing online, a special frame color is also used for the game master.
   - Below of the player name, the current bidding or announcements of the player are shown.

2. Player frame
   The player view is separated from the other parts of the game view by a rectangular frame. This frame embraces the player profile, the hand cards, and the tricks pile. The frame is highlighted when the player is activated. Additionally, the portrait of the activated player is pulsating: It cyclic changes its size within fixed limits. If the current system user clicks on it, the simulator carries out the next action of the player. For a player controlled by the simulator, this is only necessary if the autoplay function is disabled or suspended.

3. Tricks and points
   On this pile, the tricks taken and the odd cards after Talon acquisition are deposited. Besides the pile, the number of tricks taken and the number of deposited cards after Talon acquisition are show. If there are tarock

cards under the deposited cards, the number of these cards is shown additionally. After game finish, the score of the pile is shown also. If the current system user controls the player, the score is shown during the game already.

4. Hand
   The cards left in the player's hand are shown here. If the current system user controls the player, the cards are shown face-up. Otherwise, the hand cards are shown facedown.

4.1.5 Gaming Table

The gaming table in the center of the game view can show different content:

- Normal view (Figure 9)
  This view is shown when the game starts, during the licitation process, and when the cards are played.
- Talon view (Figure 10)
  This view is shown automatically when a player has won licitation with a positive game allowing acquisition of a Talon half. It remains visible until the first card has to be played. The view may also be requested after game finish from the result-view of the gaming table. It shows then the Talon cards left over and their score value.
- Result view (Figure 11)
  This view is shown when the game is finished. This is the case after the last trick has been taken or after the game has been lost prematurely. With most games, it is possible to toggle between this view and the Talon view to show the Talon cards left over and their score value.
- Book view (Figure 12)
  This view is shown after the result view when the game score is booked on the associated user accounts.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button of the browser.
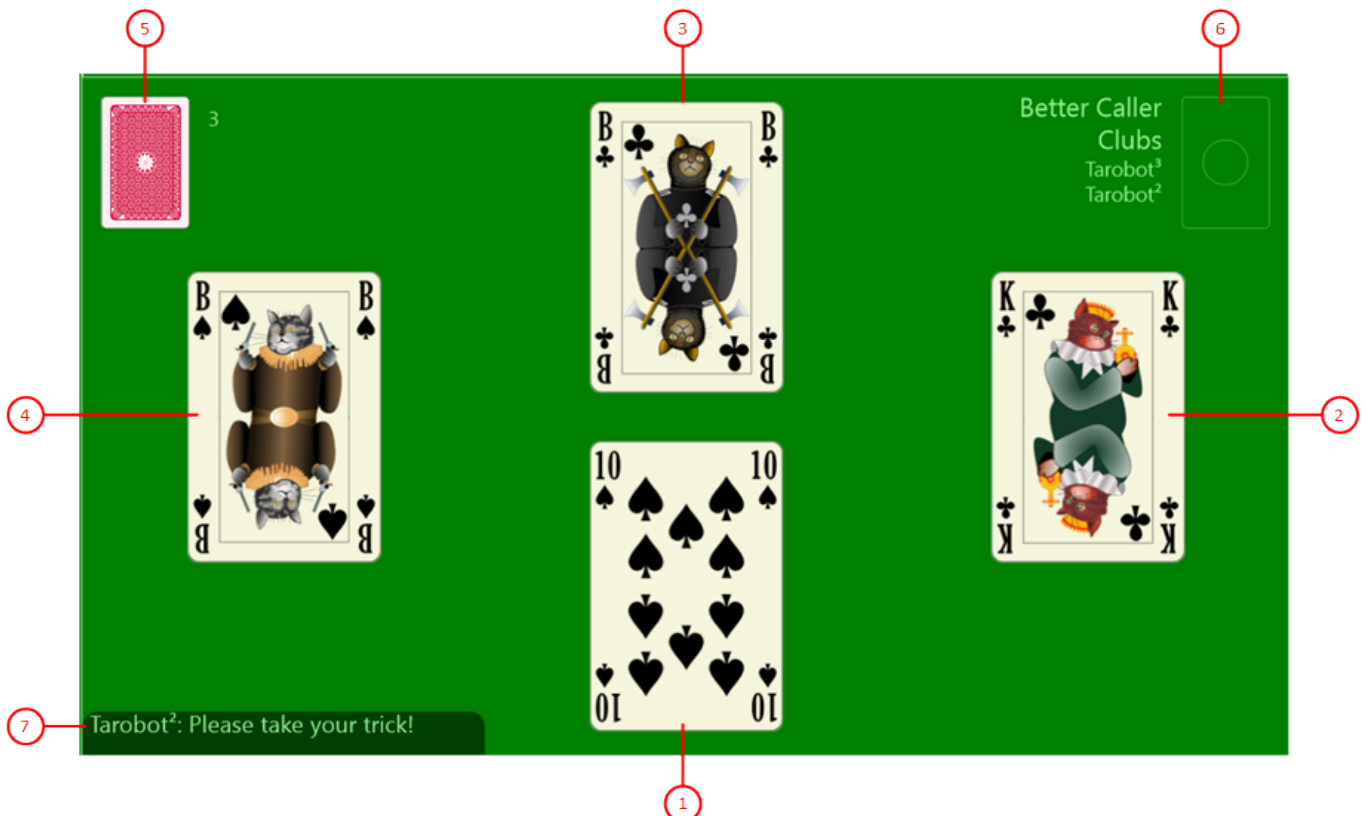

Figure 9: Gaming Table Normal View

1. Card from lower player
   The card the lower player has played is shown here.

2. Card from player on the right
   The card the player on the right has played is shown here.

3. Card from upper player
   The card the upper player has played is shown here.

4. Card from player on the left
   The card the player on the left has played is shown here.

5. Talon
   The Talon pile shown here. The number of cards in the pile is displayed right beside it. If one-half of the Talon was taken away, the number of remaining tarocks in the pile is displayed in brackets additionally.

6. Current game
   After game start, the shuffled card deck is shown here. Left beside it, the name of the current game is shown. If a King is called, the color suit of that King or "4th King" is also shown respective. "4th King" is shown if the declarer himself has three kings in his hand. Below the called King, the name of the declarer is displayed and below of that name, the name of the callee is displayed after the callee is exposed. The callee may expose himself only by playing the called King or by announcing "King ultimo".

7. Action advice
   An action advice for the active player is shown here, like "Please take your trick" for example. If current system user controls the active player, the user may execute the action manually by using his finger or the mouse. Otherwise, the simulator will select and execute the action. If the autoplay function is disabled or suspended, the current system user must trigger the simulator to action by clicking on the pulsating portrait.
   If the active player is controlled by the current system user, the action box is displayed beneath the advice box when needed. From there, the user can select a single action or one or more announcements.

4.1.5.1 Gaming Table - Talon View

Figure 10 shows the gaming table with the Talon view. This view is shown automatically when a player has won licitation with a positive game allowing acquisition of a Talon half. It remains visible until the first card is played. The view may also be requested after game finish from the result-view of the gaming table. It shows then the Talon cards left over and their score value.

The Talon view is also used when the gaming table is in edit mode. This mode allows the user to create a new game based on an existing one. In edit mode, the user can freely exchange cards between the players and between the players and the Talon.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
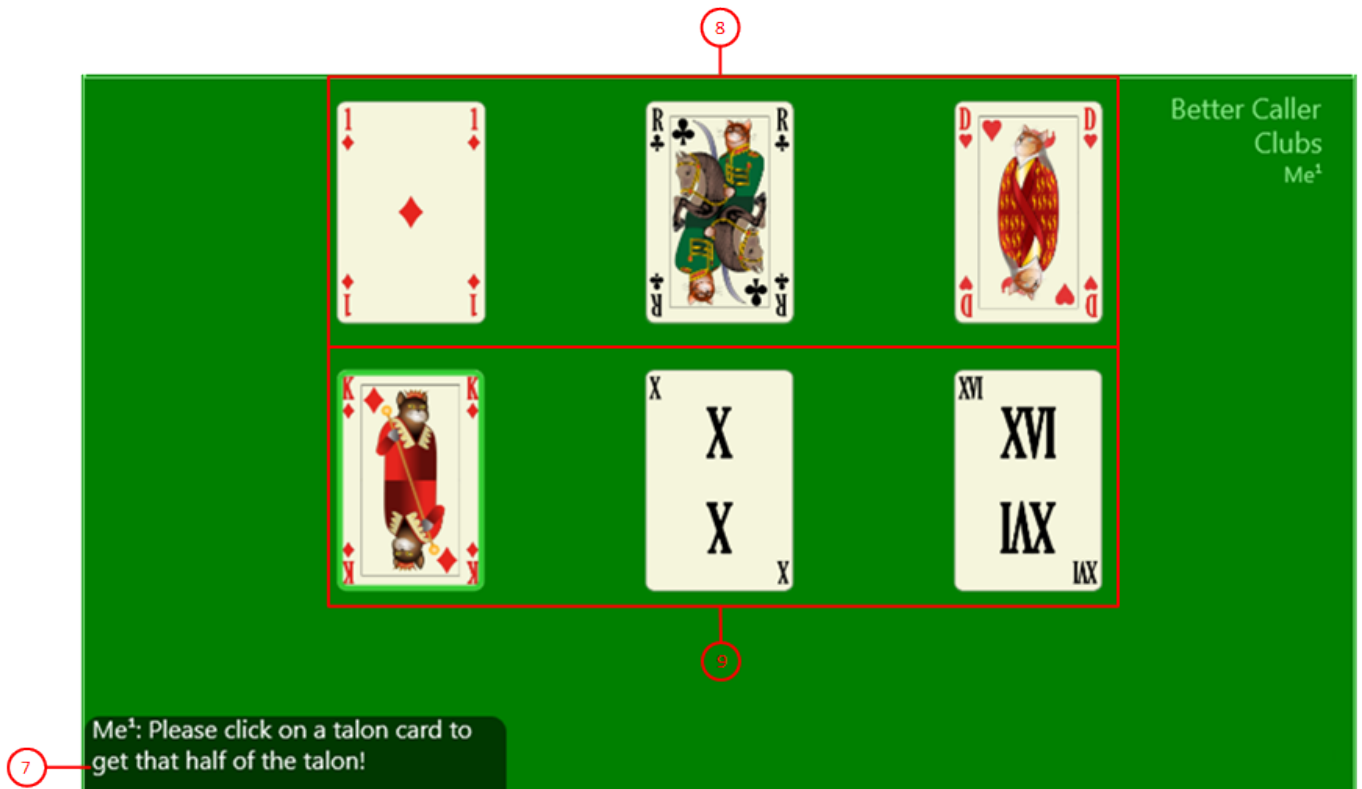
Figure 10: Gaming Table with Talon View

8. First Talon part
   The upper row contains the first three Talon cards. If the active player is under control of the current system user, the user can select this Talon part by clicking one of these cards.

9. Second Talon part
   The lower row contains the last three Talon cards. If the active player is under control of the current system user, the user can select this Talon part by clicking one of these cards.

4.1.5.2 Gaming Table - Result View

Figure 11 shows the gaming table with the result view. This view is shown when the game is finished. This is the case after the last trick has been taken or after the game has been lost prematurely. With most games, it is possible to toggle between this view and the Talon view to show the Talon cards left over and their score value.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.

Results 13-09-10-14-49-Tarobot-Better Caller	Ann = announced Con = contra Won = game won				Billing per player with (n) users			
Item	Ann	Con	Won	Points	1(1)	2(1)	3(1)	4(1)
Better Caller	no	no	yes	1.0	-1.0	1.0	1.0	-1.0
I (Pagat ultimo)	yes	no	yes	2.0	-2.0	2.0	2.0	-2.0
II (Owl 2th-last trick)	no	no	yes	1.5	-1.5	1.5	1.5	-1.5
Sum				4.5	-4.5	4.5	4.5	-4.5

Current game status is saved!

Score is not booked on user accounts yet!

Paul¹: Please book score on user accounts!

Book score   v

Figure 11: Gaming Table with Result View

10. Title column
    In this column, the row titles are shown. The header row shows the name of the game file. In the rows below, the game items are named. After the item rows, a sum row summarizing all items follows. At the end of the table, there are two comment lines indicating whether the game is saved and the results are booked already.

11. Marker columns
    the following marker columns contain either "yes" or "no" indicating whether or not the marker aspect is true or not, respective:
    1. Ann(ounced)
       This column indicates whether the item was announced.
    2. Con(tra)
       This column indicates whether a contra was announced against the item.
    3. Won
       This column indicates whether the item was won by the game declarer.

12. Points column
    This column shows the value of the item in points. If the game declarer won the item, the value is positive. Otherwise, the value is negative.

13. Player points columns
    These columns are showing a positive or a negative number of points for each player. Positive values are added to the player's associated user account, negative values are substracted accordingly. The number in brackets behind the player number shows the number of users assigned to the player. This number is always 1 currently.

14. Item rows
    Each of these rows defines an item contributing to the game result. These items are the game itself of course, as well as bonus points achieved with announcement or without, or bonus points not achieved but announced.

15. Sum row
    This row summarizes the values of the item rows.

16. Status rows
    These rows are indicating whether the game is saved and whether or not the results are booked on the user accounts already.

17. Action box
    Here, the action box is shown, because you can select an action from a list. If you tap on the action button, the action shown "Book results" will be executed immediately. However, you can also tap the small button at the end of the box to open the list and select another one.

4.1.5.3 Gaming Table - Book View

Figure 12 shows the gaming table with the book view. This view is shown after the result view when the game score is booked on the associated user accounts.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.

Balance per User Games	Paul	Mimmi	Monika	Walter
Forwarded	($0.20)	($1.40)	$0.00	$1.60
23-11-20-12-36-Walter-Caller solo	$0.20	($0.20)	$0.20	($0.20)
23-11-20-14-16-Monika-Zwiccolo	$0.10	$0.10	($0.30)	$0.10
23-11-20-14-16-Paul-Caller solo	($0.20)	($0.20)	$0.20	$0.20
23-11-20-14-18-Paul-Thrash	$0.00	($0.30)	$0.30	$0.00
Totals	($0.10)	($2.00)	$0.40	$1.70
Difference	$0.10	($0.60)	$0.40	$0.10
Game is not saved yet!	Paul	Mimmi	Monika	Walter
Score is booked on offline user accounts!				

Paul[1]: Please save game and/or start new one!

Save & start new game

Figure 12: Gaming Table with Book View

18. Title column

In this column, the row titles are shown. The header row names the table and the column. The rows below are showing the forwarded amount, the amount per game, and the current sum amount for each user. At the end of the table, there are two comment lines indicating whether the game is saved and the results are booked already.

19. User columns
    In these columns, the scores per user and per game are shown. If a user controls multiple players, credits and debits of his player are summarized into a single amount. The user columns containing the last game contenders are highlighted. In an online game, after the active users, the inactive users are also displayed so that the accounting remains coherent if any are added during the session or leave early. The names of active users are highlighted compared to inactive users.

20. Forwarded row
    This rows shows the amount of the user accounts at begin of the game session.

21. Game rows
    These rows are showing the amount per game. Only games of the current gaming sessions are considered. The row containing the last game is highlighted.

22. Totals row
    This row summarizes the forwarded amount and all game amounts and shows the total amount of each user account.<

23. Difference row
    This row shows the differences between the amounts in the totals row and in the forwarded row.

4.1.5.4 Gaming Table - Action Box

The selection and execution of an action from the action box must be done in two steps:

1. Select a single action or multiple announcements from the opened item list. The selected items will be composed to a single line and this will be shown on the action button.
2. Tap the action button to execute the action shown.

The action box is a combination of two buttons and one list box, the latter is opened on demand on the right or on top of the action box (Table 8):
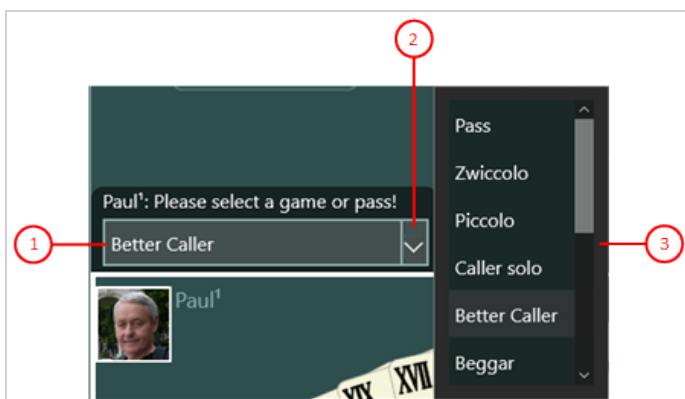
| Figure 13: Action Box in Single Selection Mode | Figure 14: Action Box in Multiple Selection Mode |
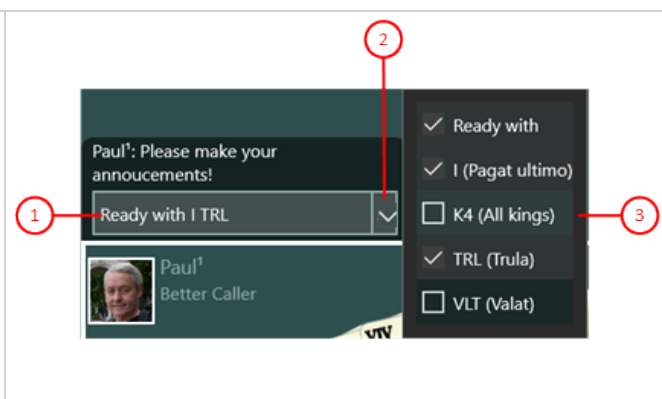
Table 8: Selection Modes of the Action Box

1. Action button
   Here, the selected action is shown. When you click it, it will be executed immediately.

2. More button
   With this button, the list box with all selectable elements can be opened or closed.

3. List box in single selection mode
   - A single entry can be selected only. This will be displayed highlighted.
   - If another entry is selected, the previously selected entry will be displayed normal again.

4. List box in multiple selection mode
   - All entries contain a check box. By clicking it, you can it made checked or unchecked as needed.
   - All checked entries are combined into a single line and shown on the action button.

4.2 Overlay Panes

Overlay panes can be selected when needed to change game properties or to get help about gaming. When selected, the pane is shifted into view overlaying the game view with a shading transparent background. The pane is shifted out of view after tapping the back button or after tapping an uncovered part of the game view.

- Go Online
- Playing Assistant
- Game Settings
- Global Settings
- Local Settings
- Game Appearance
    - Card Viewer
    - Card Back Photo
- Game Sounds
- Game Files
- Games Archive
    - Game Search
- Statistics Files
- Image Files
- Log Files
- Game Users
    - User Photo
- User Accounts
- Online Group
    - Session Settings
- Quiz Question
- Statistics
- App Info
    - Account Setup
- App Billing
    - Account Setup
- Send Email
- Online Info

4.2.1 Go Online

Figure 15 shows the go online pane.

You can join a session on that pane. You also can leave an active session or try to renew a disturbed session.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.

Figure 15 Go Online Pane

1. Group name
   You must enter the name of your group here. This group must be created previously by the group administrator using the online group pane.

2. Drop-down button
   Use this button to expand the ListBox with the most recently used credentials. It contains a maximum of five entries with the name of each group and the user name as a key attribute. In addition to the key attribute, the user password and, if necessary, the group administrator password are also stored. When you click on one of these entries, the login information is entered in the appropriate fields. New credentials are only saved if a login was successful. If you click on an entry with the right mouse button or hold the finger on it for about 1 second, commands for deleting entries will be offered to you in a context menu.

3. User name

You must enter your user name here. It must be that name the group administrator has assigned to you. If a name conflict with another local user occurs when changing the name, you can solve this on the game users pane. On that pane, you can remove the local user causing the name conflict.

4. User password
   Here, you must enter your online password. The group administrator must have given this to you.

5. Start with current game
   If this option is selected, a new online session will be started with the local game currently shown instead of a new game. This makes sense, if you want to play a special game with the other online users. This option will be ignored if you are not the first user in the session. If you are online already, the number of remaining days till group expiration is shown instead of this checkbox

6. Depending on the online state, one of the following buttons is visible:

   - Press this button with the signature "Join session" if you want to join an online session. This button is not visible if you are logged in ready.

   - Press this button if you want to leave an online session. This button is invisible if you are not online. You my also leave an online session by pressing a similar button on the app bar of the game view.

7. Press this button with the signature "Join bystander" if you want to attend an online session as a bystander. However, another member must have already opened a session as game master. If you are already an active player, you can switch to the spectator bench by pressing this button.

8. If the server detects that the game state of the session members is no longer synchronized, a related error message will appear at the currently active member. He can then use this button to request the server to remove the out-of-sync members from the session. The server will respond with the number of members removed. Afterwards, the affected members may try to log in again.

9. If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

10. If you click this button, the game settings pane will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination. if you call the game settings pane from this pane and if you are game master, you can verify and change the settings for the next online session. The settings for offline games remain unchanged.

11. Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

12. If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective

pane.

4.2.2 Playing Assistant

Figure 45 shows the playing assistance pane. Here, the "Tarobot" explains his suggested playing action.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
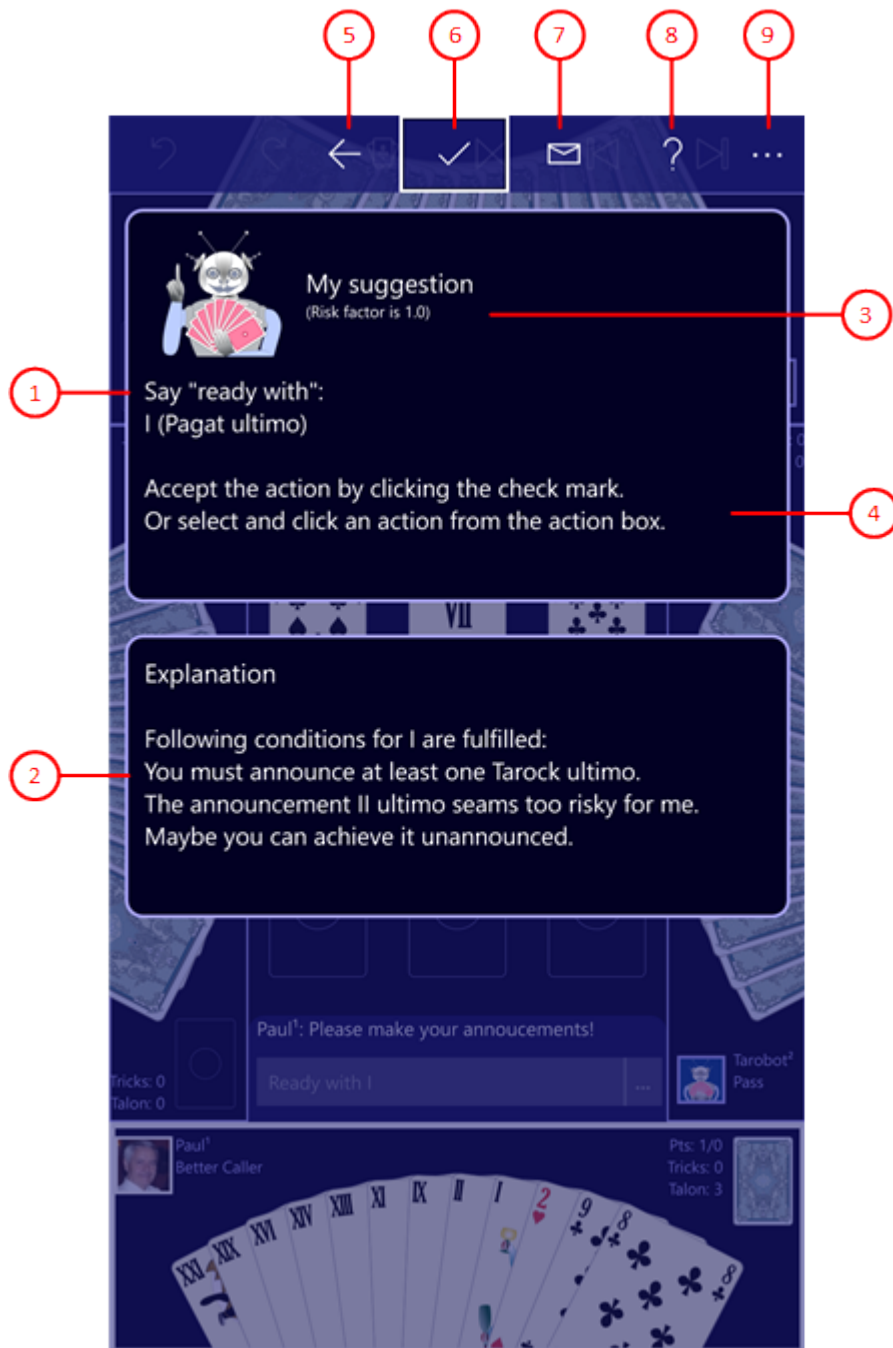
Figure 45: Playing Assistance Pane

1. Suggestion
   The suggested action is displayed verbally here.

2. Explanation
   The explanation of the suggested action is displayed here.

3. Risk appetite
   The current risk appetite is displayed here. You can change these on the game settings pane.

4. Hinweis
   Here you are also informed how you can either execute the proposed action directly. Or how to perform an alternative action after you leave the pane.

5. ← If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

6. ✓ Press this button if you want to continue the game with the suggested action.

7. ✉ Press this button if you want to send a suggestion for improvement of the playing assistant to KubiTarock's support address. An email will be generated containing the entire text of the pane and the game as an attachment. All you have to do is add your comment and send the email.

8. ? Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

9. ⋯ If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.3 Game Settings

Table 31 shows the four tab pages of the game settings pane. If you call this pane from the go online pane or if you are already in an online session, the online game settings will be displayed. The title is then also "Online Playing Options". In all other cases, the settings of the current offline game will be displayed.

