

USER AND STRATEGY GUIDE

Café International



CAFÉ INTERNATIONAL

User and Strategy Guide



People come from all over the world to enjoy a coffee, eat cake and even enjoy a glass of wine at Café International. So the people who run the café have to be experts in diplomacy and etiquette. In order to ensure the smooth running of the café, you must seat your guests according to their nationality and gender. Your aim is to complete as many tables as possible, but you can always seat a guest at the bar if you feel they really don't fit in at the café - although remember, your guests are generally happier in the café than at the bar! As with any café, the more tables you complete, the happier your guests will be and the more points you'll earn.

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THE FLOOR PLAN



Floor plan - classic mode.

1. The bar - guests cards can be placed here if there is no seat available in the café, although the more people at the bar, the more points you lose, so be careful!
2. Seat your guests at the tables in the café - each has four chairs and a national flag to help you choose your guests.
3. In multiplayer games, you can see your opponents score here, and if you tap on their characters, you can see their cards too. On the iPad their cards are visible all the time.
4. These are the guest cards that you need to place in the café.
5. Your replacement guest cards and new tables come from here.

6. Here you can see the current player and their score - in the Classic multiplayer game, the number in the corner shows how much your score is multiplied by. For example, in the picture there are four players, so every player's score will be multiplied by four when a move is made. This helps to get a similar level of scores independently from the number of players in a game.

The tables



Although four chairs surround each table, the layout of the café means that most chairs will seat guests at more than one table. Guests can sit at any chair, provided their national flag is on one or more of those tables. So, for example, in the picture, you could seat either an African or Chinese guest on the chairs labeled '1' and either a Chinese or British guest in the chairs labeled '2'.

THE CARDS

The cards

In total, 12 nations are represented at Café International, each with up to four male and four female guests.

There are also two male and two female jokers (wild cards) available. These cards can be placed at any nation's tables, although the gender rules still apply. So there are a total of 100 guest cards in the deck.

In each game, there are two available tables for each nation, giving you 24 possible combinations within your café.

To make game play even clearer, especially on smaller devices, all male cards have a striped border to distinguish them from female guests. There are also coloured backgrounds behind each guest and table card to reflect that specific nationality. For example, guests from the USA have a yellow background, as do the tables from the USA.



Female guest card from the USA



Male guest card from the USA

Female cards

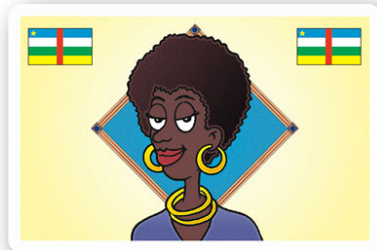
Nation

Male cards

Female cards

Nation

Male cards



Africa (Central African Republic)



Joker



China



Cuba



Germany



Russia



Great Britain



Spain



France



Turkey



India



USA



Italy



LADIES AND GENTLEMEN

At Café International, not only is it important to respect national preferences for seating guests, you will also need to pay attention to the balance between men and women. . As with any seating arrangement, the perfect balance of guests will add to everyone's enjoyment. In your café, when starting a table, you must always seat one man and one woman. Once the table has been established, you can add more guests, but only one more man or woman at a time.

Possible table combinations are:

1. One lady and one gentleman
2. Two ladies and one gentleman
3. One lady and two gentlemen
4. Two ladies and two gentlemen

In this example, the only card you can place is a gentleman to balance the table.



Exception: In the example above, you can see that a British table has been started, by placing a Chinese lady next to a British gentleman. This means the Chinese lady is the only guest at the Chinese table, and the British gentleman is the only guest at the Italian table. This is part of the fun of your café - by establishing a new table, you create opportunities to add single guests to adjoining tables to get that perfect balance.

THE BAR, TURNS, SEATING GUESTS

The bar



When playing Café International, sometimes there is no appropriate seat for any of the cards in your selection. This is when you will need to place a card at the bar. There are no rules at the bar; you can place any card from any nation or gender. Just remember that once you place a card in the bar, you get the points allocated to that seat (positive or mostly negative) and that guest will remain at the bar until the end of the game. You should aim to avoid using the bar, not only because you may lose points (only the first five cards at the bar gain positive points), but also because once the bar is full, the game is over. In the Solitaire and Time games, if you fill the bar before using all your table cards, the game is over and you have lost.