The settings on the **Scoring** and **Options** tab pages cannot be changed during the game. For the following applies to changing these settings:

- **Offline Settings**
  The ruleset settings can be changed only before starting a new game or before dealing the cards. In all other cases, the rule set settings are locked. You can reset an already started game with the restart button. and then start again with changed settings.
- **Online Settings**
  The ruleset settings can only be changed before starting the session or before starting a new online game by the game master. The changed settings will then be transferred to all players in the session.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
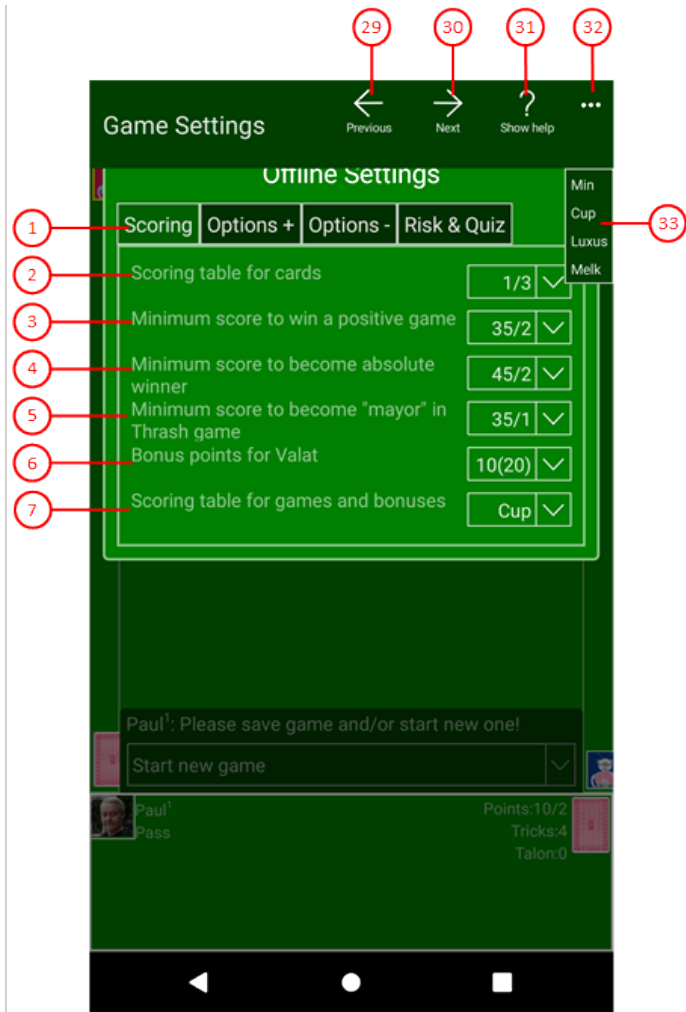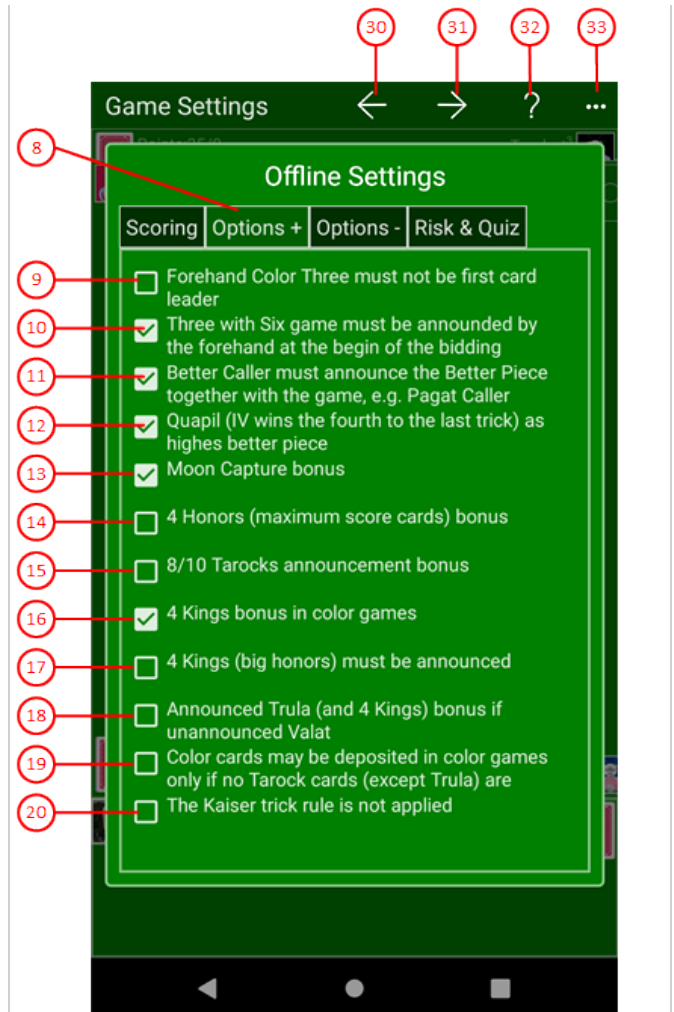
Figure 16: Game Settings - Scoring

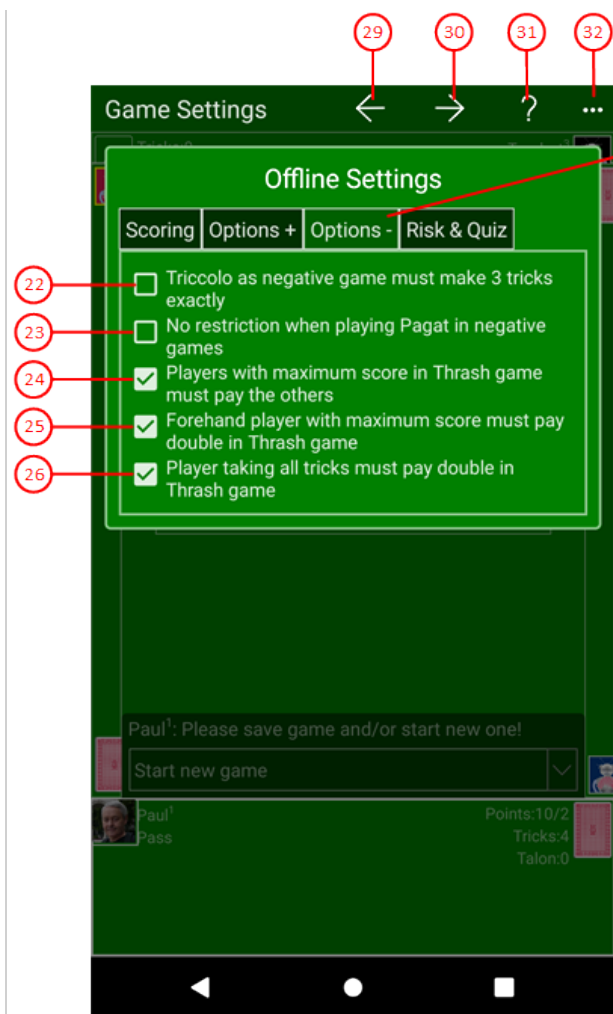Figure 53: Game Settings - Options for Positive Games
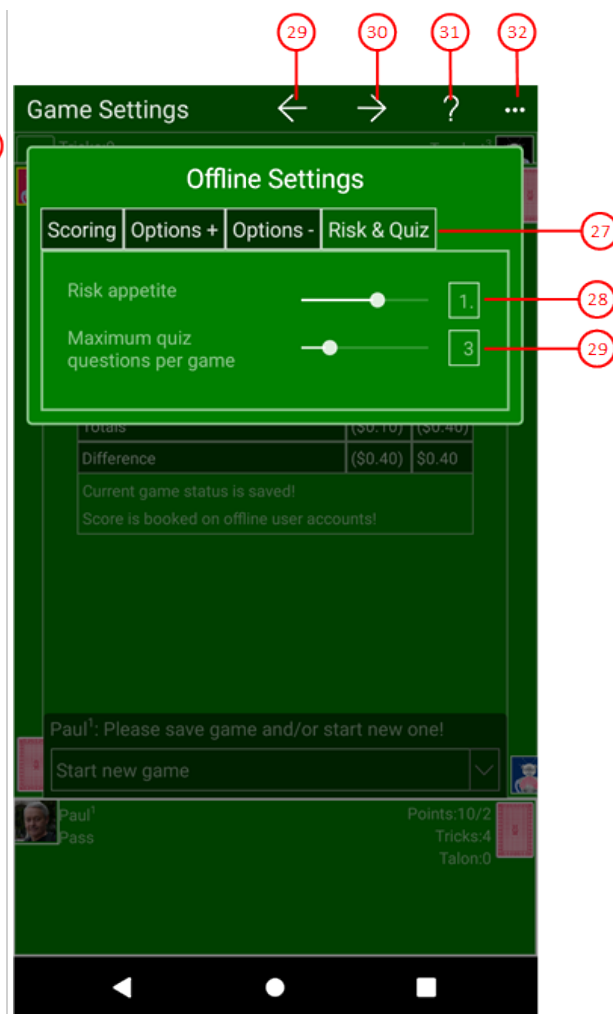
| Figure 57: Game Settings - Options for Negative Games | Figure 54: Game Settings - Risik and Quiz |

Table 31: Game Settings

1. **Scoring**
   on this tab page you can adjust the scoring of cards and games.

2. Scoring table for cards
   Here you can select one of the following tables:
   - **1/3** this card scoring is used in the rulesets **Min**, **Cup**, and **Luxus**:
     Here, the accounting is done in points and bits, where one point is equal to three bits.
   - **1/1** this card rating is used in the rule sets **Melk**:
     Here, the lowest valued cards get 1 point and the next highest valued cards get 1 point more.

Playing Cards	1/3			1/1
	Points/ Bits	Conversion	in Bits	Points
Kings, Excuse (XXII), Moon (XXI) and Pagat (I)	5/-2	5 * 3 - 2	13	5
Queens	4/-2	4 * 3 - 2	10	4
Knights	3/-2	3 * 3 - 2	7	3
Jacks	2/-2	2 * 3 - 2	4	2
all other cards	1/-2	1 * 3 - 2	1	1

Table 32: Card Scoring

3. Minimum score to win a positive game
   Here you can set the minimum score to win a positive game. The score depends on the card scoring table:
   - **1/3**: The maximum number of points is 70 points = 210 bits. You may select 35/1 or 35/2 either. 35/2 is the default value.
   - **1/1**: The maximum number of points is 106. You can only select the number 54 here.

4. Minimum score to become absolute winner
   Here you can set the minimum number of points that the player of a positive game must reach in order to receive an additional 1 (announced 2) bonus points. The score depends on the card scoring table:
   - **1/3**: You can set either 45/1 or 45/2 as the minimum score for the bonus here. "----" means no bonus and is the default setting.
   - **1/1**: You can choose here only between the minimum score 70 or "----" for no bonus.

5. Minimum score to become "mayor" in Thrash game
   Here you can set the minimum number of points, from which a player receives the title "mayor" in the Thrash game. As the sole loser, he must pay all other players. How much he has to pay depends on the ruleset used. The minimum number of points depends on the card scoring table:
   - **1/3**: You can set either 35/1 or 35/2 as the minimum score here. 35/1 is the default setting.
   - **1/1**: You can set either 53 or 54 as the minimum score here. 53 is the default setting.

6. Bonus points for Valat
   Here you can set whether a valat is evaluated with a fixed number of points or by multiplying the game value:
   - ***4(8)** means that the game value is multiplied by 4, announced by 8.
   - ***5(10)** means that the game value is multiplied by 5, announced by 10.
   - **10(20)** means that the Valat is scored with 10 points, announced with 20 points.

7. Scoring table for games and bonuses
   Here you select one of the following rating tables, which define valid scores for games and bonuses:
   - **Min** defines the default rating in KubiTarock.
   - **Cup** defines the rating of the Cup rules and the Luxus rules described in the Handbuch TAROCK by Martin Vácha.
   - **Melk** defines the rating of the Melk rules, which are common in the region around the Lower Austrian town of Melk.

8. **Options +**
   on this tab page you can select various options for positive games.

9. Forehand Color Three must not be first card leader
   If this option is selected, the player of a Color Three must not lead the first card in forehand position. Instead, the next player after the forehand must lead the first card. Otherwise, it would be easier for the forehand player to win the game with only a few but long color suits.

10. Three with Six must be announced by the forehand at the beginn of the bidding
    If this option is selected, the forehand has to announce the Three with Six instead of "My game" immediately at the beginning of the licitation. Otherwise the forehand can announce the Three with Six if all other players have passed.

11. Better Caller must announce the better piece together with the game, e. g. Pagat Caller
    If this option is selected, one of the following announcements must be selected: Pagat Caller, Owl Caller, Pelican Caller or Quapil Caller. Otherwise, you can select any Better Piece after Talon taking.

12. Quapil (IV wins the fourth to the last trick) as highes Better Piece
    If this option is selected, Tarock IV/IIII - called Quapil - will be used as the highest Better Piece. A player gets the bonus, if he makes the trick with this card in the fourth to the last trick. If this option is not selected, the Quapil is not counted and no Quapil Caller can be announced.

13. Moon Capture bonus
    If this option is selected, the moon capture is counted as a bonus. The moon capture means that one party takes the Moon of the other party with the Excuse. The moon capture cannot be announced.

14. 4 **Honors** (highest value cards) bonus
    If this option is selected, 4 highest-value cards (Kings and Trull pieces) in your own tricks is counted as a bonus. However, the bonus must be announced or it will not count. The bonuses **Big Honors** and **Honors** are mutually exclusive.

15. 8/10 Tarocks announcement bonus
    If this option is selected, in a game with Tarock as trump, the player can announce 8 or 10 Tarocks if he has them in his cards. The bonus is counted positively if the announcer wins the game. Otherwise, the bonus is evaluated negatively.

16. 4 Kings bonus in color games
    If this option is selected, 4 Kings are also counted as bonus in color games. Otherwise, 4 kings in color games are not counted.

17. 4 Kings (**Big Honors**) bonus must be announced
    If this option is selected, 4 Kings must be announced, otherwise they will not count as a bonus. The bonuses **Big Honors** and **Honors** are mutually exclusive.

18. Announced Trula bonus if unannounced Valat
    If this option is selected, the announced Trula will be counted with an unannounced Valat. Otherwise, the Trula will not be counted with any type of Valat. What applies to the Trula also applies to "4 Kings" if "4 Kings bonus in color games" is selected.

19. Color cards may be deposited in color games only if no Tarock cards (except Trula) are present
    If this option is selected, color cards may only be disposed in a Color Three if there are no Tarock cards left except Trula cards. Kings and Trula cards may not be disposed in any game.

20. The Kaiser-Trick rule is not applied

If this option is selected, the Kaiser-Trick rule is not applied. This means that the Pagat does not make the trick if Pagat, Moon, and Excuse coincide in one trick.

21. **Options -**
on this tab page you can select various options for negative games.

22. Triccolo as negative game must make 3 tricks exactly
If this soption is selected, the Triccolo can be played as negative game.

23. No restriction when playing Pagat in negative games
If this option is selected, the Pagat does not have to be played as the last Tarock.

24. Players with maximum score in Thrash game must pay the others
If this option is selected, the player, in case of two scores are equal two players, with the highest score must pay the other players. Otherwise the two players with the higher score must pay the other two, as long as no player becomes "mayor".

25. Forehand player with maximum score must pay double in Thrash game If this option is selected, the forehand player must pay double in a Thrash game if he has the highest score. The forehand player is loser even if another player has the same score. If one or more players have not made a trick, this rule does not apply. If this option is not selected, the forehand position of the loser is not scored.

26. Player taking all tricks must pay double in Thrash game If this option is selected, a player who has made all tricks must pay double in Thrash games. If this option is not selected, a Valat is not evaluated in Thrash games.

27. **Risik and Quiz**
on this tab page you can set the risk level of the simulator or assistant and the number of questions in quiz games.

28. Risk appetite
With this slider, you may adjust the risk appetite of the simulator between 0.5 (minimum risk) and 1.5 (maximum risk). The default and recommended value is 1.

29. Maximum quiz questions per game
With this slider, you may adjust the maximum number of questions per game between 1 and 10. The default value and recommended setting is 3. This setting will be used only if you are playing in quiz mode.

30. ⬅ If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

31. ➡ If you click this button, the global settings pane will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

32. ? Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

33. ⋯ When you press this key, the following rule sets are displayed as secondary commands. In addition, pressing the key causes the app bar to be displayed in its maximum size. In its maximum size, the app bar still shows a label under each command key.

34. Rule sets
With these secondary commands you can quickly set the settings according to the following rule sets:
    - **Min**
      sets the default settings of KubiTarock.
    - **Cup**
      sets the settings according to the rules of the Wiener Zeitungs Cup.
    - **Luxus**
      sets the settings according to the Luxus rules.
    - **Melk**
      sets the settings according to the Melk rules.

4.2.4 Global Settings

Figure 18 shows the global settings pane. The properties on this pane are used for all games. The global setting are synchronized over all devices you are logging in with the same account. In online mode, most global settings are disabled.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.

Figure 18: Global Settings Pane

1. **Use playing assistant**
   If this is checked, the simulator selects that input control or that playing card appropriate for executing the next action. You may use the selected one or you may select another. To confirm the selection, it is sufficient to press the Enter key or the Spacebar. In offline games, you can use the shortcut Ctrl+T to mark the next action recommended by the playing assistant once, even if the assistant is not enabled.

2. **Use learning mode**
   If this option is selected, the user can request an explanation of the proposed action. All he has to do is click on his player portrait or use the shortcut Ctrl+T.

3. **Suppress score booking**
   If this is checked, the booking of the game scores to the user accounts will not be offered when closing the

game. This option makes sense especially when archived games are replayed and the scores of those games are booked already.

4. Save each new deck
    If this is checked, the card deck of each new game will be saved immediately. In case of a program crash, the game can be replayed from begin and the reason for the crash can be found easier than without the saved card deck.

5. Cost per point
    Here, the cost of one point can be specified in the local currency. The points the player have achieved are multiplied with this tariff and the result is shown in the user balance sheet. If a value of 0.0 is inserted, the user balance is shown in points instead of money amounts. The default value is 0.10.

6. Application language
    Here, you can select the application language independently from the system setting. You can choose between "Default", "English" and "German". To make the change effective, you must press the following button.

    > ⚠ For newer Android versions, you can select the app language in the system settings. If you do that, the value "Default" should be set as the language.

7. Change, save, & exit
    This button is enabled only if you have selected another application language than the current one. If you press this button, the language will be changed, the game will be saved, and and the app will be terminated. After restart, the application uses the changed language.

8. ← If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

9. → If you click this button, the local settings pane will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

10. ? Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

11. ⋯ If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.5 Local Settings

Figure 17 shows the local settings pane. The properties displayed on this pane are used on the current device only.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
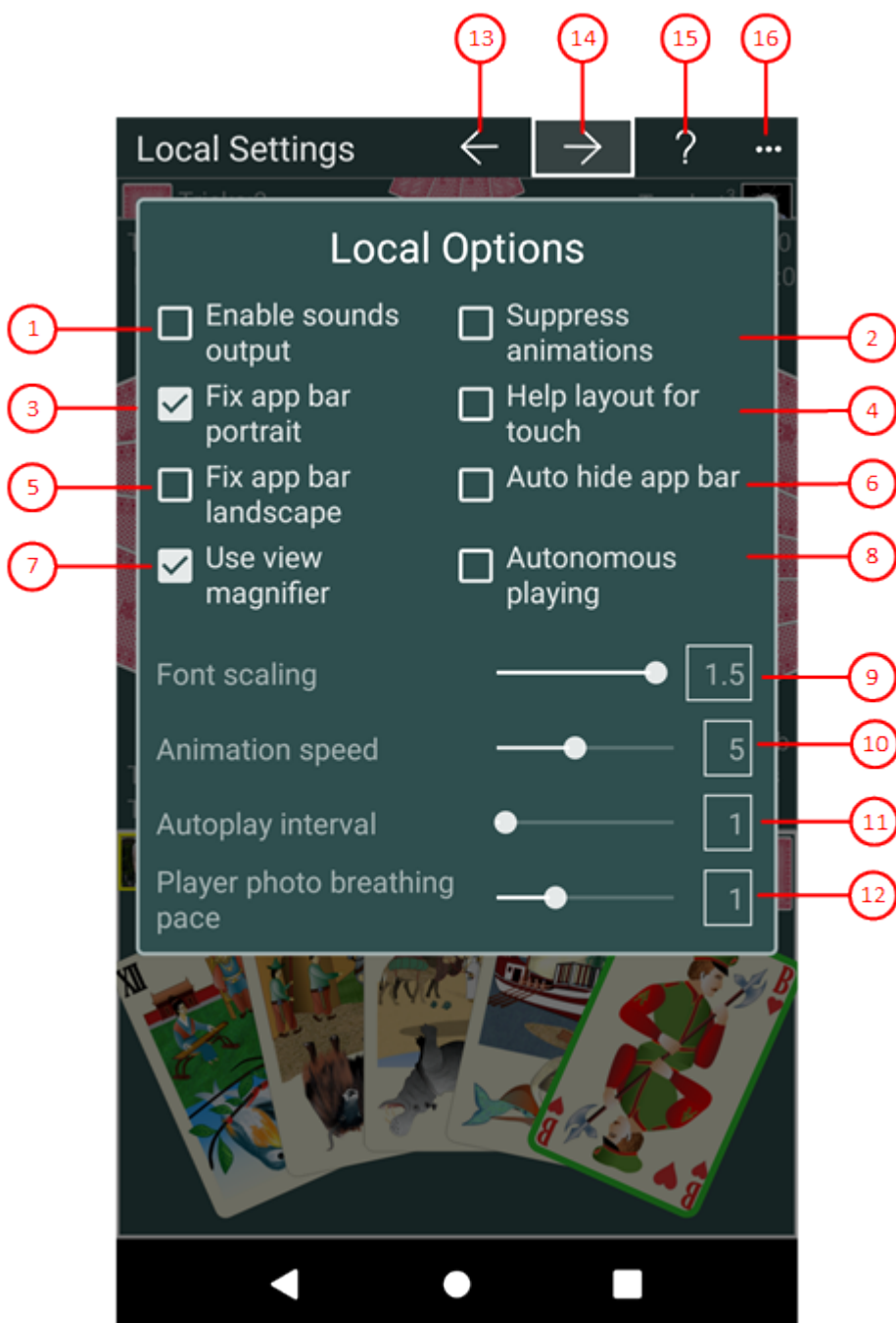
Figure 17: Local Settings Pane

1. Enable sounds output
   If this is checked, sounds are output at specific game events. You may also adjust the volume of the sounds on the game sounds pane individually. The sound output delays the progress of the game. You should therefore always switch this option off if you do not want to hear any sounds.

2. Suppress animations
   Normally, animation are enabled. If you want to play with maximum speed, you can increase the animation speed with the slider below. Alternatively, you can disable animations at all by checking this button. Only the fly-back animation cannot be suppressed. This animation brings cards back to the origin when a dragging operation has ended unsuccessfully.

3. Fix app bar in portrait

If this is checked, the app bar occupies a fixed space atop the gaming table in portrait orientation. It can then not be hidden any more in this orientation.

4. Help layout for touch
    Normally, the touch interface layout or the mouse interface layout of the help pages should be selected automatically depending on the client device. If you want to force the use of the touch layout, you can check this option.

5. Fix app bar in landscape
    If this is checked, the app bar occupies a fixed space atop the gaming table in landscape orientation. It can then not be hidden any more in this orientation.

6. Auto hide app bar
    If this option is selected and the app bar is not fixed, the app bar is automatically hidden when playing cards are manipulated.

7. Use view magnifier
    If this is checked, the compartment view (player view, gaming table) the user is currently interacting with is magnified automatically. This is especially useful for small screens. However, it is also possible to request the magnification manually as described here.

8. Autonomous playing
    If this is checked, KubiTarock continues playing without user participation after the next user initiated action. Here you can find out for what purpose this makes sense and what you have to consider

9. Font scaling
    You can move the slider between the values 1 and 1.5. The font in the game view and in the overlay panes is enlarged accordingly. However, you can also set a discrete value by clicking on the bar before or after the slide knob. The default value is 1.

10. Animation speed
    You may draw the slider thump between 1 and 10 (1 very slow and 10 very fast). You may also click the slider behind or in front of the thumb to set a discrete value. The default value is 5.

11. Autoplay interval
    The autoplay function allows the simulator to simulate one player after the other without user interaction. The autoplay function stops when the next player is controlled by the current system user. The time interval between two player simulations can be set by using this slider. You can move the slider thumb between 0 and 20 seconds. You may also click the slider behind or in front of the thumb to set a discrete value. If the interval is set to 0, the autoplay function is disabled. The default value is 1 second.
   The autoplay function will be suspended in special game situations to allow the current system user to recognize that situation in detail. If the autoplay function is disabled or suspended, the current system user must trigger the simulator to act by clicking on the pulsating user portrait.
    A special autoplay interval valid only for online games of a user group can be set on the session settings pane. If the autonomous playing mode is active, the interval set here is only used if it is greater than or equal to 1. If 0 is set, 1 is used in the autonomous playing mode.

12. User photo breathing speed
    The photo of an activated player is pulsating. It's size increases and decreases cyclically. The speed ratio of this animation can be adjusted here between 0.5 (slow) and 2.0 (fast). Default value is 1.0.

13. If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

14. ➡️ If you click this button, the game appearance pane will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

15. ❓ Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

16. ⋯ If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.6 Game Appearance

Figure 19 shows the game appearance pane. You may select another color theme for the game view or choose another card face or card back. The game appearance properties belong to the local settings and therefore have to be set individually on each device.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
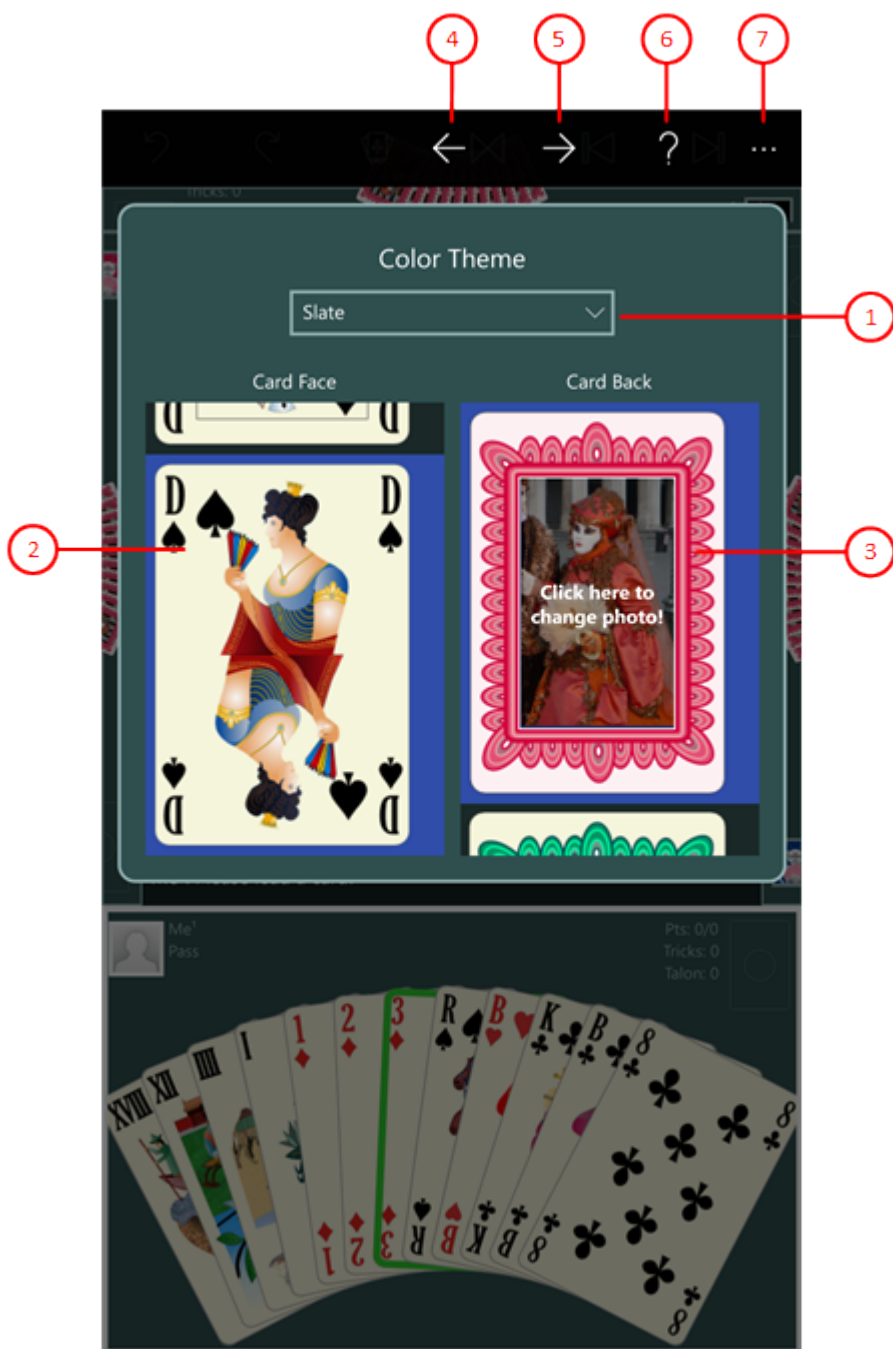
Figure 19: Game Appearance Pane

1. Color theme combo-box
   Select the color theme you want from the drop-down list. The background and other colors of the game view will change immediately.

2. Card face list-box
   Scroll to the card face type you want and select it. The visible card faces on the gaming table will change immediately. If you double click a card face image, the card viewer pane will be shown. With this pane, you can browse through all card face images of the current design. If you press and hold the mouse or your finger for about one second on an image, a pop-up menu appears offering a command to show the card viewer too.

3. Card back list-box
   Scroll to the card back you want and select it. The visible card backs on the gaming table will change

immediately. If the card back contains an elliptic or a rectangular photo frame in the middle, you may click the photo if you want to change it. If you do so, the photo insertion pane will be shown. If you double click a card back image outside the photo frame, the card viewer pane will be shown. With this pane, you can browse through all card back images. If you press and hold the mouse or your finger for about one second on an image, a pop-up menu appears offering commands to perform the described functions too.

4. If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

5. If you click this button, the game sounds pane will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

6. Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

7. If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.6.1 Card Viewer

Figure 20 shows the card viewer pane. With this pane, you can browse through all card face images of a special design or through all card back images.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.

Figure 20: Card Viewer Pane

1. File name
   Here, the file name and the design source of the current card image is shown.

2. Card images list-box
   Here, you can browse through all card face images of a special design or through all card back images.

3. ← If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

4. ↻ If you click this button, the current card image is rotated by 180 degrees and the same card image on the game view is also rotated. This button is only enabled if the current card image has two different pictures on

the upper and lower side.

5. Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

6. If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.6.2 Photo Insertion

Figure 21 shows the photo insertion pane. You can insert a photo in the selected card back here. The photo can either be made with a connected camera or loaded from a file. The card back with an inserted picture will be used according to the privacy policy.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
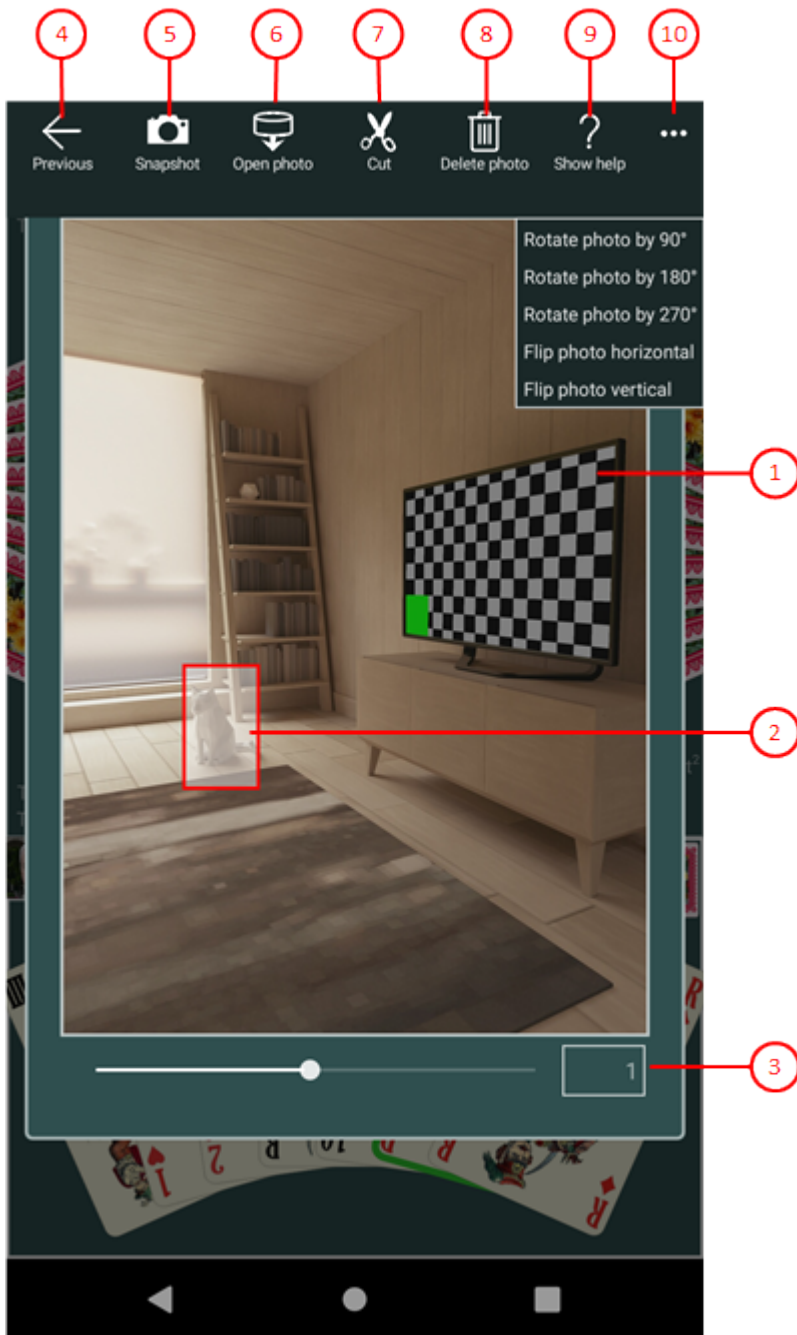
Figure 21: Photo Insertion Pane

1. Photo panel
   This panel shows either the selected card back, the snapshot taken by the connected camera, or the picture loaded from a file. Initially and after insertion, the selected card back is shown.

2. Clipping shape
   The border of this shape defines the clipping. You can drag it to the required area for clipping.

3. Zooming slider
   You can move the slider between 0.05 and 2.0 by dragging the slider thumb. You may also click on the slider behind or in front of the thumb to set a discrete value.

4.   If you click this button, the pane previously shown is made visible again. If no previous pane exists, the

current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

5.   If a camera is connected, you can click this button to take a snapshot. The camera app allows you to do this. The picture taken is shown in the photo panel.

6.   Click this button if you want to load a picture from a file. A File Open Picker allows you to go to the target folder step-by-step and select a picture file from there. Only files with the name extensions ".png", ".jpe", ".jpeg", ".jpg", and ".gif" are shown. The photo loaded is shown in the photo panel.

7.   Click this button if you want to insert the marked picture area into the selected card back. The clipping shape must be completely be inside the picture. After clipping, the card back with the new insertion is shown in the game appearance pane and all visible card backs in the game view are also be changed. This button is disabled if the photo panel contains the selected card back instead of a new photo.

8.   Click this delete picture button if you want to remove the photo from the selected card back. After deletion, the default picture is shown again. This button is disabled if the selected card back contains the default picture already.

9.   Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

10.   If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane. The following secondary commands at the end of the list are never shown as buttons:

   - Rotate photo by 90°
     Rotes the photo shown by 90 degrees clockwise.

   - Rotate photo by 180°
     Rotes the photo shown by 180 degrees clockwise.

   - Rotate photo by 270°
     Rotes the photo shown by 270 degrees clockwise.

   - Flip photo horizontal
     Mirrors the photo shown horizontally.

   - Flip photo vertical
     Mirrors the photo shown vertically.

4.2.7 Game Sounds

Figure 22 shows the game sounds pane. You may change here the volume of the speech output and the volume of

each other game sound individually. The game sounds belong to the local settings and therefore have to be set individually on each device.

However, on the current device, the sounds are output only if you selected the "Enable sounds" option of the local settings.

During online playing the sound output is suppressed.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
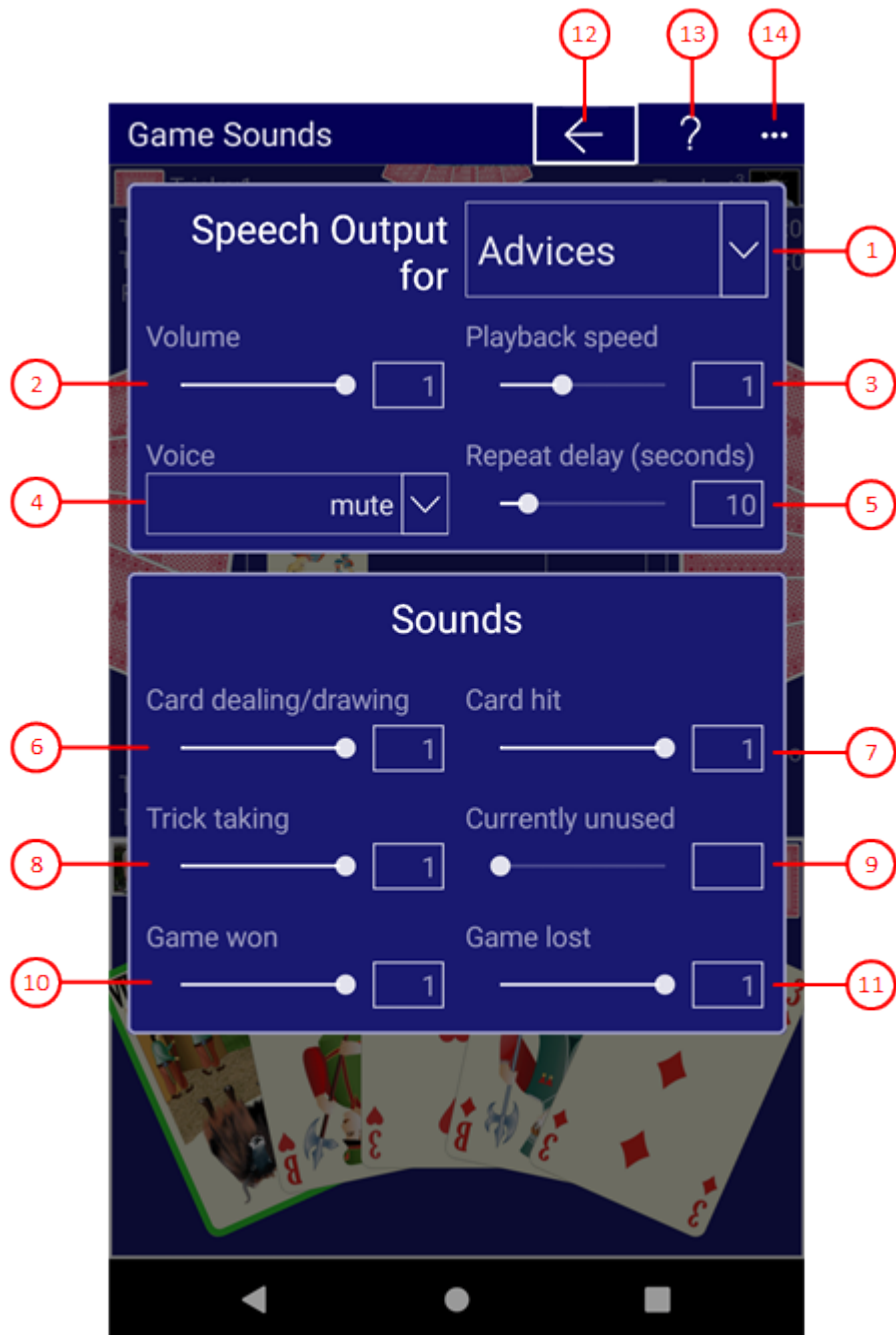

Figure 22: Game Sounds Pane

1. Application
   In this combo box you can select what the speech output should be applied to: the advices for the system user, to the quiz questions or to one of the 4 players. However, the voice output for a player is only applied if the respective player is controlled by the simulator. When an application is selected, you can adjust the volume, the

playback speed, the voice, and the delay of automatic repeating. The automatic repeating of the voice output is only used for the advices and quiz questions, but not for the simulated players.

2. Volume
   Here you can adjust the volume for the selected application. You can set the slider between 0.0 and 1.0. The default value is 1, which defines the maximum volume.

3. Playback speed
   Here you can set the playback speed for the selected application. You can use it to generate different vocal levels with one selected voice. You can adjust the slider between 0.7 and 1.5. The default value is 1, which defines the normal playback speed.

4. Voice
   You may select a female or a male voice for the speech output here. You may also select mute to suppress the speech output.

5. Repeat delay (seconds)
   You may set the delay in seconds between two repeats of the speech output here. The default value is 0. All values below 6 do not cause repeating. Automatic repeating is not applied to the simulated players.

6. Card dealing/drawing
   This sound is created when cards are dealt form the start pile. You may move the slider between 0.0 and 1.0. Default value is 1, which means maximum volume.

7. Card hit
   This sound is created when a player places a card on the gaming table. You may move the slider between 0.0 and 1.0. Default value is 1, which means maximum volume.

8. Trick taking
   This sound is created when a player takes his trick. You may move the slider between 0.0 and 1.0. Default value is 1, which means maximum volume.

9. Currently unused
   This sound is not used currently.

10. Game won
    This sound is created when the game declarer has won his game. You may move the slider between 0.0 and 1.0. Default value is 1, which means maximum volume.

11. Game lost
    This sound is created when the game declarer has lost his game. You may move the slider between 0.0 and 1.0. Default value is 1, which means maximum volume.

12. If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

13. Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

14. If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by

pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.8 Game Files

Figure 23 shows the game files pane.

You can comment on the current game on this pane, save it, share it with others, switch to edit mode, save it to a folder of your choice or load a game file stored in any folder.

KubiTarock stores the current game in the local application storage. All game files stored before, are moved to the games archive automatically when a new game is stored.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.

Figure 23: Game Files Pane

1. Name of current file
   The name of the current game is displayed here. The name is composed of the game start date (yy=year, MM=month, dd=day, hh=hour, mm=minute), of the game declarer name (declarername), and of the game name (gamename) using the format "yy-MM-dd-hh-mm-declarername-gamename". To the file name of a stored game, an additional game type letter (t) and the file type (ktaro) is appended. The full file name format is: "yy-MM-dd-hh-mm-declarername-gamename_t.ktaro".

2. Save status/button
   One of the following symbols indicates the save status of the game:

- ○ × - the game is not saved at all yet. If you click on the icon, saving is performed.
- ○ ● - a previous state of the game is saved. If you click on the icon, saving is performed.
- ○ √ - The current state of the game is saved.

3. Comment about current game
   You can enter a comment about the current game here. The comment is stored in the current game file too. If the comment is changed, the game must be saved again.

4. ← If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

5. → If you click this button, the games archive pane will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

6. Press this button if you want to save the current game state to a folder of your choice.

7. Click this button to locate and open the desired file. If the current game is not saved completely, you are ask whether you want to save or or discard it before opening.

8. Click this button if you want to enter the edit mode. Alternatively, you can press the Ctrl+E key combination. This mode allows you to create your own game based on the current game.

9. Click this button if you want to share the current game state with somebody. If the current state is not saved yet, this is done automatically before the send email pane is displayed to send the file as an attachment.

10. ? Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

11. ··· If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane. In figure 23 the help button was moved to the secondary commands.

4.2.9 Games Archive

Figure 24 shows the games archive pane.

You can select an archive folder of your choice on this pane and reopen an archived game. You can also filter, search, copy, delete or share the archived files.

KubiTarock stores the current game in the local application storage. All game files stored before, are moved to the games archive automatically when a new game is stored.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
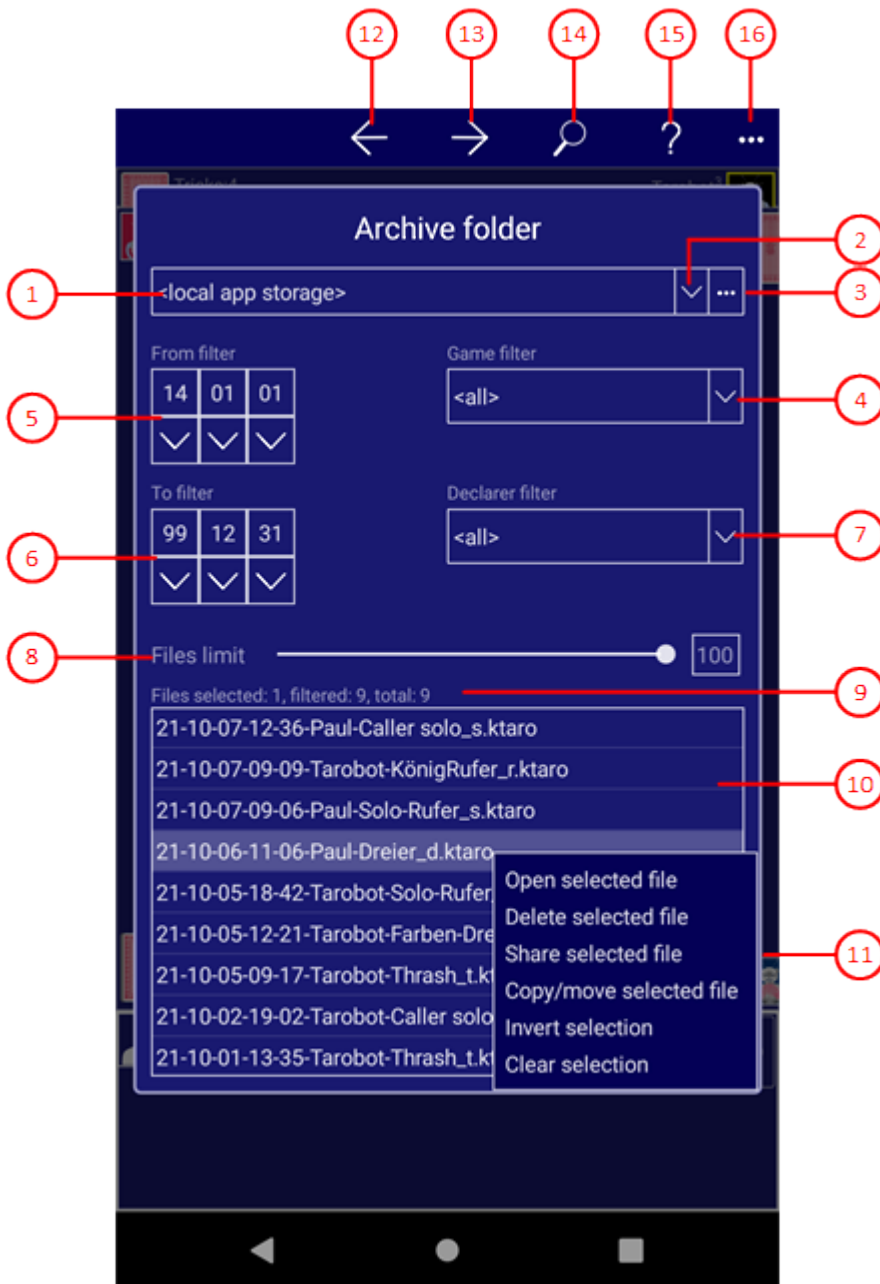
Figure 24: Games Archive Pane

1. **Path to archive folder**
   The path to the archive folder is shown here. The archive folder may be either a user-defined folder or the default "Archive" folder within the local app storage. If you want to access the folder from different devices, you should create such a folder on "OneDrive" and select it here.

2. **Drop-down button**
   With this button, you can fold-down or fold-up the items list and select one them. Up to seven entries are possible. One of them is the default folder in the local app storage:
   - <local app storage> and
   - up to six user-defined folders.

   The entry selected lastly is always on top of the list. If already six user-defined entries exist, a new folder ousts the last user-defined folder. If you press the right mouse button on a user-defined entry or if you press and hold the finger for about one second on such an entry, a context menu appears allowing you to remove the

entry. If you select the menu item, the entry will be removed. However, the folder is preserved of course. The entry with the default folder cannot be removed.

3. Browse button
   With this button, you can call the folder picker dialog to find and select an appropriate folder. If the global option "Use OneDrive archive" is checked, the OneDrive pane is called instead of the folder picker. Use it to select or set up a folder on OneDrive.

4. Game filter
   Here you can filter the files shown by a game name. If you fold down the combo box, you will see an entry for each defined game. The extra entry "<all>" allow showing all games.

5. From date filter
   Here you can filter the files shown by a lower limit for the game creation date. The filter consists of three combo-boxes: for the year, for the month, and for the day. If you fold down one, you can select the desired value for that part of the date limit.

6. To date filter
   Here you can filter the files shown by an upper limit for the game creation date. The filter consists of three combo-boxes: for the year, for the month, and for the day. If you fold down one, you can select the desired value for that part of the date limit.

7. Declarer filter
   Here you can filter the files shown by a declarer name. The name of the user assigned to the game declaring player is used as declarer name. If you fold down the combo box, you will see an entry for each defined user name. The extra entry "<all>" allows showing all users.

8. Files limit
   This is only visible if you are using the local app storage for the archive. With the slider you can change the upper limit for game files in the local app storage between 10 and 100. Default value is 100. User-defined folders have no limitation. If the upper limit is reached, each new file moved to the archive causes the deletion of the oldest file in it. Please note, that the age of the file is determined by the game start date not by the file modification date. The game start date is used as prefix of each file name.

9. Files count
   The total number of files in the archive folder is shown here. Besides the total files count, the number of selected files and the number of filtered files are shown.

10. File list
    This list shows the files in the current archive folder ordered by descending names. You can open a file with a double click or you can click one or more files one after the other to select them. You can also click a selected file again to deselect it. The selected files can then be processed with the following context menu.

11. Context menu
    If you right-click the file list or if you press and hold your finger for about one second on it, a context menu appears. If no file is selected, the menu contains a single command only:
    - Select all
      All files will be selected.
    If only one file is selected, the following commands are provided:
    - Open selected file
   The file will be openened if the file type is supported.
    - Delete selected file
      The selected file will be deleted after confirmation.
    - Share selected file
      The selected file will be shared by using the send email pane.

- Copy/move selected file
  The access path of the selected file is stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the file to the new folder. However, the path is saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access path is also copied to the clipboard. It can then also be processed further with the File Explorer, for example.
- Invert selection
  The files not selected currently will be selected instead of the files currently selected.
- Clear selection
  No file will be selected anymore.

If more than one files are selected, the following commands are provided:

- Delete selected files
  All selected files will be deleted after confirmation.
- Share selected files
  All selected files will be shared by using the send email pane.
- Copy/move selected files
  The access paths of the marked files are stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the files to the new folder. However, the paths are saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access paths are also copied to the clipboard. They can then also be processed further with the File Explorer, for example.
- Invert selection
  The file not selected currently will be selected instead of the files currently selected.
- Clear selection
  No file will be selected anymore.
- Select all
  All files will be selected.

The files will stay selected until you delete a file in this folder or you terminate the application.

12. If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

13. If you click this button, the game statistics pane will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

14. Click this button if you want to show the game search pane. It allows you to search the filtered archive files for games with specific attributes, such as won or lost bonus points.

15. Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

16. If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane. The following secondary commands at the end of the list are never shown as buttons:

- Update statistics

If there are older games in your archive that do not yet contain statistics data, you can use this command to generate the missing statistics data, update the respective game files, and include the generated data in the current game statistics. The current statistics always refer to the system user. If this user has controlled several players, only the games of the first player are included in the statistics.

○ Create statistics
With this command you can create a new statistic. If the file list is filtered, only the filtered files will be evaluated. If files are selected, only these will be used. The created statistics refer to the system user. If this user has controlled several players, only the games of the first player are included in the statistics.

○ ~ for Player 1
With this command you can create a new statistic related to player 1. If the file list is filtered, only the filtered files will be evaluated. If files are selected, only these will be used.

○ ~ for Player 2
With this command you can create a new statistic related to player 2. If the file list is filtered, only the filtered files will be evaluated. If files are selected, only these will be used.

○ ~ for Player 3
With this command you can create a new statistic related to player 3. If the file list is filtered, only the filtered files will be evaluated. If files are selected, only these will be used.

○ ~ for Player 2
With this command you can create a new statistic related to player 4. If the file list is filtered, only the filtered files will be evaluated. If files are selected, only these will be used.

When you execute one of these commands, the statistics pane is opened and the processing progress is displayed there continuously. After processing is complete, you will then see the finished statistics.

4.2.9.1 Game Search

Figure 25 shows the games search pane. It allows you to search the filtered archive files for games with specific attributes, such as won or lost bonus points.

Only one of the search criteria specified in a search needs to be found for the file to be selected. If you want two search criteria to apply to the files found, you must first search for the first criterion and then search for the second criterion in the result files. You can also restrict the search to the selected files: If files are selected, only these files are searched. You can also select files before calling the search, in which case only these files are searched. When you return to the archive disk, the file selection is retained.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
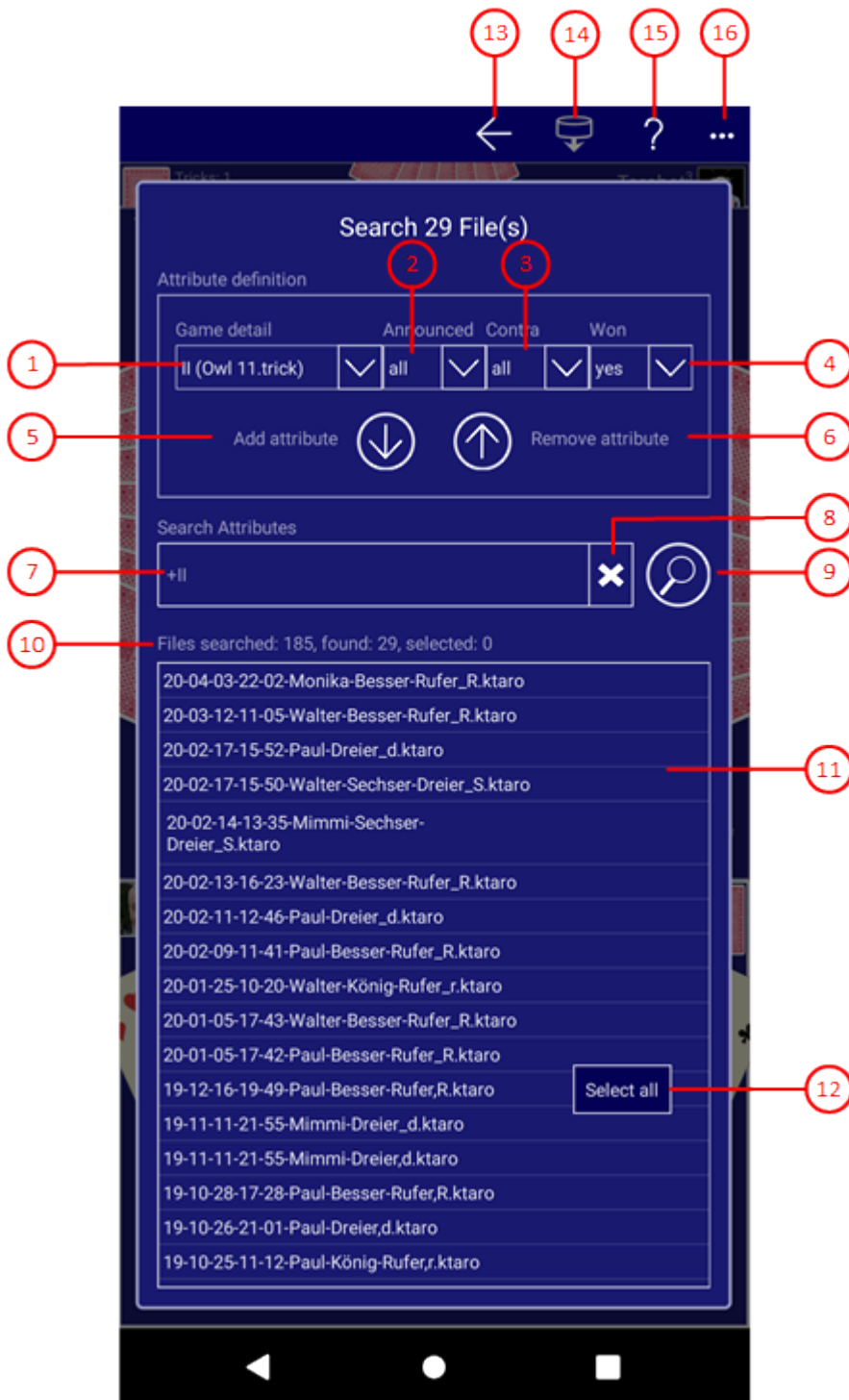
Figure 25: Game Search Pane

1. Game detail
   With this combo box, you can choose a game detail: the game itself or a bonus point. The item defines the primary search attribute. With the combo boxes to the right, you can add secondary attributes to refine the game detail.

2. Announced
   With this combo box, you can choose whether or not ("yes" or "no") the bonus point to be found must be announced. With entry "all", you can define that the announced attribute must not be considered. This combo box is disabled if the game itself is defined as game detail.

3. Contra
   With this combo box, you can define that no contra ("no"), a contra ("yes"), or a contra against a contra ("re") must be announced against the defined game detail. With entry "all", you can define that the attribute must not be considered.

4. Won
   With this combo box, you can define that the defined game detail must be won or lost ("yes" or "no"). With entry "all", you can define that the attribute must not be considered.

5. ⊕ Click this button to add the game detail to the search attributes.

6. ⊕ Click this button to remove the game detail from the search attributes. The secondary attributes are not considered in this case.

7. Search attributes
   The attributes to be found are listed here. You cannot edit this list directly. Instead, the attributes must be created and added to this list in the Attribute definition panel above.

8. Clear button
   With this button you can delete all entered search attributes. However, this also happens automatically after each search operation.

9. This button swaps its image and its function: The search button is shown if searching is not started, the stop button is shown if searching is in progress.

   - ⊙ Click this button to start searching. The button is disabled if the search attributes are empty.

   - ⏸ Click this button to stop searching.

10. Files found
    The number of searched, found and selected files is continuously displayed here.

11. List of files found
    The names of the files found are listed here after the search is completed.

12. Context menu
    If you right-click the file list or if you press and hold your finger for about one second on it, a context menu appears. If no file is selected, the menu contains a single command only:
    - Select all
      All files will be selected.
    If only one file is selected, the following commands are provided:
    - Open selected file
      The file will be openened if the file type is supported.
    - Delete selected file
      The selected file will be deleted after confirmation.
    - Share selected file
      The selected file will be shared by using the send email pane.
    - Copy/move selected file
      The access path of the selected file is stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the file to the new folder. However, the path is saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the

access path is also copied to the clipboard. It can then also be processed further with the File Explorer, for example.

- ○ Invert selection
  The files not selected currently will be selected instead of the files currently selected.
- ○ Clear selection
  No file will be selected anymore.

If more than one files are selected, the following commands are provided:

- ○ Delete selected files
  All selected files will be deleted after confirmation.
- ○ Share selected files
  All selected files will be shared by using the send email pane.
- ○ Copy/move selected files
  The access paths of the marked files are stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the files to the new folder. However, the paths are saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access paths are also copied to the clipboard. They can then also be processed further with the File Explorer, for example.
- ○ Invert selection
  The file not selected currently will be selected instead of the files currently selected.
- ○ Clear selection
  No file will be selected anymore.
- ○ Select all
  All files will be selected.

The files will stay selected until you delete a file in this folder or you terminate the application.

13. If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

14. Click this button if you want to reopen the selected file. If the current game is not saved completely, a prompting message is displayed. Depending on your answer, the current game state is saved or discarded before the new game is opened. The button is disabled if no file is selected or if multiple files are selected. Alternatively, you may double click the file item or you may press the Enter key or the Spacebar when the item is focused. This is possible even when multiple items are selected.

15. Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

16. If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.10 Statistics Files

Figure 52 shows the statistics files pane.

You can select a folder of your choice on this pane, where the statistics files of KubiTarock will be stored. You can also

open, copy, delete or share statistics files with others.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
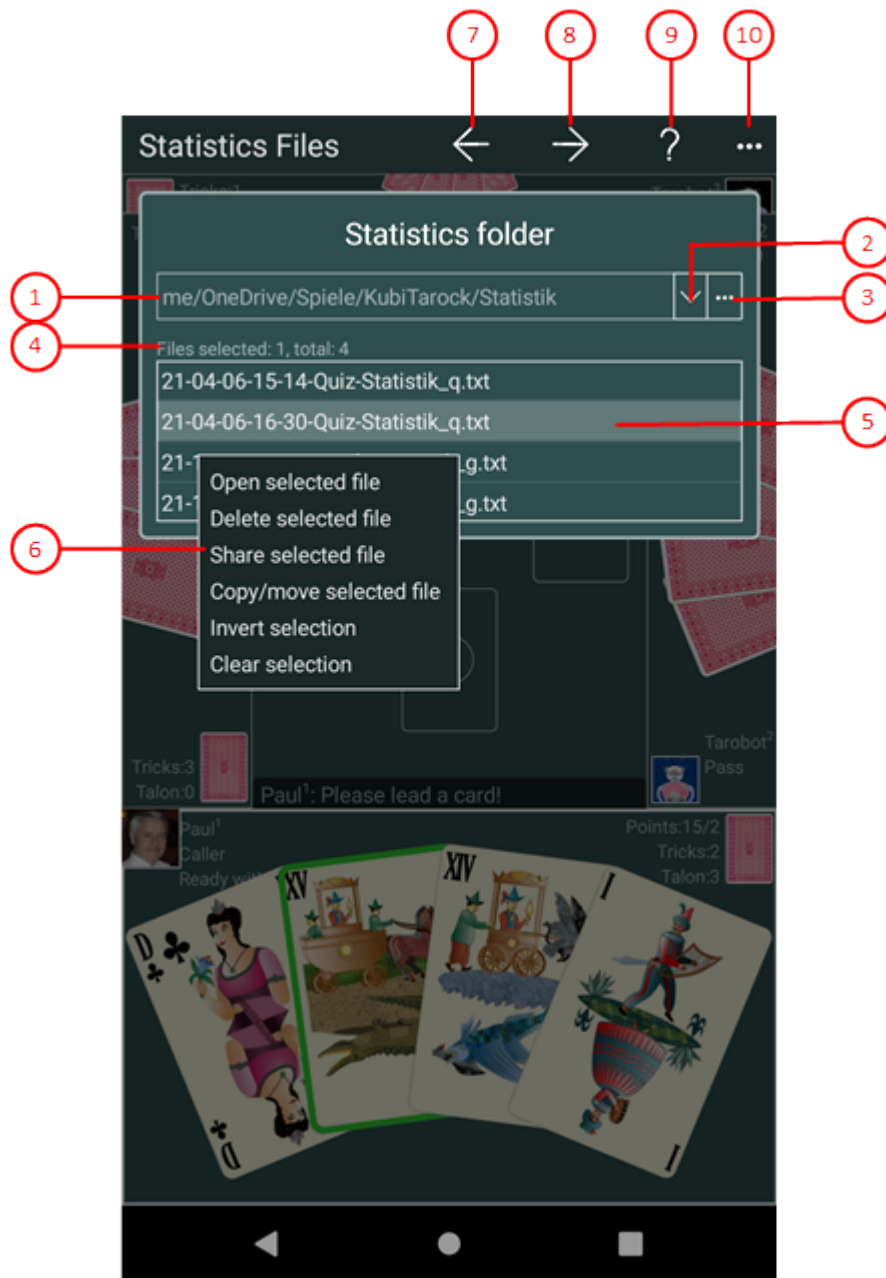
Figure 52: Game Statistics Pane

1. Path to statistics folder
   This shows the path to the folder containing the statistics files. The statistics folder may be either a user-defined folder or the default "Statistics" folder within the local app storage. If you want to access the statistics from different devices, you should create such a folder on "OneDrive" and select it here.