Classic game: What constitutes a full turn?

A full turn is completed when one of these three conditions is met:

1. When one or two cards are placed in the café (including jokers)
2. When you replace a joker at a table with an appropriate card from your selection
3. When you place a card at the bar

Seating guests at tables

Balance is important in Café International, and if you place your cards strategically, with respect to both gender and nation, you can increase your score. The more people you add to a table of their corresponding nation, the more points you are awarded. But you should also be aware of the adjacent tables, as you get points for the guests seated at those too.

Classic game



Multiplayer game

In a Classic game, you can have between two and four players. You can choose to play against the computer or, if you choose the human option, up to three of your friends and family. You can also have a mix of human and computer opponents. With computer opponents, you can even choose their level of expertise, depending on whether you want to play against a Rookie, Standard player or Expert. Please note that while a Rookie opponent can with be beaten with little skill, the Expert is a highly experienced Café International veteran!

You can also select computer players only to see how the game is played before you take on an opponent – this is a good idea if you want to pick up strategic tips and tricks!

In Classic games, the number of opponents you have will affect your scores. So two players get double the score, three players get triple the score and four players get quadruple the score. With computer opponents, the higher the skill level chosen, the more points you can score.

Guest Administration

To choose your players:

1. Tap the 'X' in the right-hand corner to remove a player.
2. Tap the image on the card to select different characters for each player
3. In computer mode, you can also select the strength of each player
4. Two players is the default setting, but you can also choose up to two more players

Note: With computer opponents, the higher the skill level chosen, the more points you can score:

Rookie - no bonus

Standard - you get a 5% bonus score

Expert - you get a 10% bonus score.



Guest Selection

To choose your characters:

1. Tap to pick either a male or female character
2. Swipe through the characters to find one you like
3. Choose between your Game Center username or a local username
We've provided a separate chapter specifically for Game Center.
4. Usernames are also randomly generated, but you can create your own by clicking on the pencil



Classic game layout

Layout of the plan

1. The bar - guest cards can be placed here when there is no other move available
2. The twelve tables of the café
3. Your opponents - you can click on each of them to see their cards
4. The card selection of the current player
5. Replacement guest cards and new table cards
6. The current player (in the Classic game, the circle shows how many times your score will be increased by)
7. Pause, game options, Undo, quit and clue – use up to three per game to get a suggested next move (worth half the points)



Assign players' positions

Seats

When playing with multiple players sitting around a single iPad we have created a great new feature to assign table positions to players. You can tell the game on which side of the table players are sitting. If it is the turn of a player sitting on the opposite side of the table the floor plan will turn to their direction automatically

Simply tap the iPad symbol to change their position.

1. This player sits on this side of the table.
2. This player sits on the other side of the table.
3. This player sits on the other side of the table.
4. This player sits on this side of the table.



Players' cards

Take a peek

1. When playing Classic games, you can see your opponents displayed in the left-hand corner of the screen. Being a strategy game, you are also allowed to tap on each of your opponents' characters to see their current card selection, how many moves they have made, how many tables they have cleared and their score. When playing against more advanced opponents, you need to play a very clever game, so understanding their game play could help you outwit them. But, remember, they can see the same information about you, so use this knowledge wisely.

The iPad provides more room which allows you to see the cards of all players simultaneously.



Pop-up functions

Pop-up functions

1. Use this button to leave the game. You will always be able to resume a game later. You may leave a Solitaire game and make a move in a multiplayer game and come back to continue the Solitaire game at any time.
2. Select here to edit the game settings.
3. You have one Undo per game to take a move back. Why not more? Remember the discussions in real life games when other players would not accept that you dropped a card by accident?
4. Clue – use up to three per game to get a suggested next move (worth half the points). The clue is not necessarily the best possible move. It is recommended for beginners to use the clue to find out if they are missing an option they may not see. But it may turn out that there is just no other way than placing a card in the bar. Then this is what the clue will show you.