2. Drop-down button
   With this button, you can fold-down or fold-up the items list and select one them. Up to seven entries are possible. One of them is the default folder in the local app storage:
   - <local app storage> and
   - up to six user-defined folders.

The entry selected lastly is always on top of the list. If already six user-defined entries exist, a new folder ousts the last user-defined folder. If you press the right mouse button on a user-defined entry or if you press and hold the finger for about one second on such an entry, a context menu appears allowing you to remove the entry. If you select the menu item, the entry will be removed. However, the folder is preserved of course. The entry with the default folder cannot be removed.

3. Browse button
   With this button, you can call the folder picker dialog to find and select an appropriate folder. If the global option "Use OneDrive statistics" is checked, the OneDrive pane is called instead of the folder picker. Use it to select or set up a folder on OneDrive.

4. Files count
   The total number of files in the folder is shown here. Besides the total files count, the number of selected files is also shown.

5. File list
   This list shows the files in the current statistics folder. You can open a file with a double click or you can click one or more files one after the other to select them. You can also click a selected file again to deselect it. The selected files can then be processed with the following context menu.

6. Context menu
   If you right-click the file list or if you press and hold your finger for about one second on it, a context menu appears. If no file is selected, the menu contains a single command only:
   - Select all
     All files will be selected.

   If only one file is selected, the following commands are provided:
   - Open selected file
     The file will be openened if the file type is supported.
   - Delete selected file
     The selected file will be deleted after confirmation.
   - Share selected file
     The selected file will be shared by using the send email pane.
   - Copy/move selected file
     The access path of the selected file is stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the file to the new folder. However, the path is saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access path is also copied to the clipboard. It can then also be processed further with the File Explorer, for example.
   - Invert selection
     The files not selected currently will be selected instead of the files currently selected.
   - Clear selection
     No file will be selected anymore.

   If more than one files are selected, the following commands are provided:
   - Delete selected files
     All selected files will be deleted after confirmation.
   - Share selected files
     All selected files will be shared by using the send email pane.
   - Copy/move selected files
     The access paths of the marked files are stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the files to the new folder. However, the paths are saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access paths are also copied to the clipboard. They can then also be processed further with the File Explorer, for example.
   - Invert selection
     The file not selected currently will be selected instead of the files currently selected.

- Clear selection
  No file will be selected anymore.
- Select all
  All files will be selected.

The files will stay selected until you delete a file in this folder or you terminate the application.

7. ⬅ If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

8. ➡ If you click this button, the game images pane will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

9. ❓ Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

10. ⋯ If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.11 Image Files

Figure 26 shows the image files pane.

You can select a folder of your choice on this pane, where the card backs and user portraits you have created are stored. You can also copy, delete or share the files.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.

Figure 26: Image Files Pane

1. Path to images folder
   The path to the images folder is shown here. The images folder may either be a user selected folder or the default "Images" folder within the local app storage. If you want to access the folder from different devices or even with different Microsoft IDs, you should create such a folder on "OneDrive" and select it here.

2. Drop-down button
   With this button, you can fold-down or fold-up the items list and select one them. Up to seven entries are possible. One of them is the default folder in the local app storage:
   - <local app storage> and

- up to six user-defined folders.

The entry selected lastly is always on top of the list. If already six user-defined entries exist, a new folder ousts the last user-defined folder. If you press the right mouse button on a user-defined entry or if you press and hold the finger for about one second on such an entry, a context menu appears allowing you to remove the entry. If you select the menu item, the entry will be removed. However, the folder is preserved of course. The entry with the default folder cannot be removed.

3. Browse button
   With this button, you can call the folder picker dialog to find and select an appropriate folder. If the global option "Use OneDrive images" is checked, the OneDrive pane is called instead of the folder picker. Use it to select or set up a folder on OneDrive.

4. Files count
   The total number of files in the folder is shown here. Besides the total files count, the number of selected files is also shown.

5. File list
   This list shows the files in the current images folder. You can click one or more files one after the other to select them. You can also click a selected file again to deselect it. The selected files can then be processed with the following context menu.

6. Context menu
   If you right-click the file list or if you press and hold your finger for about one second on it, a context menu appears. If no file is selected, the menu contains a single command only:
   - Select all
     All files will be selected.
   If only one file is selected, the following commands are provided:
   - Open selected file
     The file will be openened if the file type is supported.
   - Delete selected file
     The selected file will be deleted after confirmation.
   - Share selected file
     The selected file will be shared by using the send email pane.
   - Copy/move selected file
     The access path of the selected file is stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the file to the new folder. However, the path is saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access path is also copied to the clipboard. It can then also be processed further with the File Explorer, for example.
   - Invert selection
     The files not selected currently will be selected instead of the files currently selected.
   - Clear selection
     No file will be selected anymore.
   If more than one files are selected, the following commands are provided:
   - Delete selected files
     All selected files will be deleted after confirmation.
   - Share selected files
     All selected files will be shared by using the send email pane.
   - Copy/move selected files
     The access paths of the marked files are stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the files to the new folder. However, the paths are saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access paths are also copied to the clipboard. They can then also be processed further with the File Explorer, for example.

- Invert selection
  The file not selected currently will be selected instead of the files currently selected.
- Clear selection
  No file will be selected anymore.
- Select all
  All files will be selected.

The files will stay selected until you delete a file in this folder or you terminate the application.

7. If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

8. If you click this button, the log files pane will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

9. Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

10. If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.12 Log Files

Figure 46 shows the log files pane.

You can select a folder of your choice on this pane, where the log files of KubiTarock will be saved. In addition, files that are attached to an email you have created are also stored there. You can view, copy, delete or share the files with others.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
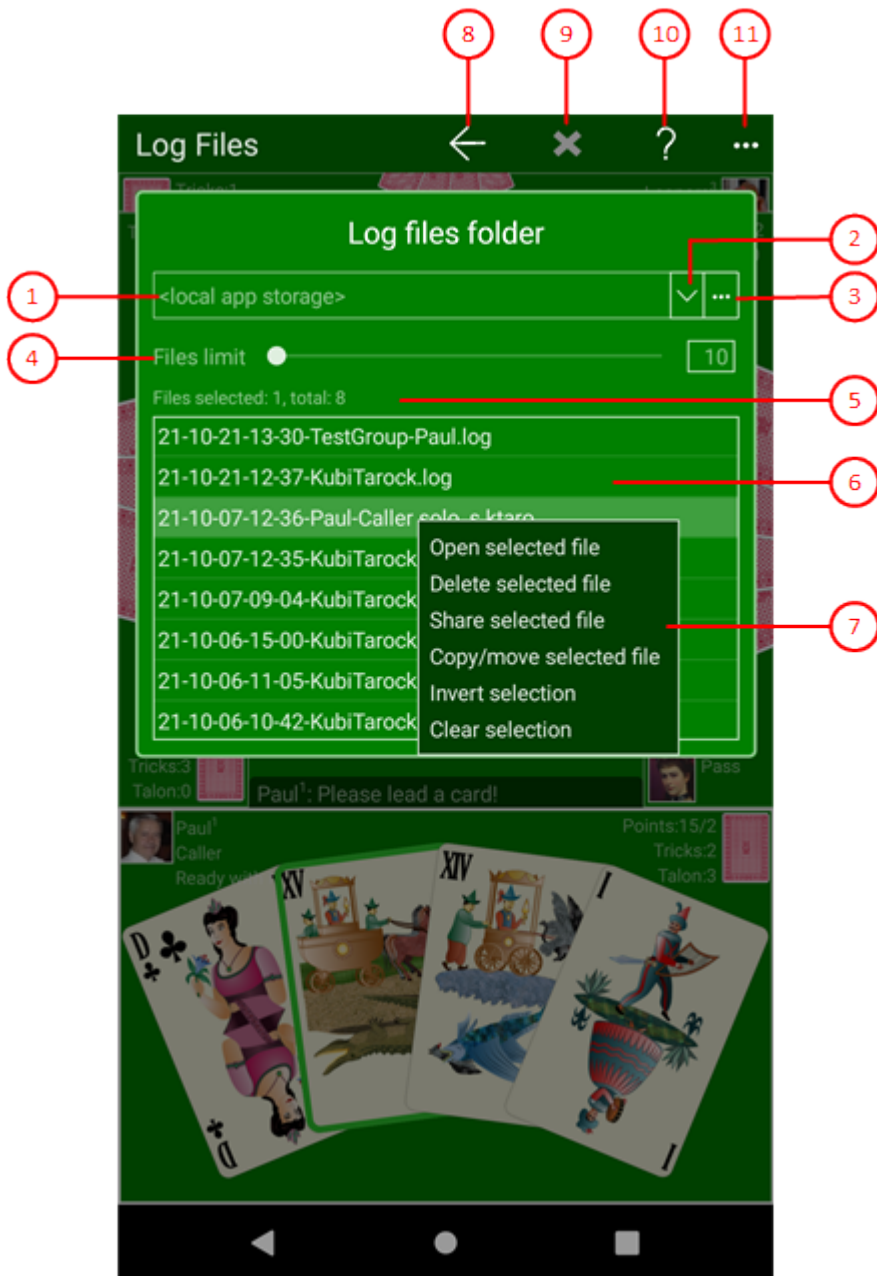
Figure 46: Log Files Pane

1. Path to images folder
   The path to the images folder is shown here. The log files folder may either be a user selected folder or the default "LogFiles" folder within the local app storage.

2. Drop-down button
   With this button, you can fold-down or fold-up the items list and select one them. Up to seven entries are possible. One of them is the default folder in the local app storage:
   - <local app storage> and
   - up to six user-defined folders.

   The entry selected lastly is always on top of the list. If already six user-defined entries exist, a new folder ousts the last user-defined folder. If you press the right mouse button on a user-defined entry or if you press and hold the finger for about one second on such an entry, a context menu appears allowing you to remove the entry. If you select the menu item, the entry will be removed. However, the folder is preserved of course. The entry with the default folder cannot be removed.

3. Browse button
   With this button, you can call the folder picker dialog to find and select an appropriate folder.

4. Upper files limit
   By using this slider, you can set the upper limit for game files in the local app storage between 10 and 100. Default value is 25. If the upper limit is reached, each new log file created causes the deletion of the oldest file in it. Please note, that the age of the file is determined by the game start date not by the file modification date. The game start date is used as prefix of each file name.

5. Files count
   The total number of files in the folder is shown here. Besides the total files count, the number of selected files is also shown. If instead of the file list the content of a log file is shown, the name of the file opened and a advice how to close the file is displayed.

6. File list
   This list shows the files in the current log files folder ordered by descending names. You can open a file with a double click or you can click one or more files one after the other to select them. You can also click a selected file again to deselect it. The selected files can then be processed with the following context menu.

7. Context menu
   If you right-click the file list or if you press and hold your finger for about one second on it, a context menu appears. If no file is selected, the menu contains a single command only:
   - Select all
     All files will be selected.
   If only one file is selected, the following commands are provided:
   - Open selected file
     The file will be openened if the file type is supported.
   - Delete selected file
     The selected file will be deleted after confirmation.
   - Share selected file
     The selected file will be shared by using the send email pane.
   - Copy/move selected file
     The access path of the selected file is stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the file to the new folder. However, the path is saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access path is also copied to the clipboard. It can then also be processed further with the File Explorer, for example.
   - Invert selection
     The files not selected currently will be selected instead of the files currently selected.
   - Clear selection
     No file will be selected anymore.
   If more than one files are selected, the following commands are provided:
   - Delete selected files
     All selected files will be deleted after confirmation.
   - Share selected files
     All selected files will be shared by using the send email pane.
   - Copy/move selected files
     The access paths of the marked files are stored temporarily. The next time you change folders, you will be asked whether you want to copy or move the files to the new folder. However, the paths are saved only as long as you do not delete a file or close the overlay pane that defines the folder. Under Windows, the access paths are also copied to the clipboard. They can then also be processed further with the File Explorer, for example.
   - Invert selection
     The file not selected currently will be selected instead of the files currently selected.

- o Clear selection
  No file will be selected anymore.
- o Select all
  All files will be selected.

The files will stay selected until you delete a file in this folder or you terminate the application.

8. ⬅ If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

9. ✕ This button is enabled only if the contents of a file are shown instead of the file list. Click this button if you want to close the file again.

10. ? Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

11. ⋯ If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.13 OneDrive

Figure 27 shows the OneDrive pane. It provides direct access to the OneDrive files associated with your account. This is useful if you want to access the same archive and/or image folder from Android that you use in Windows. On Windows 10 you don't need this feature. Here you can simply use synchronized OneDrive folders on your device. Windows also does not require an active Internet connection for this.

On this pane you can select, set up and delete folders. You can also delete files. An active Internet connection is required to use OneDrive and this feature. In case of a bad Internet connection, the startup of the app can be delayed significantly. If a OneDrive timeout error occurs durnig startup, the OneDrive options will be disabled and the user is asked to restart the app.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
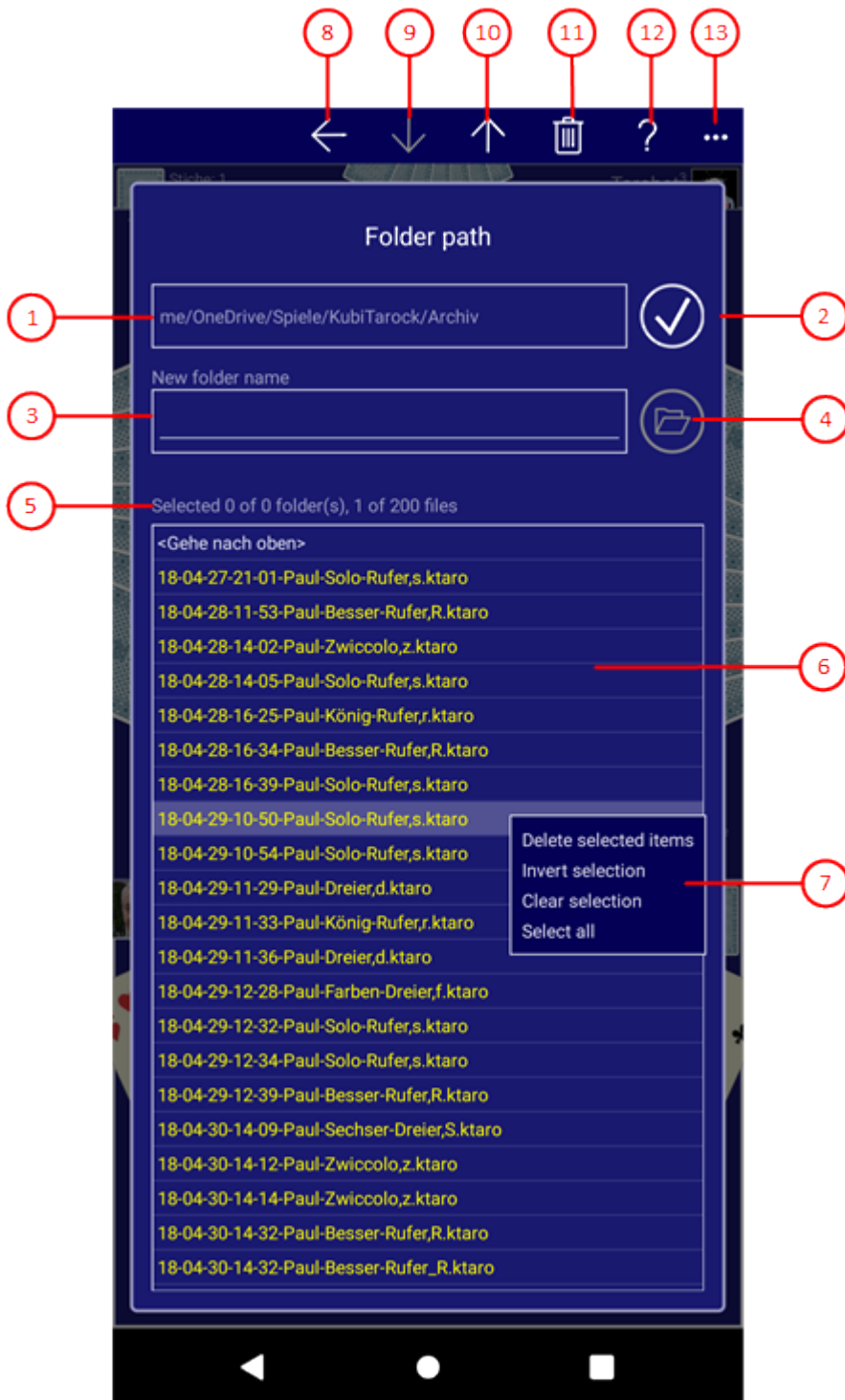
Figure 27: OneDrive Pane

1. Path to OneDrive folder
   The path to the current OneDrive folder is shown here. If the accept button is clicked, this folder will be used.

2. ![checkmark] Click this button if the current folder shown in the folder path is that folder you want to select.

3. New folder name
   If you want to create a new folder under the current folder, you can enter the name of that folder here.

4. ⬛ Click this button if you want to create a new folder under the current folder. The button is disabled if no name is entered in the new folder name field.

5. Files count
The total number of files in the folder is shown here. Besides the total files count, the number of selected files is also shown.

6. Folder contents
The contents of the current folder are shown here. Only the folders items are enabled, the file items are highlighted and disabled. You can double click a folder item to open the next folder level. The special entry <Go up> can be double clicked to close the current folder and to display the contents of the upper folder.

7. Context menu
If no file is selected, the menu contains a single command only:
   ○ Select all
      All files will be selected.
If at least one file is selected, the following commands are provided:
   ○ Delete selected file(s)
      All selected files will be deleted.
   ○ Invert selection
      The file not selected currently will be selected instead of the files currently selected.
   ○ Clear selection
      No file will be selected anymore.
The files will stay selected until you delete a file in this folder or you terminate the application.

8. ← If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

9. ↓ Click this button to open the folder currently located in the folder items list. The button is disabled if no folder item is located.

10. ↑ Click this button to close the current folder and display the upper folder contents. The button is disabled if the current folder is the top folder "me/OneDrive".

11. 🗑 Press this key if you want to delete the marked entries. If several entries are marked or a marked folder is not empty, a prompt appears asking you to confirm the deletion.

12. ❓ Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

13. ⋯ If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.14 Game Users

Figure 28 shows the game users pane.

You can set up new users or delete existing users on this pane. You can also assign one or more players to a user and change the positions of the players.

KubiTarock has four players. To each of these players, a user must be assigned. After the game is closed, the score of each player is booked on the game account of the associated user. The following types of users are defined:

- System user
  The system user on the current device is yourself. Each system user must control at least one player, all other players are simulated in an offline session. In an online session, on the other hand, only the players who are not controlled by online users are simulated. Unlike online games, an offline game allows the system user to control multiple players for analysis purposes. In an offline game, the system user always has the role of the game master.

- Online user
  In an online session, all system users on the involved devices are online users. After logging in to an online session, their profiles are synchronized on all devices involved. The first registered online user has the role of the game master.

- Simulator "Tarobot"
  This user is assigned to all players not assigned to a simulated user or to an online user.

- Simulated user
  These users are only used in offline games. In online games, all simulated players are directly assigned to the simulator "Tarobot".

In the user list, the profiles of all defined users are shown. The entries are ordered by an access key:

- System user
  In the user list, the current system user is listed under the key ".Me". The profile of this user cannot be deleted. "Me" is used as default user name. If you do online playing, you must enter that name instead the group administrator has assigned to you.

- Simulator "Tarobot"
  In the user list, this user is listed under the key "..Tarobot". The profile of this user can neither be deleted nor changed. "Tarobot" is used as user name and a predefined picture is used as user portrait.

- Simulated user
  You can define such a profile with any name and with a portrait, you prefer. The name and the key are the same.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
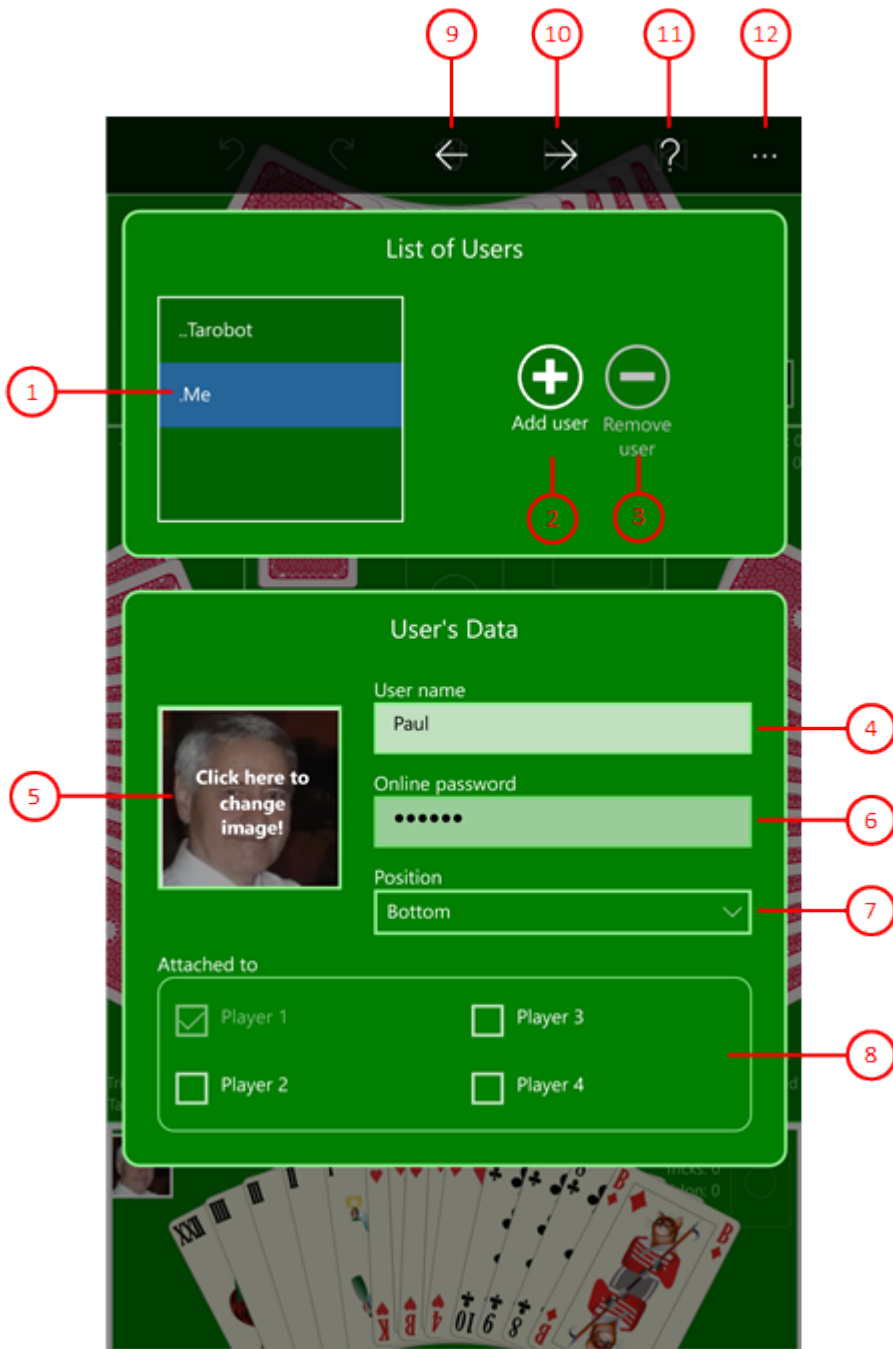
Figure 28: Game User Pane

1. User list
   The existing user profiles are listed here. The first two items "..Tarobot" and ".Me" are predefined and cannot be deleted.

2. ⊕ Click this button to create a new user profile.

3. ⊖ Click this button to delete the selected user profile.

4. User name
   Here, the name of the user selected in the list box is shown. The name of a new user must start with a capital letter and must contain letters, digits, and hyphens only. The length is limited to 32 characters. If you do online

playing, you must enter that name at the key '.Me' the group administrator has assigned to you.

5. User portrait
Initially, a predefined picture is used for each new user. If you want to change that, you must click on the picture. The user photo pane is shown afterwards and allows you changing the picture. For online games, it is recommended that you select a suitable image for the list entry '.Me' so that your fellow players can identify you more easily.

6. Online-Password
If you are group administrator, you can enter the password with which the respective user can log in to your online user group. As member of a user group, you only have to enter that password at the list key '.Me' the group administrator has assigned to you. The password must contain at least 5 and not more than 32 characters. Colons ':' and semicolons ';' must not be used as content.

7. Player position
Here, you can change the position of the first player the selected user is assigned to. The order of the player 1 to 4 does not change thereby, and their positions are changed accordingly.
In an online session, you should only change the position of the .Me entry. The positions of the other online players are assigned in login order automatically.

8. Player assignment
Here, you can assign the selected user to one or more players. However, you cannot remove the assignment here. If you want to assign a different user to a player, you must select the profile of that user and change the assignment there. The selected user replaces then the previously assigned user.
In an online session, the user assignment will be made automatically in the login order.

9. ← If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

10. → If you click this button, the user accounts pane will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

11. ? Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

12. ⋯ If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.14.1 User Photo

Figure 29 shows the user photo pane. You can create a photo for a user here. The photo can either be made with a connected camera or loaded from a file. The user photo will be used according to the privacy policy.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered

item. To return to the picture, click the back button.

Figure 29: User Photo Pane

1. Photo panel
   This panel shows either the portrait of the selected user, the snapshot taken by the connected camera, or the picture loaded from a file. Initially and after insertion, the user portrait is shown.

2. Clipping shape
   The border of this shape defines the clipping. You can drag it to the required area for clipping.

3. Zooming slider
   You can move the slider between 0.05 and 2.0 by dragging the slider thumb. You may also click on the slider behind or in front of the thumb to set a discrete value.

4. If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

5. If a camera is connected, you can click this button to take a snapshot. The camera app allows you to do this. The picture taken is shown in the photo panel.

6. Click this button if you want to load a picture from a file. A File Open Picker allows you to go to the target folder step-by-step and select a picture file from there. Only files with the name extensions ".png", ".jpe", ".jpeg", ".jpg", and ".gif" are shown. The photo loaded is shown in the photo panel.

7. Click this button if you want to select the marked picture area as user portrait. The clipping shape must be completely be inside the picture. After clipping, the user portrait is shown in the game users pane and all affected player views on the game view are changed. This button is disabled if the photo panel contains the portrait of the selected user instead of a new photo.

8. Click this delete picture button if you want to remove the photo from the selected user. After deletion, the default picture is shown again. This button is disabled if the selected user has the default picture assigned already.

9. Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

10. If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane. The following secondary commands at the end of the list are never shown as buttons:

   o Rotate photo by 90°
     Rotes the photo shown by 90 degrees clockwise.

   o Rotate photo by 180°
     Rotes the photo shown by 180 degrees clockwise.

   o Rotate photo by 270°
     Rotes the photo shown by 270 degrees clockwise.

   o Flip photo horizontal
     Mirrors the photo shown horizontally.

   o Flip photo vertical
     Mirrors the photo shown vertically.

4.2.15 User Accounts

Figure 30 shows the user accounts pane.

It shows a table with the account balances of all local users. If the access to an online user group is verified, the online account balances of that group are also included. In addition, you can reset the account balances of the users shown to 0 here.

The points the users have won or lost are booked separately for offline and online games on the game accounts of the users. The offline account balances are stored locally and remain until the system user deletes them. The online account balances are stored in the Microsoft Azure database and are retained until they are deleted by the group administrator. What else happens to the account balances is the sole responsibility of the users. This applies also to the account balance of the simulator "Tarobot".

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.

Figure 30: User Accounts Pane

1. Group name
   Here, you can enter the name of your online user group. This group must be created previously by the group administrator with the help of the online group pane.

2. More button
   Use this button to expand the ListBox with the most recently used credentials. It contains a maximum of five entries with the name of each group and the user name as a key attribute. In addition to the key attribute, the user password and, if necessary, the group administrator password are also stored. When you click on one of

these entries, the login information is entered in the appropriate fields. New credentials are only saved if a login was successful. If you click on an entry with the right mouse button or hold the finger on it for about 1 second, commands for deleting entries will be offered to you in a context menu.

3. User name
   You must enter your user name here. It must be that name the group administrator has assigned to you.

4. User/group password
   Here, you can enter either your online password, which you use to join an online group session. Or you can enter the password needed for group management here. To delete the online account balances, you must use the group password exclusively.

5. ⊘ Press this button to verify the access to the group. This button is disabled if the access was done already and the fields group name and password were not changed in the meantime.

6. Hinweis
   The first message that is displayed here is that you should first press the button to verify access. If the access was successful the end of the term of the group is displayed.

7. Clear offline balances
   Press this button to set all offline balances to 0.

8. Clear online balances
   Press this button to set all online balances to 0. Clearing the online balances is possible only if you are using the group password.

9. User names
   In this table column, the names of the users are shown.

10. Offline points
    In this table column, the points earned offline are shown.

11. Online points
    In this table column, the points earned online are shown.

12. Played online games
    In this table column, the number of played online games is shown. This number is related to the owner of the user. The owner is identified by the email address retrieved by the app when the user logs in. If multiple users have the same owner, the number of played online games of these users are the same.

13. ← If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

14. → If you click this button, the online group pane will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

15. ? Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

16. ⋯ If the current width of the game view does not allow to display all primary commands of the app bar as

buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.16 Online Group

Figure 31 shows the online group pane.

On this pane, you can create and manage an online user group if you are owner of an active online user group add-on. You can perform the add-on purchase on the app billing pane. The online user group is stored in a Microsoft Azure database and can have with up to 12 members.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
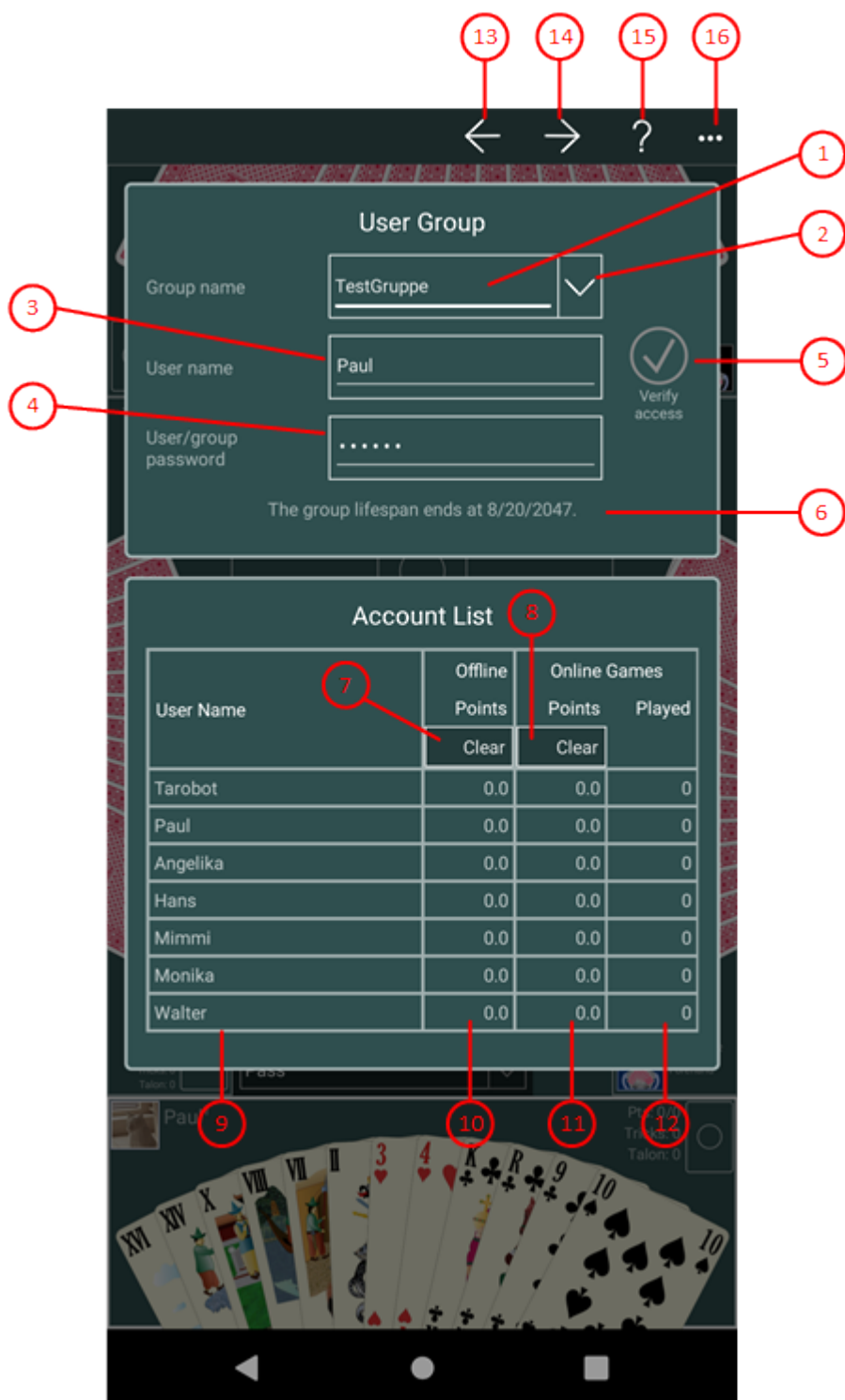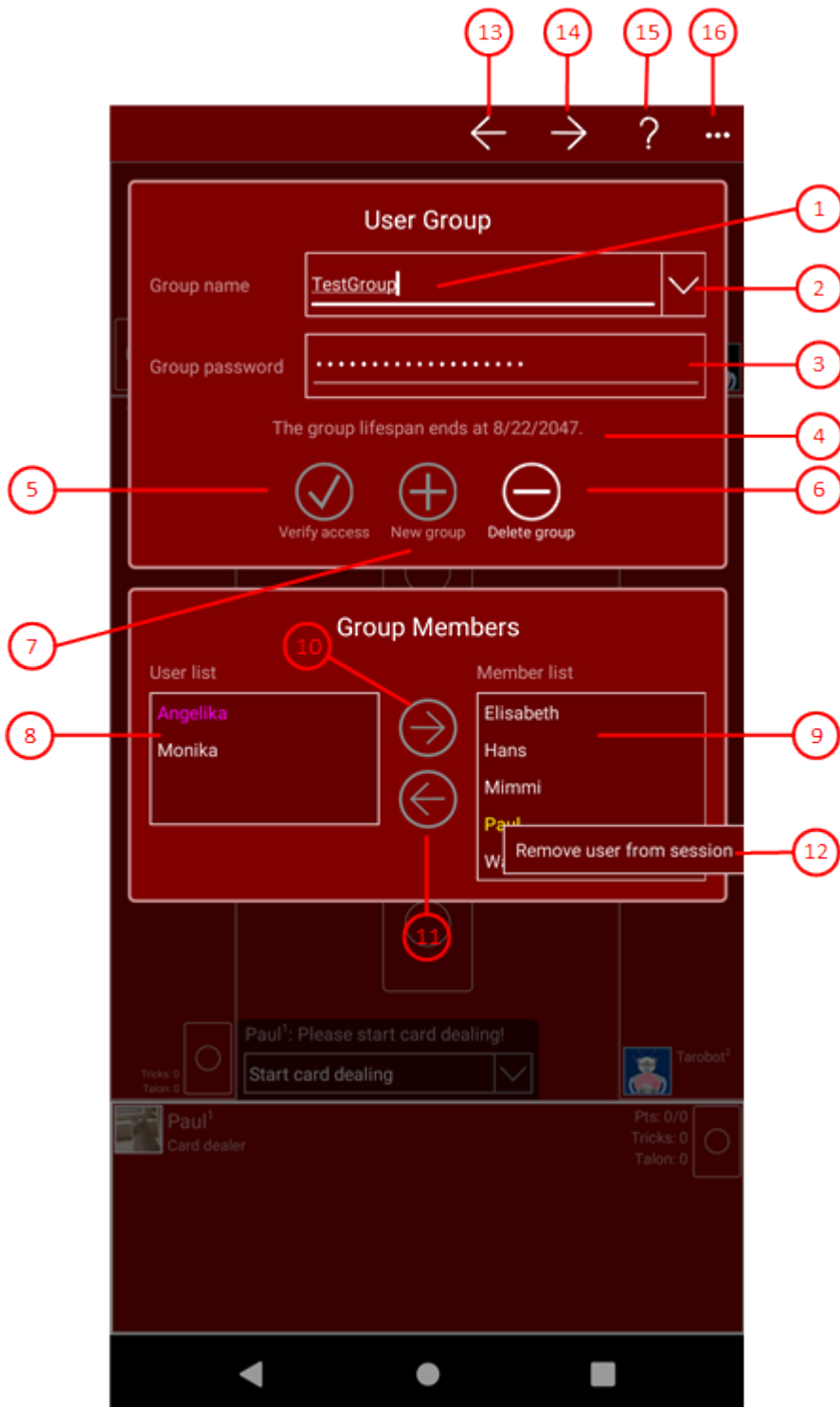
Figure 31: Online Group Pane

1. Group name
   Here, you must enter the name of a new or existing online user group. The name must start with a capital letter and must contain letters, digits, and hyphens only. The length is limited to 32 characters.

2. Drop-down button
   Use this button to expand the ListBox with the most recently used credentials. It contains a maximum of five entries with the name of each group and the user name as a key attribute. In addition to the key attribute, the user password and, if necessary, the group administrator password are also stored. When you click on one of

these entries, the login information is entered in the appropriate fields. New credentials are only saved if a login was successful. If you click on an entry with the right mouse button or hold the finger on it for about 1 second, commands for deleting entries will be offered to you in a context menu.

3. Group password
   Here, you must enter the password necessary to maintain an online user group. The password must contain at least 5 and not more than 32 characters. Colons ':' and semicolons ';' must not be used as content.

4. Advice
   As long as the access to the group is not verified, an advice is shown telling you to press the verify group access button first. If the access is done, the end of the group's lifespan will be shown instead.

5. Press this button to verify the access to the group. This button is disabled if the access was done already and the fields group name and password were not changed in the meantime.

6. Press this button, to create a new online user group. The button is disabled when the access to the current group is verified.

7. Press this button when you want to delete your group. Deletion is not possible while an online session with the group is still active. Even after a group has been deleted, its remaining lifetime is maintained. If you create a new group later, it will retain the remaining lifetime of the deleted group. Contact support if a group can not be deleted or its remaining lifetime is not applied to a new group.

8. User list
   The local user profiles are listed here. If you successfully access a user group, a local profile is created automatically for each existing member for which no local profile already exists. The online passwords of the members are not transferred in this process. Afterwards, only those names still appear in the user list which are not present in the member list. User profiles with an empty password are disabled and highlighted in the user list. You must define an online password for such users before you can add them to the group as members. On the game users pane, you can create new and update existing user profiles.

9. Member list
   The members of the group are listed here. If you successfully access a user group, a local profile is created automatically for each existing member for which no local profile already exists. Afterwards, only those names still appear in the user list which are not present in the member list. Members who are currently active in the online session of the current user are highlighted.

10. Press this button to add the selected user to the group. The name will then appear in the member list and disappears from the user list. The button is enabled only if the access to the group is verified and an entry in the user list is selected.

11. Press this button to remove a member from the group. The entry appears then in the user list and disappears from the member list. The button is enabled only if an entry in the member list is selected.

12. Context menu
    If you right-click on a highlighted member item or if you press and hold your finger for about one second on it, a context menu appears. The menu contains the following command:
    - Remove user from session
      If you click this command, the selected user will be removed from the current online group session. This can be necessary for example, if a player has forgotten to log out.

13. [←] If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

14. [→] Press this button to show the session settings pane. Alternatively, you can press the Alt+Right-Arrow key combination. You can adjust the settings for online sessions of the group on this pane.

15. [?] Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

16. [···] If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.16.1 Session Settings

Figure 32 shows the session settings pane. You can edit the settings for online sessions of the group on this pane.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.

Figure 32: Session Settings Pane

1. **Enable playing assistant**
   Normally, the playing assistant is not used in online sessions. If you check this option, the simulator selects that action or playing card he would chose in this situation. To confirm the selection, it is sufficient to press the Enter key or the Spacebar. The risk appetite of the simulator can be adjusted on the game settings pane.

2. **Enable Undo/Redo**
   Normally, the buttons for undo and redo are disabled during an online session. If you check this option, the currently active player can revert an action or redo an reverted action. It is also possible then to restart the game or to playback the game forward or backward.

3. **Bystanders see hand cards open**
   If you select this option, the players' hand cards will be shown face up to the bystanders. Otherwise, the

bystanders will only see the card backs.

4. Autoplay interval
    This setting applies only to online sessions in your group, and is applied only when less than 4 online players are involved in a session. The autoplay function allows the simulator to simulate one player after another without the game master having to intervene. The Autoplay function stops when the next player is controlled by an online user. The time interval between two player simulations can be set with this slider. You can move the slider between 0 and 20 seconds. The default value is 2 seconds. The Autoplay function is suspended in certain game situations, so that all online players have an opportunity to adjust to the situation. If the autoplay feature is disabled or suspended, the game master must trigger the simulator by clicking the pulsating player portrait.

5. If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

6. Press this button if you want to apply the changed settings to the current online session immediately. Otherwise, changes will not take effect until the next session is started. The button is disabled if no online session of your group is open or if the settings are unchanged.

7. Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

8. If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.17 Quiz Question

Figure 33 and Figure 34 are showing the quiz question pane. Figure 33 before the answer and Figure 34 after answering the question. The quiz question pane covers and darkens the entire game view. You can not close the pane until you have answered the question.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
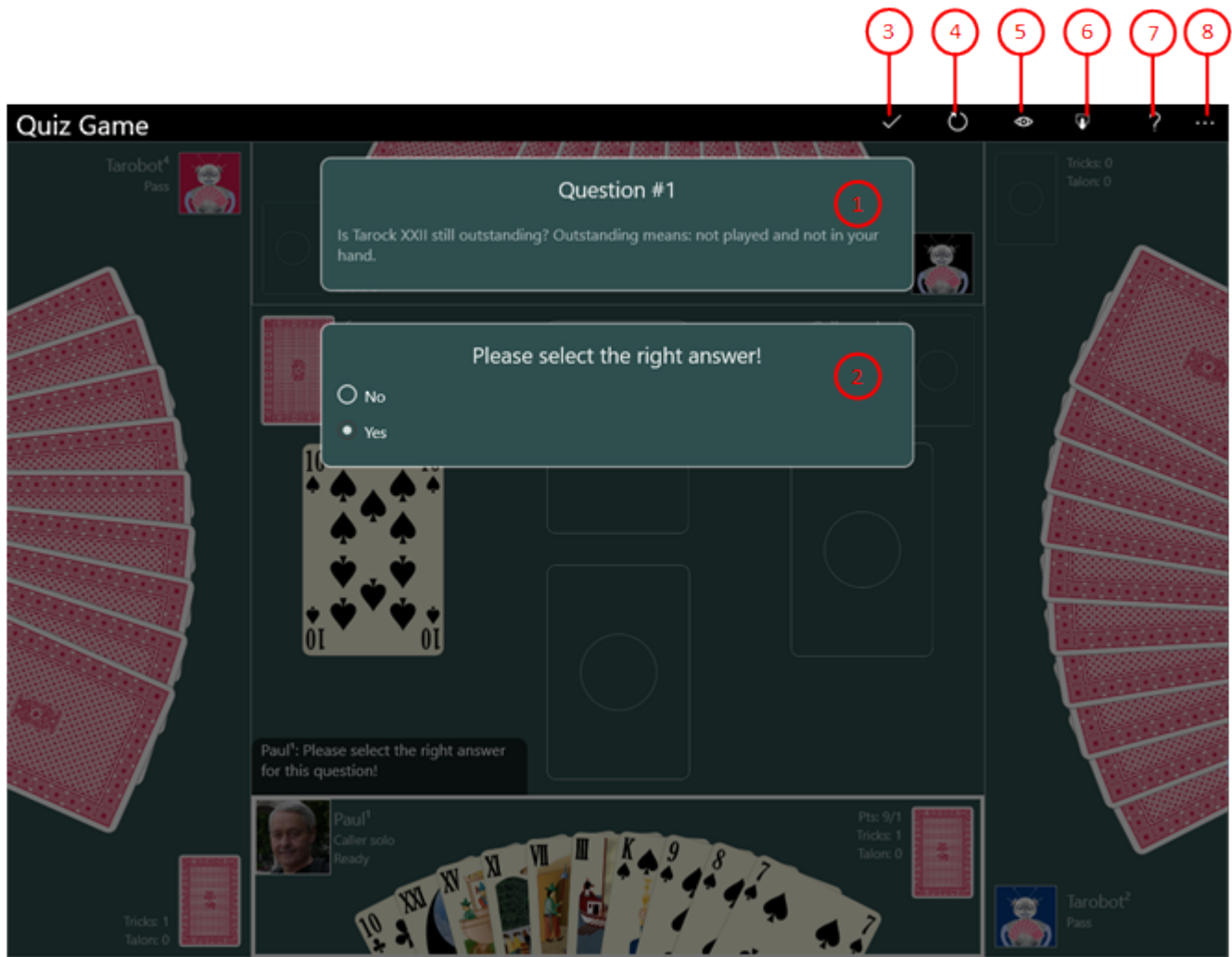
Figure 33: Quiz Question Pane (unanswered)
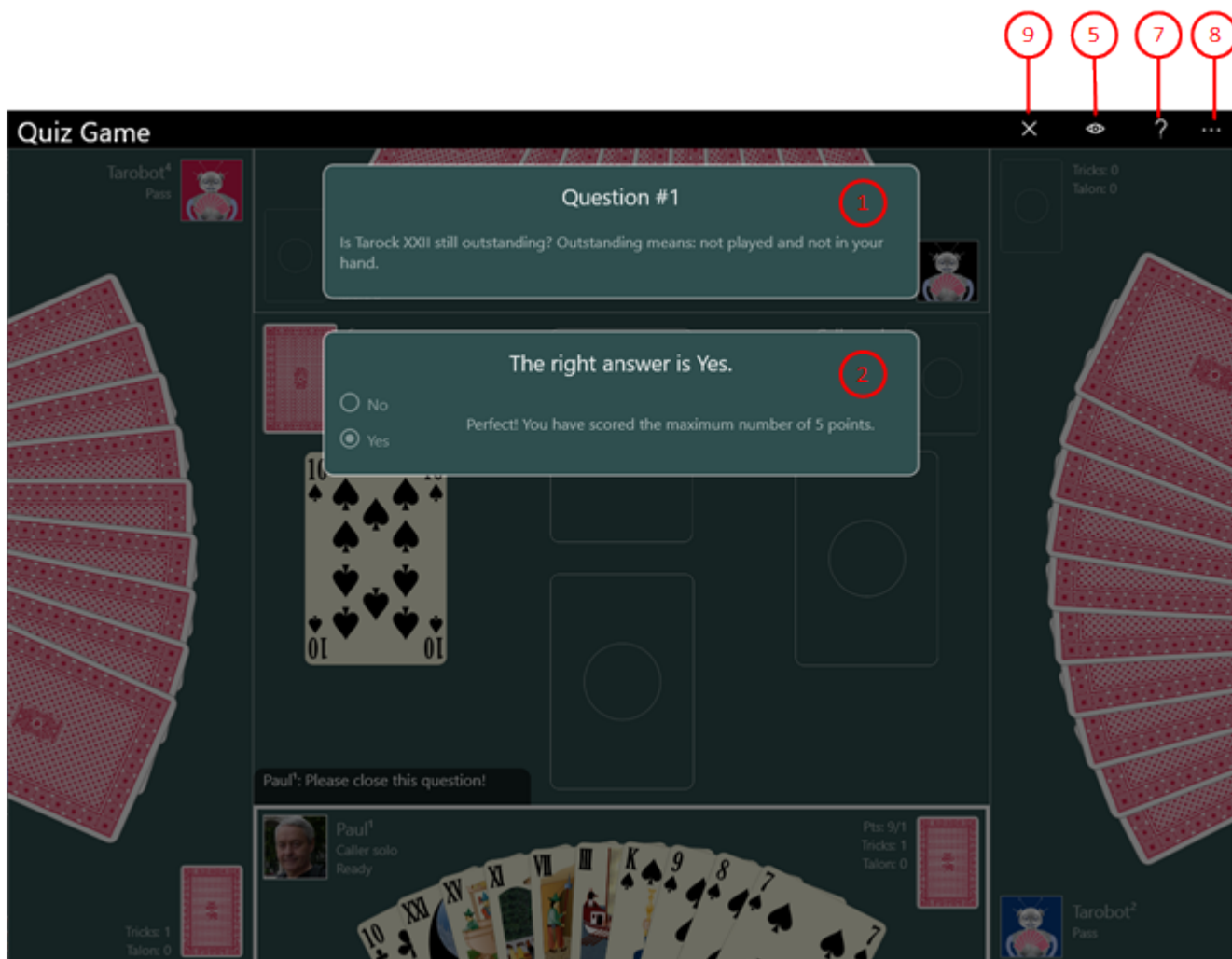
Figure 34: Quiz Question Pane (answered)

1. Quiz question
   Please read the question carefully. The aim of the question can also be negated, example: "How many Tarock have <u>not</u> yet been played?". The following table contains all questions that are currently available:

Question	Target Object	Explantation
How many (target objects) are still outstanding? Outstanding means: not played and not in your hand.	cards of suit	Suit is either Tarock, Clubs, Diamonds, Hearts, or Spades.
How many (target objects) have already played or were in the uncovered Talon?	cards of suit	Suit is either Tarock, Clubs, Diamonds, Hearts, or Spades.
How many (target objects) have <u>not</u> been played yet?	cards of suit	<u>Negation!</u> Suit is either Tarock, Clubs, Diamonds, Hearts, or Spades.
How many different color suits have been played as the first card of	color suits	Color suits are

a trick?		Clubs, Diamonds, Hearts, and Spades.
How many different color suits have <u>not</u> yet been played as the first card of a trick?	color suits	<u>Negation!</u> Color suits are Clubs, Diamonds, Hearts, and Spades.
How many of the following players could still have (target objects)?	cards of suit	Suit is either Tarock, Clubs, Diamonds, Hearts, or Spades.
What is the highest (target object) still outstanding? Outstanding means: not played and not in your hand.	card of suit	Suit is either Tarock, Clubs, Diamonds, Hearts, or Spades.
What is the highest (target object) already played?	card of suit	Suit is either Tarock, Clubs, Diamonds, Hearts, or Spades.
Is (target object) still outstanding? Outstanding means: not played and not in your hand.	card of suit	Suit is either Tarock, Clubs, Diamonds, Hearts, or Spades.
Has the (target object) already been played?	card of suit	Suit is either Tarock, Clubs, Diamonds, Hearts, or Spades.
What is the lowest (target object) still outstanding? Outstanding means: not played and not in your hand.	card of suit	Suit is either Tarock, Clubs, Diamonds, Hearts, or Spades.
What is the lowest (target object) already played?	card of suit	Suit is either Tarock, Clubs, Diamonds, Hearts, or Spades.

Table 19: Possible Quiz Questions

2. Answer list
   There are always at least two different answers in the list. Only one of them can be right. Please click on the answer that is correct in your opinion. As long as you do not press the following button, you can still change the selection. When you press the following button, the evaluation of your question is displayed here, as shown in Figure 34.

3. ✓ Press this button when you have marked the in your opinion right answer. Afterwards, the correct answer together together with the evaluation of your answer is displayed as shown in Figure 34.

4. ⟳ Press this button if you do not want to answer the question. You will then get another question instead and the question rejected will not be asked again later in the game. Within a game, you can reject maximum n times a question: n = (maximum number of questions per game) / 2 + 0,5. On the game settings pane you can set the maximum number of quiz questions according to your needs. The default setting is 3 quiz questions per game.

5. 👁 Press this button if you want to see the cards on the table again. The pane with the quiz question is then made invisible. If you press the button again, it will become visible again.

6. ⬇ Press this button if you want to exit the quiz mode and continue playing the game normally. Points that you have already achieved will be retained.

7. ❓ Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

8. ⋯ If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

9. ✕ Press this button to close the quiz question pane and to continue playing. This button is only visible when the question has been answered and evaluated.

4.2.18 Statistics

Table 20 shows the statistics pane. It presents various game results in calendar form. Two types of statistics are distinguished:

- Quiz Statistics
  Quiz statistics are generated based on the quiz games performed. The rating results from the answers to the quiz questions asked.

- Game Statistics
  With version 2021.09 of KubiTarock the game statistics was introduced. The statistic includes all games that have been played until the end of the game. When the game results are determined, a data record for the statistics is also generated. This record contains the game type and a player rating if the game was announced by the system user or if the system user was called in the game. If the system user has controlled more than one player in a game, only the first player is included in rating.

  - For each game that the system user's player has announced or been called in, a target score is determined that they must achieve in order to get the 100 percent success rate. The target score is determined based on the current rule set and is the game score without additional bonuses.

  - The statistics data are created together with the game results. If you go back after displaying the game results with Undo, the statistic data will be removed from the statistics. You can use this, for example, to prevent bad games from being included in the rating.

  - If you still have archived games that were created before the statistics were introduced, you can still include them. You can do this as described here.

The current quiz and the game statistics are loaded when the app is started and automatically saved when the app is suspended. However, from the Archive, statistics can also be generated for other players and displayed here.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
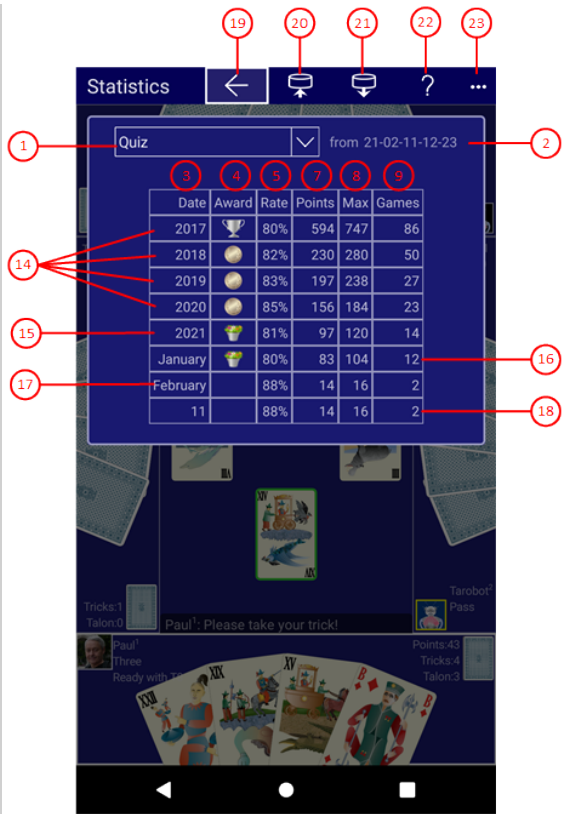
Figure 56: Statistics - Quiz

Figure 57: Statistics - All Games
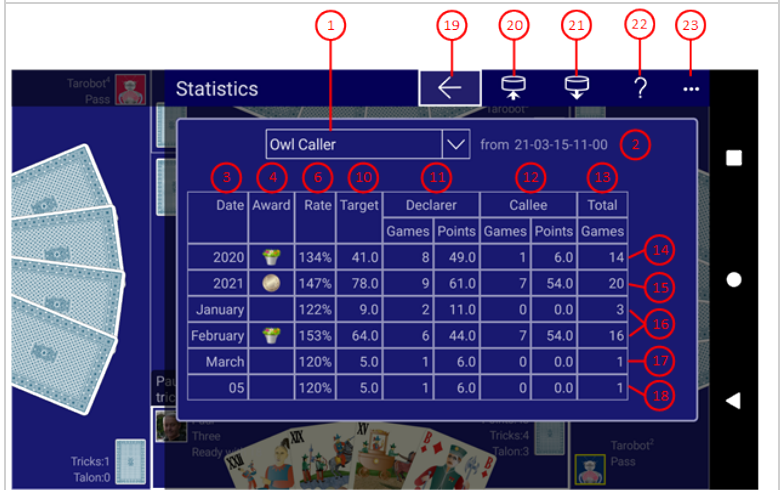
Figure 58: Statistics - Specific Game

Table 20: Statistics

The game results are summarized in periods. The smallest period is the day, the middle is the month, and the greatest period is the year. Only for the last month the results are kept per day. The results of the previous months in the last year are collected per month and the results of previous years are summarized per year.

1. **Statistics**
   Here you can select the type of statistics:
   - **Quiz**
     shows the results of the quiz games performed (figure 56).
   - **All games**
     shows the summary of all games performed (figure 57).
   - **Special game**
     shows the results of a game you selected from the list. In figure 58 the results of the Owl Caller games are shown.

2. **Creation date**
   of the statistics.

3. **Period**
   This column specifies the period to which the quiz results in this line refer.

4. **Award**
   This column shows the award you earned during the period. The following tables are showing the requirements for the awards.

Quiz		
Award	Minimum Points	Minimum Success Rate
Bronze Flower Pot	25	65%
Silver Flower Pot	25	75%
Gold Flower Pot	25	85%
Bronze Medal	100	65%
Silber Medal	100	75%
Gold Medal	100	85%
Bronze Cup	500	65%

Games		
Award	Minimum Points	Minimum Success Rate
Bronze Flower Pot	50	83%
Silver Flower Pot	50	100%
Gold Flower Pot	50	200%
Bronze Medal	100	83%
Silber Medal	100	100%
Gold Medal	100	200%
Bronze Cup	500	83%

Silver Cup	500	75%
Gold Cup	500	85%

Table 43: Quiz Awards and their Requirements

Silver Cup	500	100%
Gold Cup	500	200%

Table 44: Game Awards and their Requirements

5. Rate quiz game
Success rate in the period r = Max / Points * 100%.

6. Rate specific game or all games
Success rate in the period r = Target / (Declarer Points + Callee Points) * 100%.

7. Points
Points achieved in the period.

8. Max
Maximum achievable points in the period.

9. Games
Performed quiz games in the period.

10. Target
Target points for the success rate 100%.

11. Declarer
Declarer games played and points achieved.

12. Callee
Callee games played and points achieved.

13. Total
Total games played as declarer, as callee, or as opponent.

14. Past year
The results of past years are summarized in one line each.

15. Current year
The results achieved in the current year are summarized here additionally.

16. Past month
The results of past months in the current years are summarized in one line each.

17. Current month
The results achieved in the current month are summarized here additionally.

18. Day
The results on the days of the current month are summarized in one line each.

19. ← If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

20. Press this button if you want to save the statistics shown to a file. You can freely select the saving location.

21. Press this button to locate and open another statistics file to be shown.

22. ? Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

23. ··· If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.19 App Info

Figure 36 shows the app info pane.