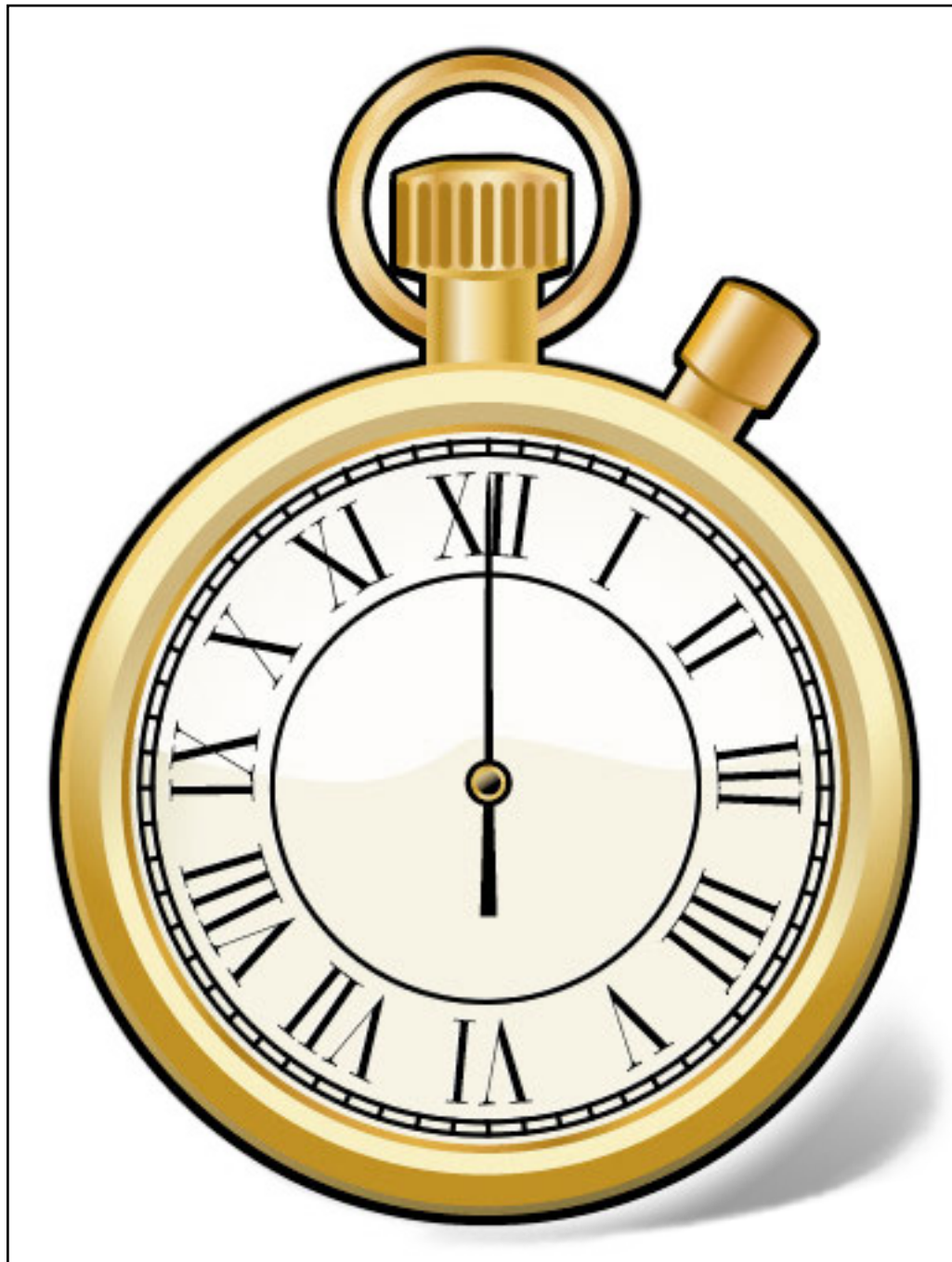
Pause/Options menu

Game Settings

1. Sound – each game features music, sound effects and character voices that you can turn on and off or control the volume of using the sound controls on your device.
2. Speed - in Classic and multiplayer games, you can control the speed at which cards are played, but don't make it too fast as you will need to see your opponent's moves!
3. Pause - you can choose to pause the game after each opponent's move to give you time to see how the balance of the café has changed



Single player games



Solitaire and Time games

Although these are single player games, both follow the same rules as previously described for the Classic game, with a few minor differences.

In Solitaire, your points are worth their face value, as there are no multipliers based on the number of players. In the Time game, your score is a factor of both your score and how quickly you played the move, for added pressure and excitement.

Remember to check Game Center to see how your scores match up to those of players around the world, including your friends!

Time game points

Scoring by speed

1. In the Time game, you have one minute per move. If you take more than one minute, you score zero for that move. Once you've played your move, the clock starts again. The excitement of the Time game is that the quicker you move, the better your score.

Here you have one minute per move, take more than a minute and you score zero for that move. Once you've played your move, the clock starts again. The excitement of the Time game is that the quicker you are, the better your score.

For example, this player made their move in 8 seconds, meaning they had 52 seconds left to play. Their score would be three (the move score) multiplied by the time left or 156 points.



When the bar mode is activated the pointer of the clock circles quickly. When you drop a card in the bar your score is multiplied with the number on the seat you are dropping on and the current pointer position. So timing is of the essence. Remember that there is a delay between you dropping the card and the guest landing on that bar stool. So try to drop the card just before the pointer passes the desired position - good luck with that!

Game Center

About

Apple has centralized several functions common in games using iOS' Game Center. It provides access to leaderboards, achievements, friends to play with and multiplayer games.

The multiplayer features are designed in particular to link with and play with friends around the globe - and to make new friends.

To participate in online games you need to create a Game Center account with the Game Center app preinstalled on your iPhone or iPad. This account is needed if you want to play Café International in online multiplayer games.

BY THE WAY: In several of our screenshots in this book you'll find photos of players. You can upload a picture in Game Center and assign it to your account. This picture will then show up in Café International and all other games supporting the Game Center feature.

Game Center

Achievements and Leaderboard

1. If you use Game Center, then you will be able to track your top scores for each of the games - Classic, Solitaire and Time. You can also see your ranking in the world, locally and against your Game Center friends.

Game Center is an Apple product, so you will typically use your usual Apple ID and password to access it. As a member of Game Center, you can see other people's game statistics, right across the world, so you know the scores you have to beat to improve your ranking. The other benefit of Game Center is that you can see local scores in the area, and add your friends to compete with them directly.

Achievements are only registered in Game Center, so you can also use it to track the ones you've earned while playing Café International – and what you still have to aim for.

If you decide you don't want to use Game Center, then your scores are still recorded, but only locally on your iPad, iPod Touch or iPhone

In addition to the leader boards there is also the Game Index. In layman's terms this leader board shows the people who not only have the highest score but also have played the most games, highest scores multiplied number of games played. For those mathematicians out there, the ranking is calculated using Cantors pairing, a function of the number of games played and won squared.



Online Gaming



Play other people

Starting with version 2.0 Café International allows for games against other players over the Internet. Such games are played in turn based asynchronous mode. This means you make your move and the other player doesn't have to be around. Your move is sent to Game Center and you'll be alerted once the opponent has made their move. This may happen within minutes (allowing for them to think about their next move) or it may happen at any given time later on should the other player be offline. The game remains idle and will wait for the next move to be played.

If you get bored because your opponent takes long to make a move or because you're playing a four player game and it simply adds up for the other three players to think about their moves, you can always start several games simultaneously and hop from game to game to make your moves.

Use the button with the Game Center symbol to switch from one game to another. A star next to the Game Center icon will indicate that it is your turn in another game.