You can find information about the application on this pane and you can switch to the store to write a review about the application there. If you have a problem with KubiTarock, you can also send an email directly to KubiTarock support.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.

Figure 36: App Info Pane

1. Version
   Shows the version number and the build date of the app.

2. Lizenztyp und Konto
   Shows the license type and the account name. The account name is "anonymous" if you use the offline license.

3. Write a review
   Press this button if you want to go to the store and write a review about KubiTarock that other potential buyers can read.

4. Send us a support email

Press this button if you have noticed a problem with KubiTarock or would like to make a suggestion for improvement. The send email pane will then be displayed and you can send your request directly to KubiTarock support. The email already contains the current game in the attachment.

5. Click this button to show the privacy policy in the online-help.

6. ← If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

7. → If you click this button, the app billing pane will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

8. ? Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

9. ··· If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

10. With this command you can display the app billing pane
11. With this command you can display the account setup pane.
12. With this command you can delete your online account with all data from the KubiTarock server. This will automatically switch you to the offline license. Before you will be asked again if you really want to do this.

4.2.19.1 Account Setup

Figure 63 shows the account setup pane. This pane is shown if you have not yet set up a user account. You can enter an email address on it as your account name. A mail with a verification code will then be sent to this address in the 1st step. You will then need to have this code verified in the 2nd step. If the verification is successful, your account will be created. If you cannot create an account, the app will be closed when you exit the pane.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.

Figure 63: Account Setup Pane

1. Email address
   Here you can enter the email address to be used as the account name.

2. Verification code
   Here you need to enter the verification code that you received by email.

3. Send verificaton email
   Press this button to send an email to the specified address. This email contains the verification code, which you must enter in the field above after receiving it.

4. Check verification code
   Press this button after you have entered the received verification code. If the verification is successful, your account will be created and you can start playing.

5. ← If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

6. ? Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

7. ··· If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.20 App Billing

Figure 47 shows the app billing pane.

You can view the billing for your usage licenses on this pane. Also you can purchase an add-on in the store of the respective platform to renew your playing license or your online group license.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
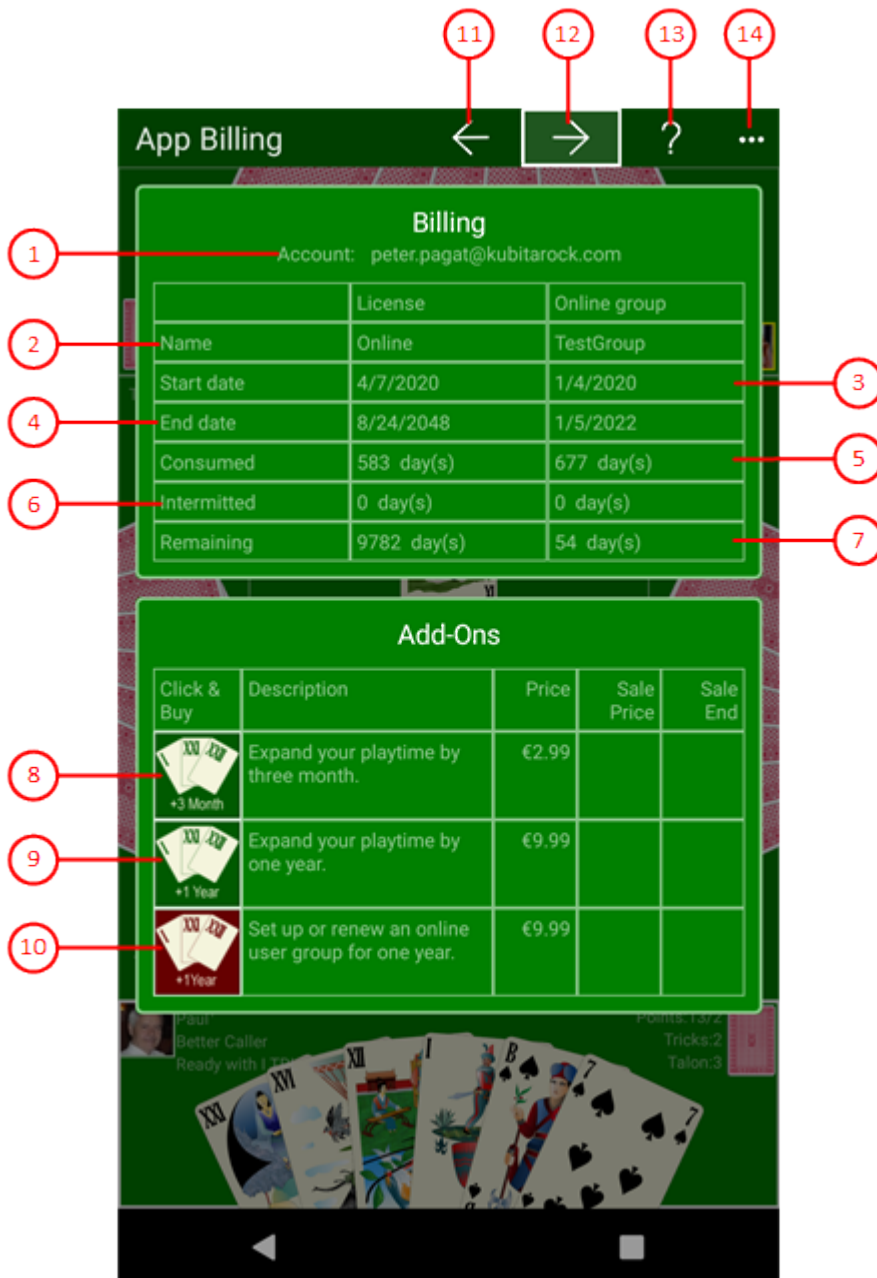
Figure 47: App billing pane

1. Account
   This shows the email address that you use as your account.

2. Name
   This line displays the names of your gaming license and of your online group.

3. Start date
   This line displays the start dates for the licenses.

4. End date
   This line displays the end dates for the licenses.

5. Consumed
   This shows how many days of the respective license have already been used.

6. Intermitted
   Here you can see how many days the respective license was interrupted. This is the case if you let a license expire and later reactivate.

7. Remaining
   This shows how many days you can still use the respective license.

8. Press this button if you want to extend your game license for 3 months. The input window of the respective store will then be displayed, with which you can carry out purchase.

9. Press this button if you want to extend your game license for one year. The input window of the respective store will then be displayed, with which you can carry out purchase.

10. Press this button if you want to set up an online group or extend the duration of your group by 1 year. The input window of the the respective store is displayed with which you can make the purchase.

11. If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

12. If you click this button, the account exchange pane will be made visible. Alternatively, you can press the Alt+Right-Arrow key combination.

13. Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

14. If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.20.1 Account Setup

Figure 63 shows the account setup pane. This pane is shown if you have not yet set up a user account. You can enter an email address on it as your account name. A mail with a verification code will then be sent to this address in the 1st step. You will then need to have this code verified in the 2nd step. If the verification is successful, your account will be created. If you cannot create an account, the app will be closed when you exit the pane.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.

Figure 63: Account Setup Pane

1. Email address
   Here you can enter the email address to be used as the account name.

2. Verification code
   Here you need to enter the verification code that you received by email.

3. Send verificaton email
   Press this button to send an email to the specified address. This email contains the verification code, which you must enter in the field above after receiving it.

4. Check verification code
   Press this button after you have entered the received verification code. If the verification is successful, your account will be created and you can start playing.

5. If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

6. Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

7. If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.21 Send Email

Figure 64 shows the send email pane. This pane is shown when you want to send feedback to support or when you want to share game files with someone.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
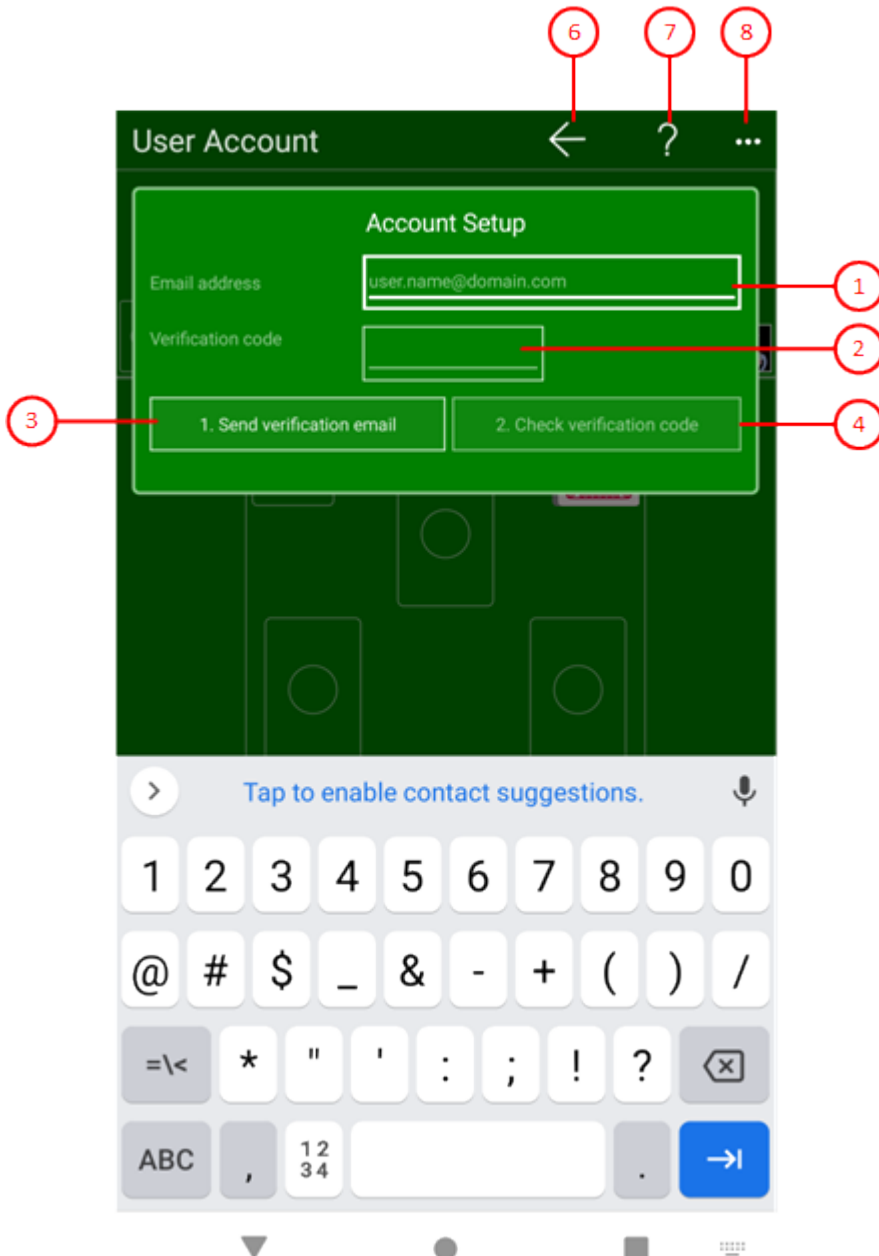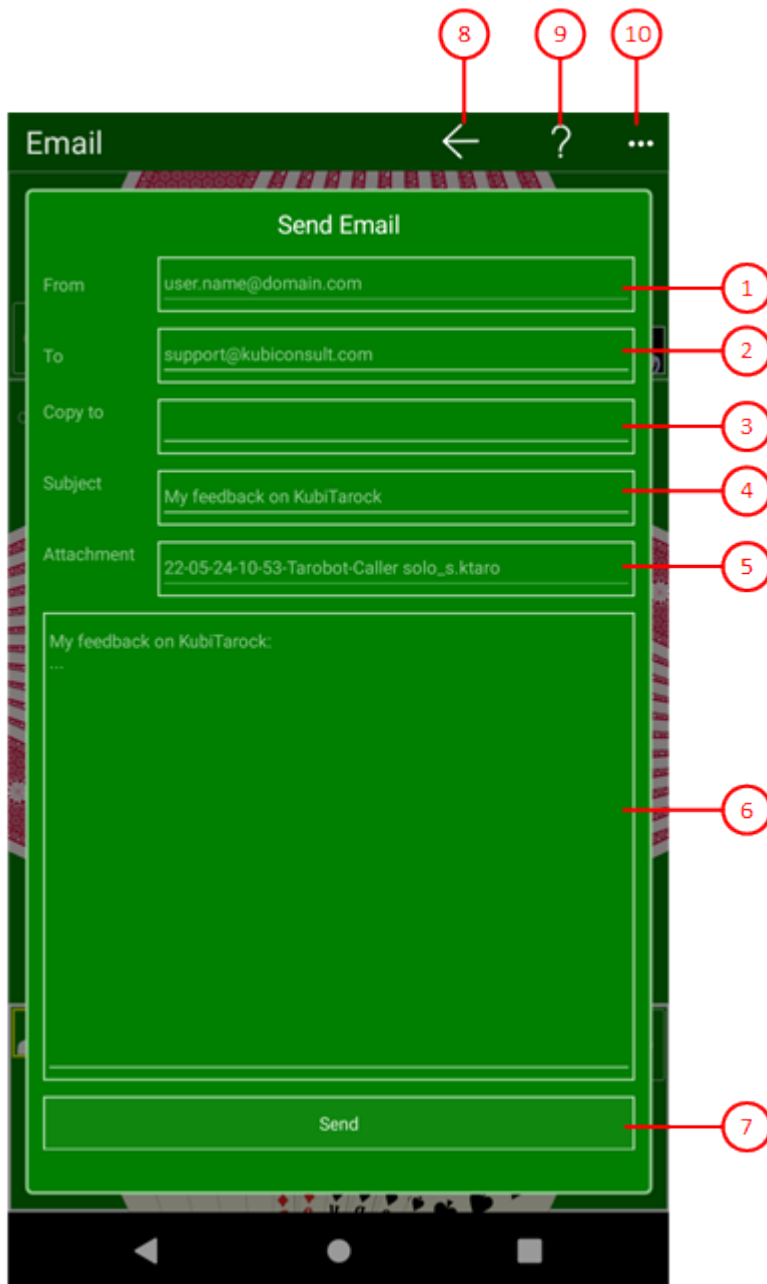
Figure 64: Send Email Pane

1. From
   Displays the email address that corresponds to your account.

2. To
   Here you can enter the email addresses to which you want to send the mail.

3. Copy to
   Here you can enter the email addresses whose recipients should receive a copy.

4. Subject
   Here you can enter what the message is about.

5. Message
   Here you can enter a detailed message.

6. Attachment
The name of the game file that will be sent as an attachment is displayed here.

7. Send
Press this button to send the email.

8. ← If you click this button, the pane previously shown is made visible again. If no previous pane exists, the current overlay pane disappears only. Alternatively, you can press the Alt+Left-Arrow key combination.

9. ? Click this button to overlay the game view with the help pane showing online information about the current view content. Alternatively, you can press the F1 key on the keyboard. The help function can be used only if an internet connection is available.

10. ⋯ If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

4.2.22 Online Info

This pane displays online information about KubiTarock. This includes the context-sensitive help shown in the following figures. The online information can be displayed only if an internet connection is available. The pane overlays the whole game view.

The context-sensitive help provides two different layouts depending on the client device:

- Layout for mouse interaction (figure 37) and
- Layout for Touch Interaction (figure 38).

You may also force the use of the touch layout by selecting the "Help layout for touch" option.

When you click any circled number in the picture below, the browser will scroll to the explanation of the numbered item. To return to the picture, click the back button.
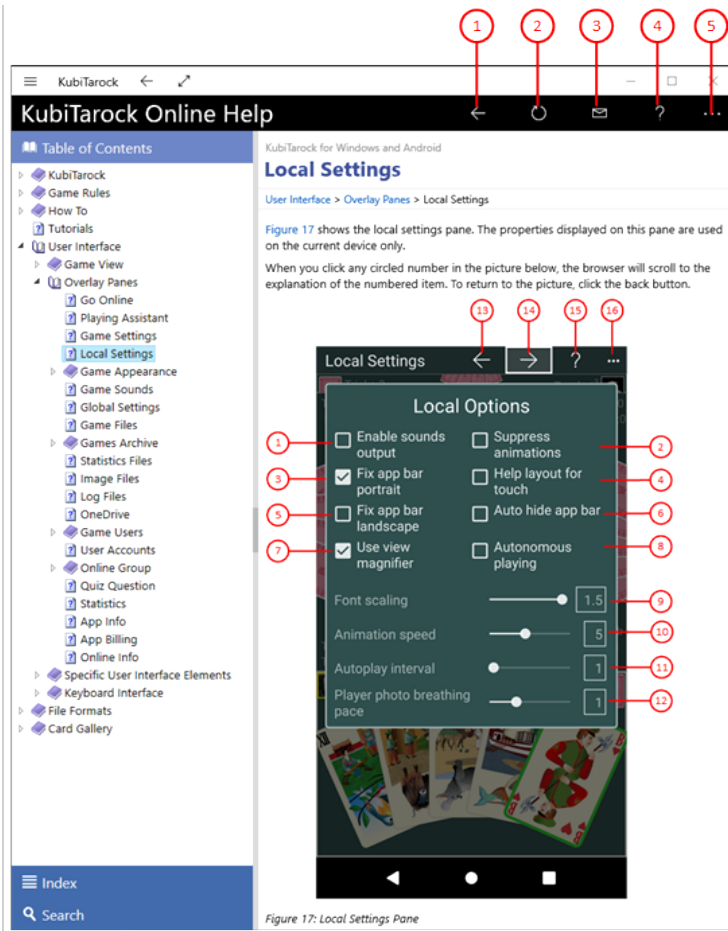
| Figure 37: Help Page Layout for Mouse Interaction | Figure 38: Help Page Layout for Touch Interaction |
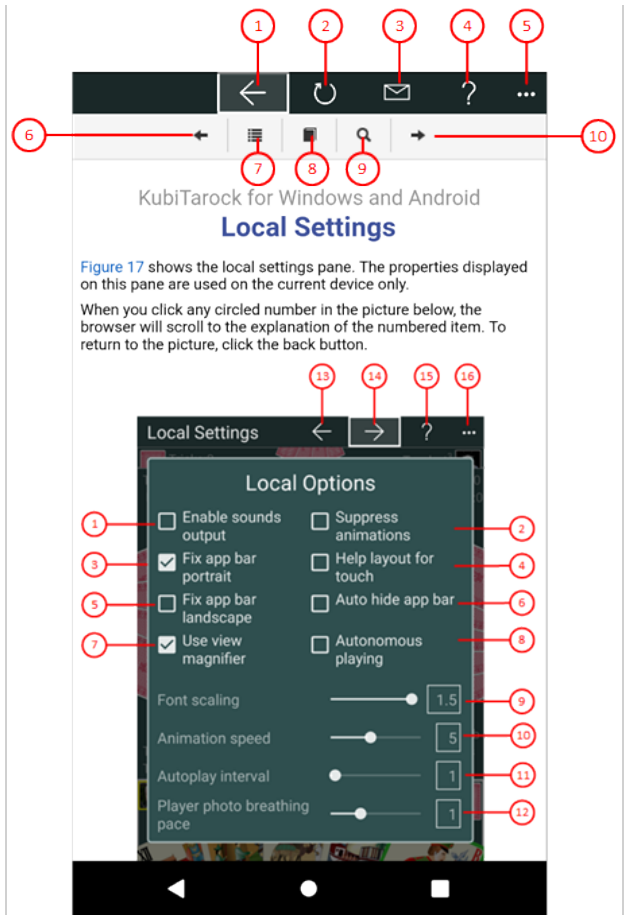
Table 9: Online Info Pane with Help Pane Layouts

Regardless of the type of online info, the following buttons are available in the app bar:

1. ← If you click this button, the previously visited help pane will be shown as long as such a page exists. If no such page exists, the help pane will be shifted out of view again. Alternatively, you can press the Alt+Left-Arrow key combination.

2. ↻ Click this button if you want to refresh the page content.

3. ✉ Click this button if you want to share the link to the current online help page. The share command bar shows the link and the target applications accepting this. Normally, there is the mail application shown. You may use this app to send the link to someone.

4. ? Click this button to replace the current help page by the help for help page.

5. ⋯ If the current width of the game view does not allow to display all primary commands of the app bar as buttons, the overhanging commands are moved to the list of secondary commands. That list can be opened by pressing this button. Pressing this button also causes the app bar to be displayed in its maximum size. When in maximum size, the app bar shows a description below each button shape. In the case of overlay panes, commands for all subsequent panes are displayed here after a horizontal line, so that you can reach all subsequent panes directly. After another horizontal line, special commands may be displayed for the respective pane.

On the help pages the following navigation keys are provided additionally:

6. Click this help page button to show the previous page according to the page order of the table of contents.

7. Click this help page button to shows the index page.

8. Click this help page button to shows the table of contents.

9. Click this help page button to shows the search page.

10. Click this help page button to shows the next page according to the page order of the table of contents.

4.3 Specific User Interface Elements

KubiTarock uses the following specific controls:

- [Playing Card](#)
- [Action Box](#)
- [User Portrait](#)

4.3.1 Playing Card

The playing card ([Figure 48](#)) is the main interaction element in KubiTarock. The border color of the card indicates its action state ([Table 22](#)).
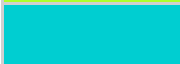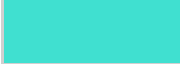
Example	Color	Meaning
		Normal
		The pointer[2] is over the card.
		The card is focused and the pointer[2] is over the card.
		The card is focused[1].
		The card is marked by the playing assistant.
		The card is marked by the playing assistant and the pointer[2] is over the card.
		The card is marked by the playing assistant and focused[1].
		The card is marked by the playing assistant, focused[1], and the pointer[2] is over the card.
		The card is focused[1] and marked as exchange source or as selected design.
		The card is marked as exchange source or as selected design.
		The card is marked as exchange source or as selected design and the pointer[2] is over the card.
Figure 48: Playing card		The card can't be played.
		The card can be played or be used as drop or exchange target.

Table 22: Playing Card's Border Colors

[1] Focusing is only displayed when a keyboard entry or the app itself is the trigger.

[2] This marker is only used with a mouse pointer.

You can use the playing card to perform the following actions when it is one of your players' turn ([Table 23](#)):

Action	Drag and Drop	Click	Keybord Key (the card must be focused)
Lead a card	yes	double	Space or Enter
Trick taking (own card)	yes	single	Space or Enter
Talon card taking (Thrash)	yes	single	Space or Enter
Deposit odd card	yes	double	Space or Enter
Select talon half	yes	single	Space or Enter
Card exchange in edit mode	yes	double source and target	Space or Enter source and target

Table 23: Playing card actions

4.3.2 Action Box

The action box is a combination of two buttons and one list box, the latter is opened on demand on the right or on top of the action box (Table 12):

Figure 42: Single selection mode	*Figure 43: Multiple selection mode*

Table 12: Selection Modes of the Action Box

1. Action button
   Here, the selected action is shown. When you click it, it will be executed immediately.

2. Drop-down button
   With this button, the list box with all selectable elements can be opened or closed.

3. List box in single selection mode
   - A single entry can be selected only. This will be displayed highlighted.
   - If another entry is selected, the previously selected entry will be displayed normal again.

4. List box in multiple selection mode
   - All entries contain a check box. By clicking it, you can it made checked or unchecked as needed.
   - All checked entries are combined into a single line and shown on the action button.

Table 13 shows the keyboard keys usable on the action box depending on the focused element and depending on the selection mode.

Focus Element	Key	Selection Mode	Function
Action button	Enter Space		Executes the action shown.
	Esc Back		Folds in the list box.

	Right arrow		Sets the input focus to the drop-down button.
Drop-down button	Enter Space		Open the list box and sets the input focus to it.
	Right arrow		Open the list box and sets the input focus to it.
	Left arrow		Sets the input focus to the action button.
List box	Enter Space	Single	Copies the content of the current list item to the action button.
		Multiple	Toggles selection of the current list item and copies or removes the item content from/to the action button.
	Esc Back	Single	Folds in the list box.
		Multiple	Folds in the list box.
	Up arrow	Single	Selects the previous list item if existing.
		Multiple	Goes to the previous list item if existing.
	Down arrow	Single	Selects the next list item if existing.
		Multiple	Goes to the next list item if existing.

Table 13: Action Box Keys

4.3.3 User Portrait

In the player view there is a button in the upper left corner that displays the image of the assigned user (Figures 58-61). You can change the image on the game users pane. When it is the respective player's turn to perform an action, the image pulses or breathes.

				When the image has the input focus, instead of clicking on it, you can also use the space bar or enter key on the keyboard.
				If the player is the current dealer or game master in online playing, the frame around the portrait will be highlighted.
Figure 58: User Protrait	*Figure 59: Focused User Portrait*	*Figure 60: Card Dealer User Portrait*	*Figure 61: Game Master User Portrait*	

If the activated player is controlled by you and not by the simulator, you can click on the image to request assistance from the game assistant. The prerequisite for this is that you have selected the following settings on the global settings pane (Table 24).

Global Options		Action
Use Playing Assistant	**Use Learning Mode**	
no	no	none
yes	no	Perform action selected by the assistant
yes	yes	Show recommendation from game assistant

Tabelle 24: User Portrait Actions

If the activated player is controlled by the simulator, the actions are performed automatically. A special situation occurs when a player controlled by the simulator has to do something that the users should be aware of. The users are yourself and, when playing online, all other human participants. Such special situations are:

- The game was interrupted because another application or the system was activated.
- An action was undone or the game was reset to the beginning.
- The simulated player may take a Talon half. The other players should have enough time to look at the talon.

In all these cases, the user portrait of the simulated player pulsates and only when you or in case of playing online the game master clicks on it, does the action take place and the game continues.

4.4 Keyboard Interface

All actions of the game can be selected and executed by using the keyboard too. To make this possible the user must ensure that the desired element has the input focus assigned. In case of input fields, selection lists, and buttons, a high-lighted border indicates the input focus (figure 39).
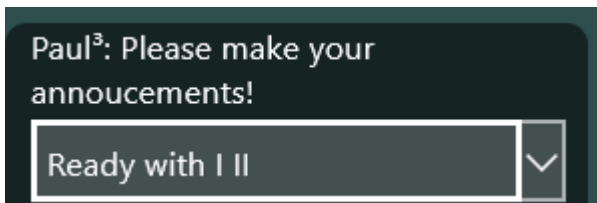
Figure 39: Action Box with Input Focus

A playing card that has the input focus can be recognized by its border color (figures 40, 41, 51). If the game assistant marks a card (Queen of Spades), it is given a green border regardless of the input focus (figures 40, 51). In image 41, the card selected by the assistant is additionally focused and the border color is slightly yellower.

Figure 41: Focused Card (Queen of Spades) Selected by Game Assistant
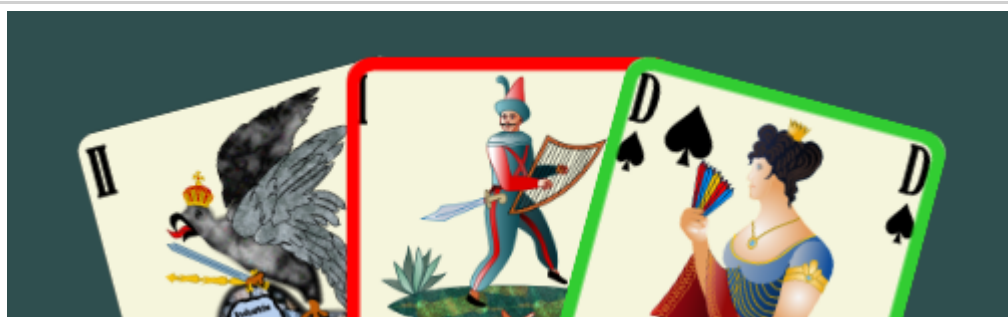
Figure 51: Focused Card (Tarock I) can't be Played

Bild 40: Focused Card (Tarock II) can be Played

Table 10: Playing Card with Input Focus

The most important keys for shifting the input focus and for executing the action associated with the focused input element are summarized in table 10:

Key	Function
Tab	Shifts the input focus to the next input element.
Shift+Tab	Shifts the input focus to the previous input element.
Enter Space	Executes the action associated with the focused input element. Examples: The announcement shown in the focused action box is made; the focused card is played.

Table 11: Focus and Execute Keys

Additional keys you can find in the following subchapters:

- Playing Cards
- Action Box
- Shortcuts

4.4.1 Keys for Playing Cards

The playing cards on the gaming surface can be manipulated only if the active player is controlled by the current system user and if that player is allowed to do that in the current game situation.

The cards on the gaming surface are arranged into the following groups:

1. Card hands of the players 1 to 4
   If the player controlled by you is allowed to lead, to dispose, or to exchange a card, you can set the input focus to any of the cards in his hand. Afterwards, you can trigger the action (leading, disposing, or exchanging) by pressing the Enter key or the Spacebar. However, the action is executed only if the action is allowed to be applied on the focused card. If this is not the case, the border of the card becomes red-colored temporarily.

2. Open Talon cards
   Normally, the Talon cards are stacked on the Talon pile, which is not focusable. However, if a Talon half can be chosen or if Talon cards can be exchanged with other cards, all Talon cards are laying face-up on the gaming table. If the player controlled by you is allowed to do that, you can set the input focus on any of the Talon cards. Afterwards, you can trigger the action (choosing or exchanging) by pressing the Enter key or the Spacebar.

3. Played cards of the players 1 to 4
   When leading a card, the player can place it on the table directly before him. However, the card placed on table

is focusable only, if the player is allowed to take the trick. If this is the case, you can trigger the action by pressing the Enter key or the Spacebar.