You can play people from your Game Center friends list or unknown people that you invite to play using the Auto Match feature. Using Auto Match you let Game Center know that you wish to play. As soon as someone else anywhere in the world chooses Auto Match with the identical number of players in the Auto Match game (one, two or three opponents) Game Center will assign these players to your game and you can start playing.

Start a new game

How to start

1. When you choose to start an Online Game from the start game screen the green Game Center dialogue will come up. By pushing the button labeled with a „+“ you add a new game to your list of games or you can select a game that is already running to continue playing.

NOTE: As Game Center is a online feature of IOS sometimes your play will be interrupted when you are travelling or your Internet/3GS/4GS connection is down. In these cases double check that you are online and relaunch Game Center to catch up on your games or just go back into Café International online games. The game will load and display the last turn again. The game will never be terminated by such events. Worst case will be that you have to repeat your last move so that Game Center can send your moves to the other players.



When starting an Online Game you'll need to decide how many people you would like to play with and if you want to play friends or randomly picked players that you may not know at all.

To play friends you need to know their Game Center account name and invite them as friends using the Game Center app. As soon as they have accepted your invitation they will show up on your friends list and you can invite them for a game.

When starting a new game you'll be able to choose between inviting players from your friends list using the button labeled „invite friend“ or use the default Auto Match option. The game can start now.

As always the order is random. A game may start with your turn or you waiting for one of the other players.

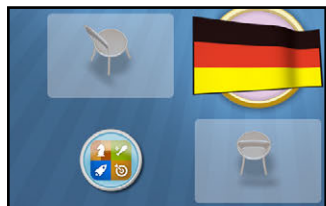
Other Multiplayer features

Quit a game

To quit a game swipe your finger from right to left over a game entry in the Game Center dialogue. A button labeled „Quit Game“ will then appear and you can tap it to delete the game. You opponents will receive a message that you left the game and the game will end. Please be fair to your opponents and do not leave a game simply because you're having bad luck.



Game Center button

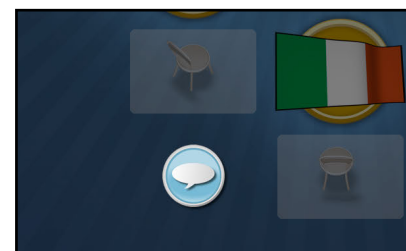


While other players take their turn this button can be used to access a different game to make a move there.

Auto Match

Auto Match allows to play with people anywhere in the world. If they chose Auto Match as well Game Center will assign them to the game you have just started. If you start a game with multiple Auto Match players then Game Center will find a game for you where someone else has chosen the same amount of players in a game. An Auto-Match will either start with your turn and then wait for other players to make their move or it starts with another players turn. In that case you will see the message „Waiting for player...“ displayed underneath the player image in the lower right corner of the screen.

Messages



During the game you can type in messages for other players when it is your turn. The Game Center icon will be turned into a message bubble symbol that you can tap on. Game Center allows to send the text with your move. So when you finish a turn by topping up your hand you will end the turn and it is sent to Game Center. If you want to send a message make sure to type it BEFORE you fill your hand. Game Center does not provide a chat connection. This is why the messages in the game behave different from a chat like you may know it from iMessage, iChat and similar services.

It may be that Game Center provides a real Chat connection in a future version. For now it is just a simple message connected to a turn.

Leaderboards and Status

Status display



A status indicator is located next to the score of a player. It gives you an idea whether you can expect the player to make a turn or not.

Grey: Waiting for a matching player in Auto Match. Player has not been found yet.

Green: Player has made a turn within the past 30 minutes.

Yellow: Player's last turn happened over 30 minutes ago.