4. Card piles (deck pile, Talon pile, tricks piles)
    These card piles are not focusable.

If the single click on a card (with left mouse button or finger tap) has no other function assigned, it is setting the input focus on that card. The single click is used only for selecting a Talon half and for taking the trick. All other card manipulations are requiring a double click or double tap, respective.

Figure 44 shows the game view in edit mode. In this mode, all card hands and the cards of the opened Talon are focusable and manipulable. The Hearts Queen in the card hand of player 2 is focused just now.
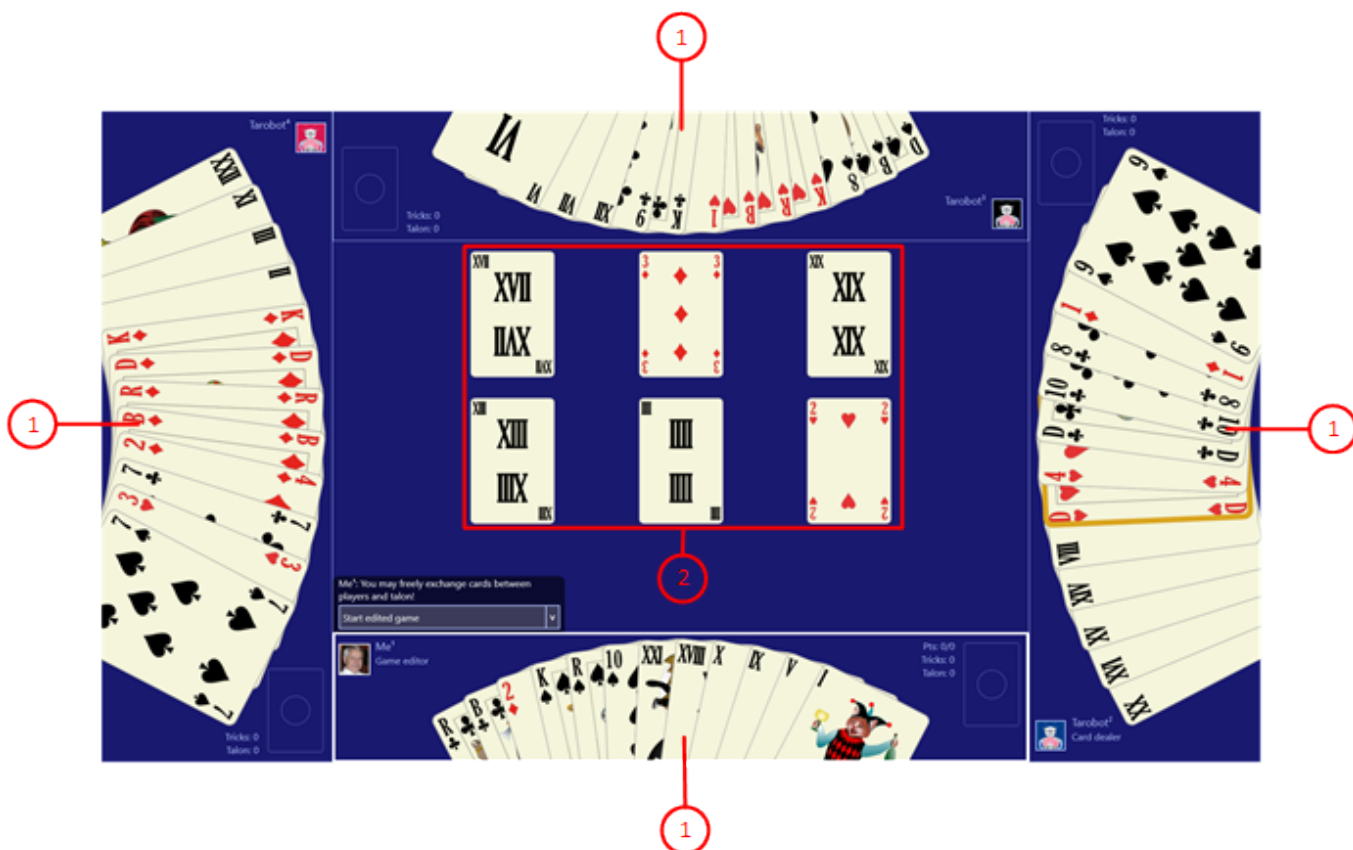
Figure 44: Manipulable Card Groups in Edit Mode

The keys for manipulating the playing cards are summarized in Table 14:

Key	Function
Left arrow Down arrow	Sets the input focus to the previous card within the card group. If the begin of the group is reached already, the focus is set to the last card in the group.
Right arrow Up arrow	Sets the input focus to the next card within the card group. If the end of the group is reached already, the focus is set to the first card in the group.
Tab	Sets the input focus to the next input element according to the defined tab order and round robin.
Ctrl+Tab	Sets the input focus to the first card in the next group according to the defined group order and round robin.
Shift+Tab	Sets the input focus to the previous input element according to the defined tab order and round robin.

Shift+Ctrl+Tab	Sets the input focus to the last card in the previous group according to the defined group order and round robin.
Enter Space	Verifies if the current action is applicable on the focused card: If false, the card border becomes red-colored temporarily. If true, the current action is executed. Examples: Leads or disposes the card; chooses a Talon half; marks a card as source or target for exchange.
Esc	Resets the source marking of a card exchange source in edit mode.

Table 14: Keys for Playing Cards

> 📋 If a card is marked as source, its border becomes blue-colored. The source marking stays until the target of the card exchange is marked or the marking is removed by pressing the Esc button or the back button.

4.4.2 Action Box

The action box is a combination of two buttons and one list box, the latter is opened on demand on the right or on top of the action box (Table 12):
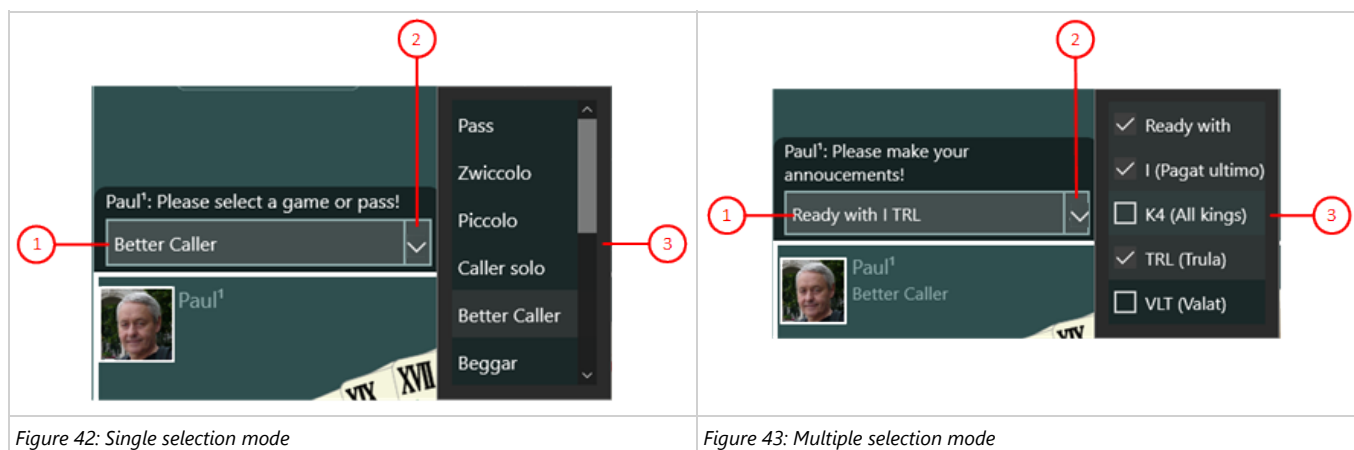

Figure 42: Single selection mode	Figure 43: Multiple selection mode

Table 12: Selection Modes of the Action Box

1. Action button
   Here, the selected action is shown. When you click it, it will be executed immediately.

2. Drop-down button
   With this button, the list box with all selectable elements can be opened or closed.

3. List box in single selection mode
   - A single entry can be selected only. This will be displayed highlighted.
   - If another entry is selected, the previously selected entry will be displayed normal again.

4. List box in multiple selection mode
   - All entries contain a check box. By clicking it, you can it made checked or unchecked as needed.
   - All checked entries are combined into a single line and shown on the action button.

Table 13 shows the keyboard keys usable on the action box depending on the focused element and depending on the selection mode.

Focus Element	Key	Selection Mode	Function
Action button	Enter Space		Executes the action shown.
	Esc Back		Folds in the list box.
	Right arrow		Sets the input focus to the drop-down button.
Drop-down button	Enter Space		Open the list box and sets the input focus to it.
	Right arrow		Open the list box and sets the input focus to it.

	Left arrow		Sets the input focus to the action button.
List box	Enter Space	Single	Copies the content of the current list item to the action button.
		Multiple	Toggles selection of the current list item and copies or removes the item content from/to the action button.
	Esc Back	Single	Folds in the list box.
		Multiple	Folds in the list box.
	Up arrow	Single	Selects the previous list item if existing.
		Multiple	Goes to the previous list item if existing.
	Down arrow	Single	Selects the next list item if existing.
		Multiple	Goes to the next list item if existing.

Table 13: Action Box Keys

4.4.3 Shortcuts

Keyboard shortcuts are representing abbreviations for general functions, like undo or save. They are not bound to a specific input element. Instead, they are received by the superior game view and executed if allowed and possible. Table 15 shows all shortcuts defined:

Key	Function	Remarks
Alt+Home	Makes the app bar visible and sets the input focus to the first enabled app bar button.	
Alt+Ctrl+Home	Sets the input focus to the menu button on the title bar.	The title bar is available only on PCs in desktop mode.
Ctrl+A	Shows the games archive pane.	
Ctrl+E	Starts the edit mode or starts the edited game.	Offline mode: The edit mode is switched on. Online mode: The shortcut is ignored. Edit mode: The changed game will be started.
Ctrl+F	Shows the game files pane.	
Ctrl+H	Shows the online help page associated to the current content of the game view.	The online is available only if an internet connection is active.
Ctrl+N	Starts a new game.	Offline mode: A new game is started. If the current game is not saved yet, the user is asked whether he wants to save or to discard the game state. He can also cancel the action. Online mode: The shortcut is ignored. Edit mode: the changed game will be started.
Ctrl+R	Restarts the current game.	All actions done are reverted.
Ctrl+S	Save current game state.	The current game state is saved only if it has been changed in any way since loading.
Ctrl+T	The simulator "Tarobot" selects an action once only.	If "Tarobot" shall always select the action, the associated global option must be selected.
Ctrl+U	Shows the game users pane.	
Ctrl+V	Toggles the gaming table between the result view and	This is possible only when the game is closed and the result view or the talon view is present.

	the talon view.	
Ctrl+X	Closes the visible overlay pane even when the pane is locked.	
Ctrl+Y	Repeats the last action reverted.	
Ctrl+Z	Reverts the last action.	
Esc Back	Stops a running animation or lets overlay panes disappear.	The key could be evaluated also by the focused input element.
F1	Shows the online help page associated to the current content of the game view.	The online is available only if an internet connection is active.

Table 15: Shortcuts for General Functions

5   File Formats

5.1 Schema Definition of the Game File

KubiTarock.xsd

```xml
<?xml version="1.0" encoding="utf-8"?>
<!-- edited with XMLSpy v2020 (x64) (http://www.altova.com) (c) by Paul Kubitscheck
(KubiConsult) -->
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema"
elementFormDefault="qualified" attributeFormDefault="unqualified">
    <xs:element name="KubiTarock">
        <xs:complexType>
            <xs:sequence>
                <xs:element name="Comment" minOccurs="0" maxOccurs="1"/>
                <xs:element name="GameSettings">
                    <xs:complexType>
                        <xs:attribute name="FixedValatBonusPoints"
type="valatBonusType"/>
                        <xs:attribute name="ValatBonusMultiplier"
type="valatBonusType"/>
                        <xs:attribute name="MaxQuizQuestionCount"
type="maxQuestionsCountType"/>
                        <xs:attribute name="RatingTable" type="xs:string"/>
                        <xs:attribute name="RiskAppetite" type="riskAppetiteType"/>
                        <xs:attribute name="ScoreAbsoluteWinnerMustHave"
type="scoreType"/>
                        <xs:attribute name="ScoreWinnerMustHave" type="scoreType"/>
                        <xs:attribute name="ScoreTrischakerMustPayAll"
type="scoreType"/>
                        <xs:attribute name="Options" type="xs:string"/>
                    </xs:complexType>
                </xs:element>
                <xs:element name="GameState">
                    <xs:complexType>
                        <xs:annotation>
                            <xs:documentation>The attribute QuizQuestionCount is no
more used. It is provided for compatibility reasons only.</xs:documentation>
                        </xs:annotation>
                        <xs:sequence>
                            <xs:element name="Declarers" minOccurs="0"
maxOccurs="1">
                                <xs:complexType>
                                    <xs:sequence>
                                        <xs:element name="Declarer" minOccurs="0"
maxOccurs="4">
                                            <xs:complexType>
                                                <xs:attribute name="PlayerIndex"
type="playerIndexType" use="required"/>
                                            </xs:complexType>
                                        </xs:element>
                                    </xs:sequence>
                                </xs:complexType>
                            </xs:element>
                            <xs:element name="TalonChosen" type="talonType"
minOccurs="0" maxOccurs="1"/>
                            <xs:element name="TalonLeftover" type="talonType"
minOccurs="0" maxOccurs="1"/>
```

```xml
                              <xs:element name="ExcludedQuizQuestions" minOccurs="0"
maxOccurs="1">
                                    <xs:complexType>
                                        <xs:sequence>
                                            <xs:element name="Question" minOccurs="1"
maxOccurs="unbounded">
                                                <xs:complexType>
                                                    <xs:attribute name="Id"
type="questionIdType" use="required"/>
                                                    <xs:attribute name="CardSuit"
type="cardSuitType"/>
                                                    <xs:attribute name="CardValue"
type="cardRelativeValueType"/>
                                                </xs:complexType>
                                            </xs:element>
                                        </xs:sequence>
                                    </xs:complexType>
                              </xs:element>
                          </xs:sequence>
                          <xs:attribute name="Status" type="gameStatusType"/>
                          <xs:attribute name="IsQuizMode" type="booleanType"/>
                          <xs:attribute name="ActivePlayerIndex"
type="playerIndexType"/>
                          <xs:attribute name="CalleePlayerIndex"
type="playerIndexType"/>
                          <xs:attribute name="DealingPlayerIndex"
type="playerIndexType"/>
                          <xs:attribute name="FirstPlayerIndex"
type="playerIndexType"/>
                          <xs:attribute name="HighestBidderIndex"
type="playerIndexType"/>
                          <xs:attribute name="AnnouncementsCounter"
type="xs:unsignedByte"/>
                          <xs:attribute name="CalleeSearchCount"
type="xs:unsignedByte"/>
                          <xs:attribute name="CalleeVisibilityCounter"
type="xs:unsignedByte"/>
                          <xs:attribute name="OuvertStatus" type="ouvertStatusType"/>
                          <xs:attribute name="QuizQuestionsCount"
type="xs:unsignedByte"/>
                      </xs:complexType>
                </xs:element>
                <xs:element name="TableSet" minOccurs="1" maxOccurs="1">
                    <xs:complexType>
                        <xs:sequence>
                            <xs:element name="Card" type="cardType" minOccurs="0"
maxOccurs="4"/>
                        </xs:sequence>
                    </xs:complexType>
                </xs:element>
                <xs:element name="TalonStack" minOccurs="1" maxOccurs="1">
                    <xs:complexType>
                        <xs:sequence>
                            <xs:element name="Card" type="cardType" minOccurs="0"
maxOccurs="6"/>
                        </xs:sequence>
                        <xs:attribute name="Offset" type="talonCardsCountType"/>
                    </xs:complexType>
                </xs:element>
                <xs:element name="DeckStack" minOccurs="1" maxOccurs="1">
                    <xs:complexType>
                        <xs:sequence>
```

```
                                    <xs:element name="Card" type="cardType" minOccurs="0"
maxOccurs="54"/>
                        </xs:sequence>
                    </xs:complexType>
                </xs:element>
                <xs:element name="GamePlayer" minOccurs="4" maxOccurs="4">
                    <xs:complexType>
                        <xs:sequence>
                            <xs:element name="HandStack">
                                <xs:complexType>
                                    <xs:sequence>
                                        <xs:element name="Card" type="cardType"
minOccurs="0" maxOccurs="18"/>
                                    </xs:sequence>
                                </xs:complexType>
                            </xs:element>
                            <xs:element name="TricksStack">
                                <xs:complexType>
                                    <xs:sequence>
                                        <xs:element name="Card" type="cardType"
minOccurs="0" maxOccurs="54"/>
                                    </xs:sequence>
                                    <xs:attribute name="TalonCardsCount"
type="talonCardsCountType"/>
                                    <xs:attribute name="TalonTarockCardsCount"
type="talonCardsCountType"/>
                                </xs:complexType>
                            </xs:element>
                        </xs:sequence>
                        <xs:attribute name="ActionStatus" type="actionStatusType"/>
                        <xs:attribute name="Announcements" type="xs:string"/>
                        <xs:attribute name="AnnouncementsAck" type="xs:string"/>
                        <xs:attribute name="Bidding" type="biddingType"/>
                        <xs:attribute name="CalledKing" type="cardSuitType"/>
                        <xs:attribute name="CurrentUserKey" type="xs:string"/>
                        <xs:attribute name="IsForthKingCalled" type="booleanType"/>
                        <xs:attribute name="HasBidden" type="xs:string"/>
                        <xs:attribute name="RoleFlags" type="roleFlagsType"/>
                        <xs:attribute name="TricksCount" type="xs:unsignedByte"/>
                        <xs:attribute name="TricksValue" type="xs:unsignedByte"/>
                        <xs:attribute name="CurrentScore" type="xs:decimal"/>
                    </xs:complexType>
                </xs:element>
                <xs:element name="GameScore" minOccurs="0" maxOccurs="1">
                    <xs:complexType>
                        <xs:sequence>
                            <xs:element name="ScoreItems">
                                <xs:complexType>
                                    <xs:sequence>
                                        <xs:element name="ScoreItem" minOccurs="0"
maxOccurs="unbounded">
                                            <xs:complexType>
                                                <xs:choice>
                                                    <xs:element
name="PositiveGameScore">
                                                        <xs:complexType>
                                                            <xs:complexContent>
                                                                <xs:extension
base="scoreItemType">
                                                                    <xs:sequence>
                                                                        <xs:element
name="ScoreItem" type="scoreItemType" minOccurs="0" maxOccurs="unbounded"/>
```

```
                                                      </xs:sequence>
                                                      <xs:attribute

                                                      <xs:attribute

                                                      <xs:attribute

          name="LostFactor" type="xs:negativeInteger"/>
                                                     </xs:extension>
                                                   </xs:complexContent>
                                                 </xs:complexType>
          name="SoloFactor" type="xs:positiveInteger"/>
                                               </xs:element>
                                               <xs:element
          name="IsValat" type="itemFlagType"/>
                                                   <xs:complexType>
                                                     <xs:complexContent>
                                                       <xs:extension

          name="NegativeGameScore">
                                                         <xs:sequence>
                                                           <xs:element

          base="scoreItemType">

          name="Opponent" minOccurs="1" maxOccurs="3">

          <xs:complexType>

          <xs:attribute name="PlayerIndex" type="playerIndexType"/>

          </xs:complexType>
                                                         </xs:sequence>
                                                         <xs:attribute
          </xs:element>
                                                       </xs:extension>
                                                     </xs:complexContent>
          name="DeclarerIndex" type="playerIndexType"/>
                                                   </xs:complexType>
                                               </xs:element>
                                               <xs:element

                                                   <xs:complexType>
                                                     <xs:complexContent>
                                                       <xs:extension
          name="TrischakenScore">

                                                         <xs:sequence>
                                                           <xs:element
          base="scoreItemType">

          name="Player" minOccurs="4" maxOccurs="4">

          <xs:complexType>

          <xs:attribute name="Bill" type="xs:decimal"/>

          </xs:complexType>

          </xs:element>
                                                         </xs:sequence>
                                                       </xs:extension>
                                                     </xs:complexContent>
                                                   </xs:complexType>
                                               </xs:element>
                                             </xs:choice>
                                           </xs:complexType>
                                       </xs:element>
                                     </xs:sequence>
                                   </xs:complexType>
```

```xml
                              </xs:element>
                              <xs:element name="TricksTaken">
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                                      <xs:sequence>
                                          <xs:element name="Trick" minOccurs="0"
maxOccurs="12">
                                              <xs:complexType>
                                                  <xs:attribute name="TakerIndex"
type="playerIndexType" use="required"/>
                                                  <xs:attribute name="LeaderIndex"
type="playerIndexType" use="required"/>
                                                  <xs:attribute name="StackIndex"
type="xs:unsignedByte" use="required"/>
                                                  <xs:attribute name="Count"
type="xs:unsignedByte"/>
                                              </xs:complexType>
                                          </xs:element>
                                      </xs:sequence>
                                  </xs:complexType>
                              </xs:element>
                              <xs:element name="StatDataList" minOccurs="0"
maxOccurs="1">
                                  <xs:complexType>
                                      <xs:sequence>
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maxOccurs="unbounded">
                                              <xs:complexType>
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type="biddingType"/>
                                                  <xs:attribute name="Role"
type="xs:string"/>
                                                  <xs:attribute name="Points"
type="xs:decimal"/>
                                                  <xs:attribute name="Target"
type="xs:decimal"/>
                                              </xs:complexType>
                                          </xs:element>
                                      </xs:sequence>
                                  </xs:complexType>
                              </xs:element>
                          </xs:sequence>
                          <xs:attribute name="BookedAs" type="xs:string"/>
                      </xs:complexType>
                  </xs:element>
                  <xs:element name="UndoStack" minOccurs="0" maxOccurs="1">
                      <xs:complexType>
                          <xs:sequence>
                              <xs:element name="Command" type="commandType"
minOccurs="0" maxOccurs="unbounded"/>
                          </xs:sequence>
                      </xs:complexType>
                  </xs:element>
                  <xs:element name="RedoStack" minOccurs="0" maxOccurs="1">
                      <xs:complexType>
                          <xs:sequence>
                              <xs:element name="Command" type="commandType"
minOccurs="0" maxOccurs="unbounded"/>
                          </xs:sequence>
                      </xs:complexType>
                  </xs:element>
              </xs:sequence>
              <xs:attribute name="AppVersion" type="xs:string"/>
```

```xml
            </xs:complexType>
        </xs:element>
        <xs:simpleType name="actionStatusType">
            <xs:restriction base="xs:string">
                <xs:enumeration value="Undefined"/>
                <xs:enumeration value="Standby"/>
                <xs:enumeration value="GameEditor"/>
                <xs:enumeration value="CardDealer"/>
                <xs:enumeration value="Forehand"/>
                <xs:enumeration value="Bidder"/>
                <xs:enumeration value="ForehandBidder"/>
                <xs:enumeration value="NegativeBidder"/>
                <xs:enumeration value="Caller"/>
                <xs:enumeration value="HalfTalonChooser"/>
                <xs:enumeration value="HalfTalonTaker"/>
                <xs:enumeration value="FullTalonTaker"/>
                <xs:enumeration value="CardDepositor"/>
                <xs:enumeration value="PositiveAnnouncer"/>
                <xs:enumeration value="NegativeAnnouncer"/>
                <xs:enumeration value="CardLeader"/>
                <xs:enumeration value="QuizQuestion"/>
                <xs:enumeration value="TrickTaker"/>
                <xs:enumeration value="TrickImposer"/>
                <xs:enumeration value="GameScorer"/>
                <xs:enumeration value="GameScorerTalonView"/>
                <xs:enumeration value="GameCloser"/>
            </xs:restriction>
        </xs:simpleType>
        <xs:complexType name="activatePlayerCommandType">
            <xs:attribute name="NextPlayerIndex" type="playerIndexType" use="required"/>
            <xs:attribute name="NewStatus" type="actionStatusType" use="required"/>
            <xs:attribute name="OldStatus" type="actionStatusType" use="required"/>
            <xs:attribute name="PreviousPlayerIndex" type="playerIndexType"
use="required"/>
            <xs:attribute name="PreviousPlayerStatus" type="actionStatusType"
use="required"/>
        </xs:complexType>
        <xs:simpleType name="biddingType">
            <xs:restriction base="xs:string">
                <xs:enumeration value="Undeclared"/>
                <xs:enumeration value="Pass"/>
                <xs:enumeration value="Forehand"/>
                <xs:enumeration value="Trischaken"/>
                <xs:enumeration value="KoenigRufer"/>
                <xs:enumeration value="SechserDreier"/>
                <xs:enumeration value="Zwiccolo"/>
                <xs:enumeration value="Piccolo"/>
                <xs:enumeration value="SoloRufer"/>
                <xs:enumeration value="BesserRufer"/>
                <xs:enumeration value="Bettler"/>
                <xs:enumeration value="FarbenDreier"/>
                <xs:enumeration value="Dreier"/>
                <xs:enumeration value="ZwiccoloOuvert"/>
                <xs:enumeration value="PiccoloOuvert"/>
                <xs:enumeration value="BettlerOuvert"/>
                <xs:enumeration value="SoloFarbenDreier"/>
                <xs:enumeration value="SoloDreier"/>
                <xs:enumeration value="PagatRufer"/>
                <xs:enumeration value="UhuRufer"/>
                <xs:enumeration value="PelikanRufer"/>
                <xs:enumeration value="QuapilRufer"/>
                <xs:enumeration value="Triccolo"/>
```

```xml
                    <xs:enumeration value="TriccoloOuvert"/>
            </xs:restriction>
    </xs:simpleType>
    <xs:simpleType name="booleanType">
            <xs:restriction base="xs:string">
                    <xs:enumeration value="true"/>
                    <xs:enumeration value="false"/>
                    <xs:enumeration value="True"/>
                    <xs:enumeration value="False"/>
                    <xs:enumeration value="0"/>
                    <xs:enumeration value="1"/>
            </xs:restriction>
    </xs:simpleType>
    <xs:simpleType name="cardNameType">
            <xs:restriction base="xs:string">
                    <xs:enumeration value="Empty"/>
                    <xs:enumeration value="I"/>
                    <xs:enumeration value="II"/>
                    <xs:enumeration value="III"/>
                    <xs:enumeration value="IIII"/>
                    <xs:enumeration value="V"/>
                    <xs:enumeration value="VI"/>
                    <xs:enumeration value="VII"/>
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                    <xs:enumeration value="IX"/>
                    <xs:enumeration value="X"/>
                    <xs:enumeration value="XI"/>
                    <xs:enumeration value="XII"/>
                    <xs:enumeration value="XIII"/>
                    <xs:enumeration value="XIV"/>
                    <xs:enumeration value="XV"/>
                    <xs:enumeration value="XVI"/>
                    <xs:enumeration value="XVII"/>
                    <xs:enumeration value="XVIII"/>
                    <xs:enumeration value="XIX"/>
                    <xs:enumeration value="XX"/>
                    <xs:enumeration value="XXI"/>
                    <xs:enumeration value="XXII"/>
                    <xs:enumeration value="ClubsSeven"/>
                    <xs:enumeration value="ClubsEight"/>
                    <xs:enumeration value="ClubsNine"/>
                    <xs:enumeration value="ClubsTen"/>
                    <xs:enumeration value="ClubsJack"/>
                    <xs:enumeration value="ClubsKnight"/>
                    <xs:enumeration value="ClubsQueen"/>
                    <xs:enumeration value="ClubsKing"/>
                    <xs:enumeration value="DiamondsAce"/>
                    <xs:enumeration value="DiamondsTwo"/>
                    <xs:enumeration value="DiamondsThree"/>
                    <xs:enumeration value="DiamondsFour"/>
                    <xs:enumeration value="DiamondsJack"/>
                    <xs:enumeration value="DiamondsKnight"/>
                    <xs:enumeration value="DiamondsQueen"/>
                    <xs:enumeration value="DiamondsKing"/>
                    <xs:enumeration value="HeartsAce"/>
                    <xs:enumeration value="HeartsTwo"/>
                    <xs:enumeration value="HeartsThree"/>
                    <xs:enumeration value="HeartsFour"/>
                    <xs:enumeration value="HeartsJack"/>
                    <xs:enumeration value="HeartsKnight"/>
                    <xs:enumeration value="HeartsQueen"/>
                    <xs:enumeration value="HeartsKing"/>
```

```xml
                <xs:enumeration value="SpadesSeven"/>
                <xs:enumeration value="SpadesEight"/>
                <xs:enumeration value="SpadesNine"/>
                <xs:enumeration value="SpadesTen"/>
                <xs:enumeration value="SpadesJack"/>
                <xs:enumeration value="SpadesKnight"/>
                <xs:enumeration value="SpadesQueen"/>
                <xs:enumeration value="SpadesKing"/>
            </xs:restriction>
    </xs:simpleType>
    <xs:simpleType name="cardRelativeValueType">
        <xs:restriction base="xs:int">
            <xs:minInclusive value="0"/>
            <xs:maxInclusive value="22"/>
        </xs:restriction>
    </xs:simpleType>
    <xs:simpleType name="cardSuitType">
        <xs:restriction base="xs:string">
            <xs:enumeration value="Empty"/>
            <xs:enumeration value="Tarock"/>
            <xs:enumeration value="Clubs"/>
            <xs:enumeration value="Diamonds"/>
            <xs:enumeration value="Hearts"/>
            <xs:enumeration value="Spades"/>
            <xs:enumeration value="Unknown"/>
        </xs:restriction>
    </xs:simpleType>
    <xs:complexType name="cardType">
        <xs:attribute name="Name" type="cardNameType" use="required"/>
        <xs:attribute name="FaceDown" type="xs:boolean"/>
    </xs:complexType>
    <xs:complexType name="commandType">
        <xs:choice>
            <xs:element name="ActivateBidWinnerCommand">
                <xs:complexType>
                    <xs:complexContent>
                        <xs:extension base="activatePlayerCommandType">
                            <xs:attribute name="BidWinnerIndex"
type="playerIndexType"/>
                        </xs:extension>
                    </xs:complexContent>
                </xs:complexType>
            </xs:element>
            <xs:element name="ActivateForehandCommand"
type="activatePlayerCommandType"/>
            <xs:element name="ActivatePlayerCommand"
type="activatePlayerCommandType"/>
            <xs:element name="AutoFinishCommand"/>
            <xs:element name="BookScoreToUsersCommand">
                <xs:complexType>
                    <xs:attribute name="GameCloserIndex" type="playerIndexType"
use="required"/>
                </xs:complexType>
            </xs:element>
            <xs:element name="ChangeAnnouncementsCommand">
                <xs:complexType>
                    <xs:attribute name="NewAnnouncements" type="xs:string"
use="required"/>
                    <xs:attribute name="OldAnnouncements" type="xs:string"
use="required"/>
                </xs:complexType>
            </xs:element>
```

```xml
            <xs:element name="ChangeBiddingCommand">
                <xs:complexType>
                    <xs:attribute name="NewBidding" type="biddingType"
use="required"/>
                    <xs:attribute name="OldBidding" type="biddingType"
use="required"/>
                </xs:complexType>
            </xs:element>
            <xs:element name="ChangeCalledSuitCommand">
                <xs:complexType>
                    <xs:attribute name="NewSuit" type="cardSuitType"
use="required"/>
                    <xs:attribute name="OldSuit" type="cardSuitType"
use="required"/>
                </xs:complexType>
            </xs:element>
            <xs:element name="ChangeRoleFlagsCommand">
                <xs:complexType>
                    <xs:attribute name="NewRoleFlags" type="roleFlagsType"
use="required"/>
                    <xs:attribute name="OldRoleFlags" type="roleFlagsType"
use="required"/>
                </xs:complexType>
            </xs:element>
            <xs:element name="CloseGameCommand"/>
            <xs:element name="DealPlayerTripleCommand">
                <xs:complexType>
                    <xs:sequence>
                        <xs:element name="Card" type="cardType" minOccurs="3"
maxOccurs="3"/>
                    </xs:sequence>
                    <xs:attribute name="PlayerIndex" type="playerIndexType"/>
                </xs:complexType>
            </xs:element>
            <xs:element name="DealTalonTripleCommand">
                <xs:complexType>
                    <xs:sequence>
                        <xs:element name="Card" type="cardType" minOccurs="3"
maxOccurs="3"/>
                    </xs:sequence>
                </xs:complexType>
            </xs:element>
            <xs:element name="DepositCardCommand">
                <xs:complexType>
                    <xs:complexContent>
                        <xs:extension base="playerCommandType">
                            <xs:attribute name="SourceCardIndex"
type="xs:unsignedByte"/>
                        </xs:extension>
                    </xs:complexContent>
                </xs:complexType>
            </xs:element>
            <xs:element name="ExchangeCard1StepCommand"
type="exchangeCardCommandType"/>
            <xs:element name="ExchangeCard2StepCommand"
type="exchangeCardCommandType"/>
            <xs:element name="FlipTopTalonCardCommand"/>
            <xs:element name="ImposeCardCommand" type="playerCommandType"/>
            <xs:element name="LeadCardCommand">
                <xs:complexType>
                    <xs:complexContent>
                        <xs:extension base="playerCommandType">
```

```xml
                                <xs:attribute name="SourceCardIndex"
type="xs:unsignedByte"/>
                            </xs:extension>
                        </xs:complexContent>
                    </xs:complexType>
                </xs:element>
                <xs:element name="QuitGameCommand"/>
                <xs:element name="QuizQuestionCommand">
                    <xs:complexType>
                        <xs:complexContent>
                            <xs:extension base="activatePlayerCommandType">
                                <xs:sequence>
                                    <xs:element name="Choice" minOccurs="2"
maxOccurs="10">
                                        <xs:complexType>
                                            <xs:attribute name="Value"
type="xs:unsignedByte" use="required"/>
                                            <xs:attribute name="Points"
type="xs:unsignedByte" use="required"/>
                                        </xs:complexType>
                                    </xs:element>
                                </xs:sequence>
                                <xs:attribute name="Id" type="questionIdType"
use="required"/>
                                <xs:attribute name="No" type="xs:unsignedByte"
use="required"/>
                                <xs:attribute name="CardSuit" type="cardSuitType"/>
                                <xs:attribute name="CardValue"
type="cardRelativeValueType"/>
                                <xs:attribute name="Match" type="xs:unsignedByte"/>
                                <xs:attribute name="Answer" type="xs:unsignedByte"/>
                            </xs:extension>
                        </xs:complexContent>
                    </xs:complexType>
                </xs:element>
                <xs:element name="ScoreGameCommand"/>
                <xs:element name="StartCardDealingCommand">
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use="required"/>
                    </xs:complexType>
                </xs:element>
                <xs:element name="TakeTalonCommand">
                    <xs:complexType>
                        <xs:sequence>
                            <xs:element name="Card" type="cardType" minOccurs="3"
maxOccurs="6"/>
                        </xs:sequence>
                        <xs:attribute name="PlayerIndex" type="playerIndexType"/>
                        <xs:attribute name="Package" type="talonPackageType"/>
                    </xs:complexType>
                </xs:element>
                <xs:element name="TakeTrickCommand">
                    <xs:complexType>
                        <xs:sequence>
                            <xs:element name="Card" type="cardType" minOccurs="4"
maxOccurs="4"/>
                        </xs:sequence>
                        <xs:attribute name="PlayerIndex" type="playerIndexType"/>
                        <xs:attribute name="LeaderIndex" type="playerIndexType"/>
                    </xs:complexType>
                </xs:element>
```

```
        </xs:choice>
    </xs:complexType>
    <xs:complexType name="exchangeCardCommandType">
        <xs:sequence>
            <xs:element name="Card" type="cardType" minOccurs="2" maxOccurs="2"/>
        </xs:sequence>
        <xs:attribute name="SourceIndex" type="xs:unsignedByte" use="required"/>
        <xs:attribute name="SourceCardIndex" type="xs:unsignedByte" use="required"/>
        <xs:attribute name="TargetIndex" type="xs:unsignedByte" use="required"/>
        <xs:attribute name="TargetCardIndex" type="xs:unsignedByte" use="required"/>
    </xs:complexType>
    <xs:simpleType name="valatBonusType">
        <xs:restriction base="xs:unsignedByte">
            <xs:minInclusive value="0"/>
            <xs:maxInclusive value="10"/>
        </xs:restriction>
    </xs:simpleType>
    <xs:simpleType name="gameStatusType">
        <xs:restriction base="xs:string">
            <xs:enumeration value="Editing"/>
            <xs:enumeration value="Dealing"/>
            <xs:enumeration value="Bidding"/>
            <xs:enumeration value="Calling"/>
            <xs:enumeration value="HalfTalonTaking"/>
            <xs:enumeration value="FullTalonTaking"/>
            <xs:enumeration value="Depositing"/>
            <xs:enumeration value="Announcing"/>
            <xs:enumeration value="NegativeAnnouncing"/>
            <xs:enumeration value="Playing"/>
            <xs:enumeration value="Scoring"/>
            <xs:enumeration value="Closing"/>
        </xs:restriction>
    </xs:simpleType>
    <xs:simpleType name="itemFlagType">
        <xs:restriction base="xs:string">
            <xs:enumeration value="No"/>
            <xs:enumeration value="Yes"/>
            <xs:enumeration value="Back"/>
        </xs:restriction>
    </xs:simpleType>
    <xs:simpleType name="mapType">
        <xs:restriction base="xs:string">
            <xs:pattern value="#[0-9a-fA-F]{1,6}"/>
        </xs:restriction>
    </xs:simpleType>
    <xs:simpleType name="maxQuestionsCountType">
        <xs:restriction base="xs:unsignedByte">
            <xs:minInclusive value="1"/>
            <xs:maxInclusive value="10"/>
        </xs:restriction>
    </xs:simpleType>
    <xs:simpleType name="ouvertStatusType">
        <xs:restriction base="xs:string">
            <xs:enumeration value="None"/>
            <xs:enumeration value="Closed"/>
            <xs:enumeration value="Opened"/>
        </xs:restriction>
    </xs:simpleType>
    <xs:complexType name="playerCommandType">
        <xs:sequence>
            <xs:element name="Card" type="cardType" minOccurs="1" maxOccurs="1"/>
        </xs:sequence>
```

```xml
        <xs:attribute name="PlayerIndex" type="playerIndexType"/>
    </xs:complexType>
    <xs:simpleType name="playerIndexType">
        <xs:restriction base="xs:int">
            <xs:minInclusive value="-1"/>
            <xs:maxInclusive value="3"/>
        </xs:restriction>
    </xs:simpleType>
    <xs:simpleType name="questionIdType">
        <xs:restriction base="xs:string">
            <xs:enumeration value="NoQuestion"/>
            <xs:enumeration value="CardsOutstandingCount"/>
            <xs:enumeration value="CardsPlayedCount"/>
            <xs:enumeration value="CardsUnplayedCount"/>
            <xs:enumeration value="ColorsPlayedCount"/>
            <xs:enumeration value="ColorsUnplayedCount"/>
            <xs:enumeration value="FollowersHavingSuitCount"/>
            <xs:enumeration value="HighestOutstandingCard"/>
            <xs:enumeration value="HighestPlayedCard"/>
            <xs:enumeration value="IsCardOutstanding"/>
            <xs:enumeration value="IsCardPlayedAlready"/>
            <xs:enumeration value="LowestOutstandingCard"/>
            <xs:enumeration value="LowestPlayedCard"/>
        </xs:restriction>
    </xs:simpleType>
    <xs:simpleType name="riskAppetiteType">
        <xs:restriction base="xs:decimal">
            <xs:minInclusive value="0.5"/>
            <xs:maxInclusive value="1.5"/>
        </xs:restriction>
    </xs:simpleType>
    <xs:simpleType name="roleFlagsType">
        <xs:restriction base="xs:string">
            <xs:pattern value="#[0-9a-fA-F]{1,8}"/>
        </xs:restriction>
    </xs:simpleType>
    <xs:complexType name="scoreItemType">
        <xs:attribute name="Key" type="xs:string" use="required"/>
        <xs:attribute name="IsAnnounced" type="itemFlagType"/>
        <xs:attribute name="IsContra" type="itemFlagType"/>
        <xs:attribute name="IsLost" type="itemFlagType"/>
        <xs:attribute name="Points"/>
    </xs:complexType>
    <xs:simpleType name="scoreType">
        <xs:restriction base="xs:unsignedByte">
            <xs:minInclusive value="54"/>
            <xs:maxInclusive value="107"/>
        </xs:restriction>
    </xs:simpleType>
    <xs:simpleType name="talonCardsCountType">
        <xs:restriction base="xs:unsignedByte">
            <xs:minInclusive value="0"/>
            <xs:maxInclusive value="6"/>
        </xs:restriction>
    </xs:simpleType>
    <xs:simpleType name="talonPackageType">
        <xs:restriction base="xs:string">
            <xs:enumeration value="All"/>
            <xs:enumeration value="FirstHalf"/>
            <xs:enumeration value="SecondHalf"/>
        </xs:restriction>
    </xs:simpleType>
```

```xml
<xs:complexType name="talonType">
    <xs:attribute name="TarockMap" type="mapType"/>
    <xs:attribute name="ClubsMap" type="mapType"/>
    <xs:attribute name="DiamondsMap" type="mapType"/>
    <xs:attribute name="HeartsMap" type="mapType"/>
    <xs:attribute name="SpadesMap" type="mapType"/>
</xs:complexType>
</xs:schema>
```

5.2 Quiz Statistics File

The quiz statistics file is a simple text file that contains several fields separated by tab characters. In the following table, the meaning of the fields and the respective field format is described:

Field-No	Field Name	Format	Content
1	Record type	digit	0: year record 1: year record (summary of the last year) 2: month record 3: month record (summary of the last month) 4: day record
2	Period	yyyy.MM.dd	yyyy: 4 digits for the year MM: 2 digits for the month, 00 for year records dd: 2 digits for the day, 00 for year and month records
3	Points	integer	Points earned during the period
4	Max	integer	Maximum achievable points during the period
5	Games	integer	Quiz games played during the period

Table 21: Record Fields of the Quiz Statistics File

5.3 Game Statistics File

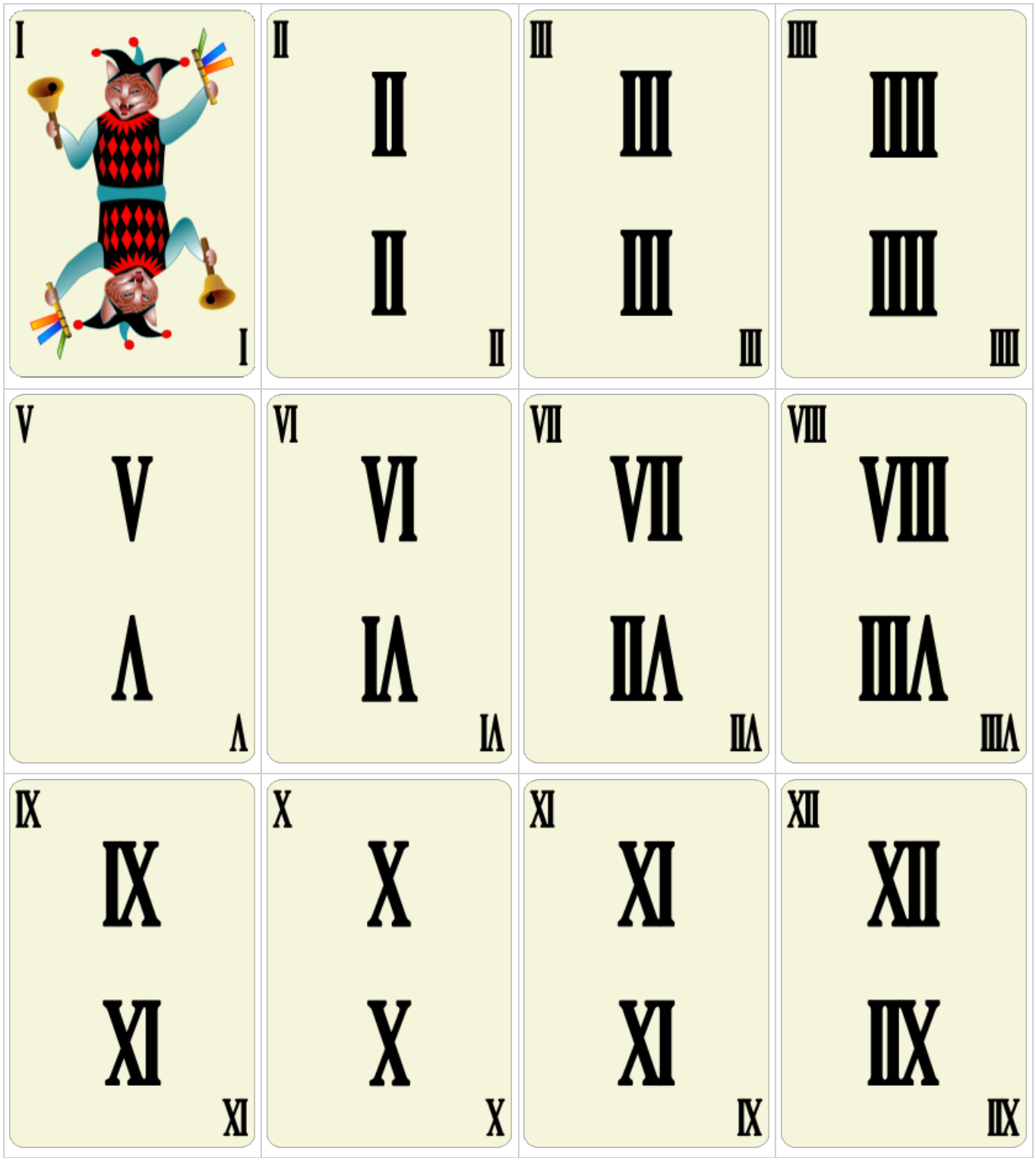| Field-No	Field Name	Format	Content
1	Record type	digit	0: year record 1: year record (summary of the last year) 2: month record 3: month record (summary of the last month) 4: day record
2	Period	yyyy.MM.dd	yyyy: 4 digits for the year MM: 2 digits for the month, 00 for year records dd: 2 digits for the day, 00 for year and month records
3	DeclarerGames	integer	announced declarer Thrash games during period
4	DeclarerPoints	decimal	earned declarer Thrash points during period
5	CalleeGames	integer	played callee games during period (0 for Thrash)
6	CalleePoints	decimal	earned callee points during period (0 for Thrash)

7	TotalGames	integer	played games by declarer, callee, and opponents
8	TargetPoints	decimal	to be achieved points by declarer or callee during period
9-14	as 3-8	as 3-8	for Caller
15-20	as 3-8	as 3-8	for Three with Six
21-26	as 3-8	as 3-8	for Zwiccolo
27-32	as 3-8	as 3-8	for Piccolo
33-38	as 3-8	as 3-8	for Caller solo
39-44	as 3-8	as 3-8	for Better Caller
45-50	as 3-8	as 3-8	for Beggar
51-56	as 3-8	as 3-8	for Color Three
57-62	as 3-8	as 3-8	for Three
63-68	as 3-8	as 3-8	for Zwiccolo ouvert
69-74	as 3-8	as 3-8	for Piccolo ouvert
75-80	as 3-8	as 3-8	for Beggar ouvert
81-86	as 3-8	as 3-8	for Color Three solo
87-93	as 3-8	as 3-8	for Three solo
94-99	as 3-8	as 3-8	for Pagat Caller
100-105	as 3-8	as 3-8	for Owl Caller
106-111	as 3-8	as 3-8	for Pelican Caller
112-117	as 3-8	as 3-8	for Quapil Caller
118-122	as 3-8	as 3-8	for Triccolo
123-128	as 3-8	as 3-8	for Triccolo ouvert
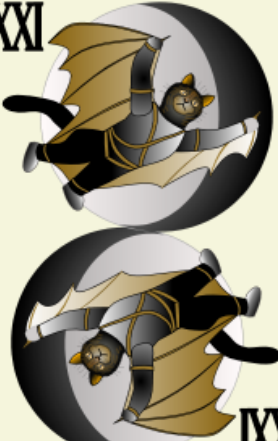
Table 45: Record Fields of the Game Statistics File

6   Card Gallery

6.1 Tarock Cats

The card images in Table 17 were published together with the first version of KubiTarock. Copyright © 2013 Paul Kubitscheck.
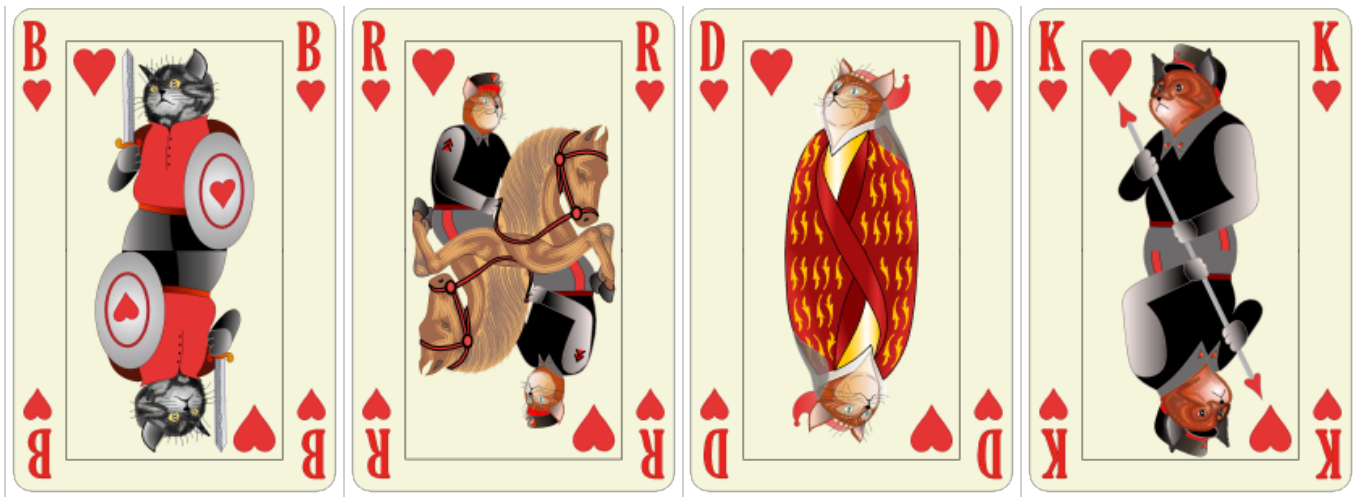
Table 17: Card Gallery - Tarock Cats

6.2   Marco Polo's Journey to the Emperor of China

The card images in Table 16 were first published with version 2.0 of KubiTarock. Copyright © 2015 Paul Kubitscheck.
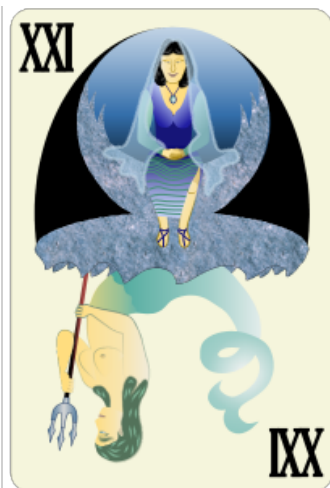
Table 16: Card Gallery - Marco Polo's Journey to the Emperor of China

6.3 Historical Cards by August Denk

The design of the card images in table 30 is from the company "Internationale Spielkartenfabrik AG vorm. August Denk & Co" from 1925, which existed from 1916 to 1928. The designs were adapted to the card format and the card markings of KubiTarock. The original cards are exhibited in the World Web Playing Card Museum.

Table 30: Card Gallery - Historical Cards by August Denk

6.4 Card Backs

The card backs in Tabelle 18 were published together with the first version of KubiTarock. Copyright © 2013 Paul Kubitscheck.
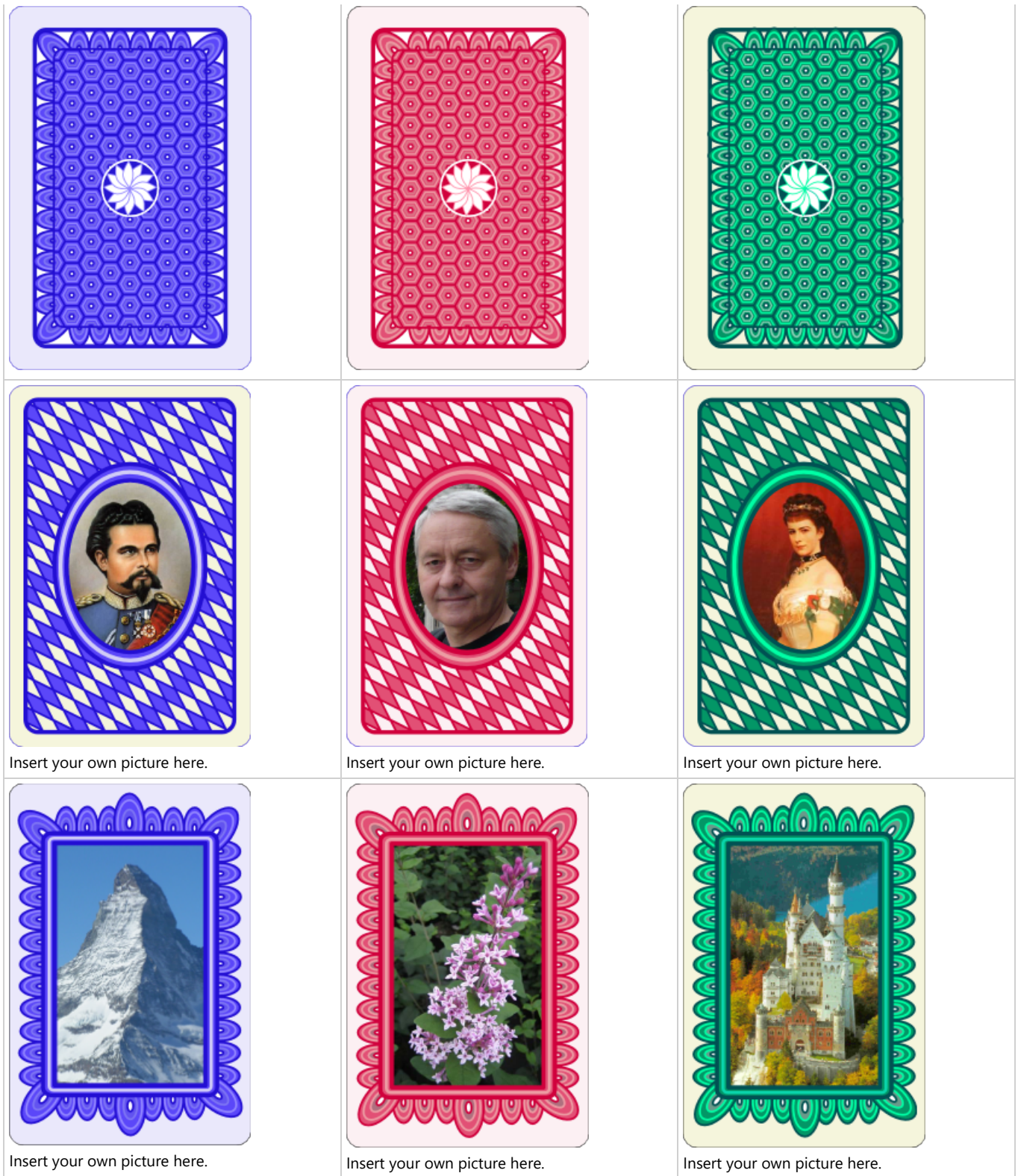
Table 18: Card Gallery - Card Backs by Paul Kubitscheck

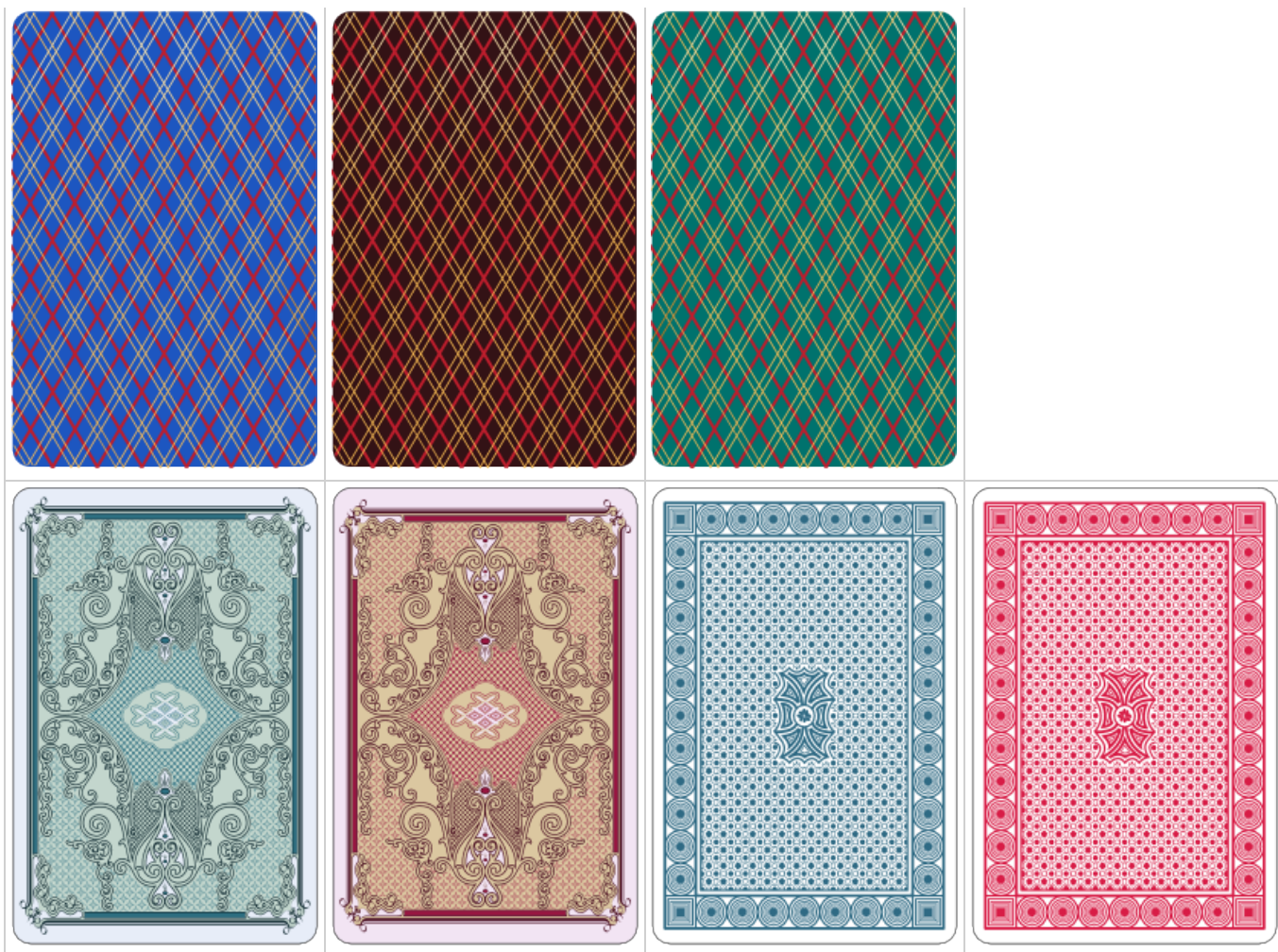The designs of the card backs in Table 29 were acquired from VectorStock and integrated into KubiTarock in 2013-2015.

Table 29: Card Gallery - Card Backs by VectorStock