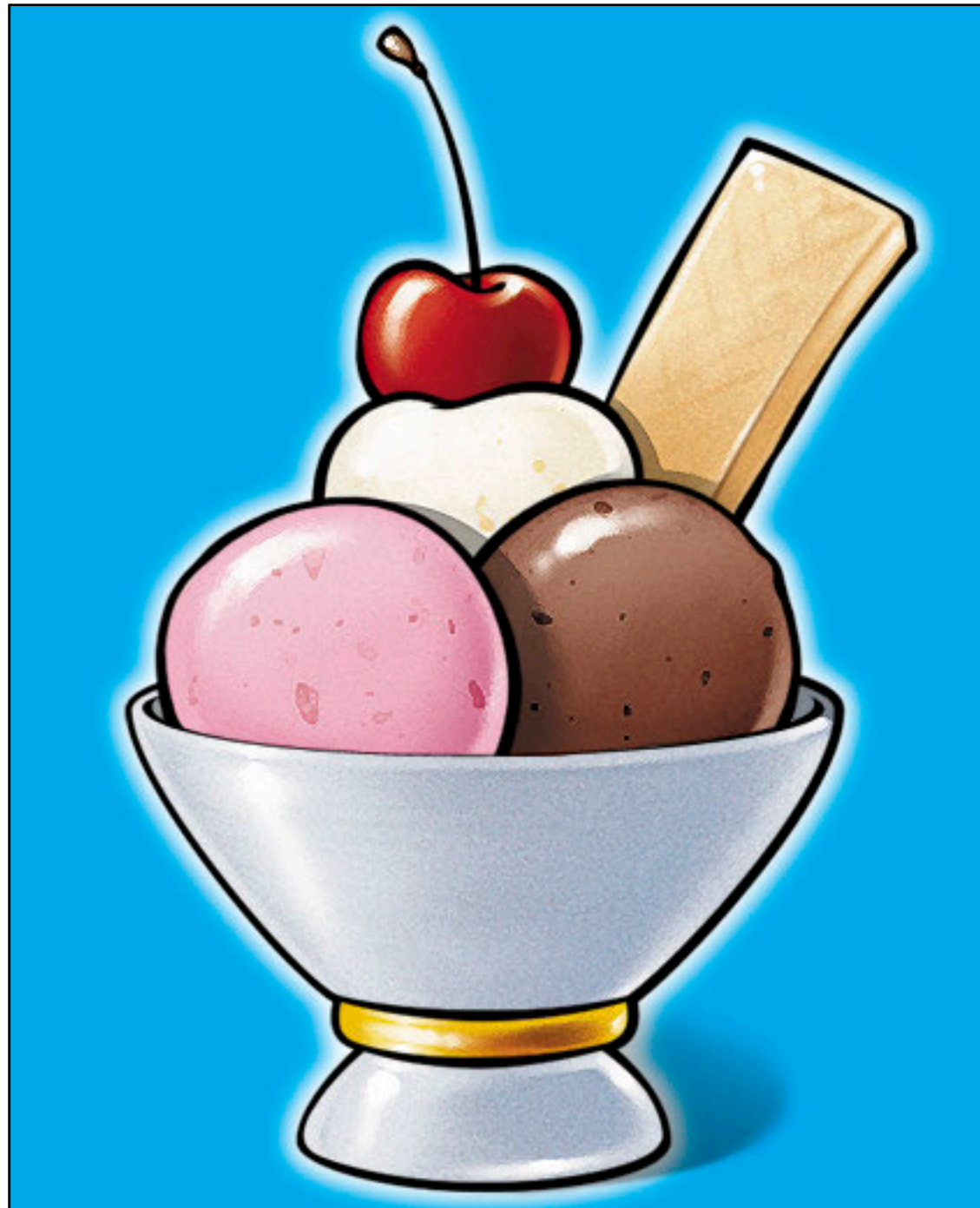
Red: Player has not made a turn in the past two days. Maybe an opportunity to send them an email or text to see how they are doing.

Online Game Index

This ranking system is inspired by the ELO ranking system originally used in chess rank lists, it has been adapted today and is used in many online games.

Whenever you win an Online Game you score points in the Online Game Index and you are ranked with that overall score. How many points are added depends on how good your score was in the game, who you beat and what their actual ranking may have been. In a simple example two players play a game. Should the player ranking higher in the Game Index win he will add less points than if the player with a lower rank won. If you are at a really low rank and you challenge the player on top of the list you will add many points to your score if you beat them the game. If more than two players are in a game then everyone but the player with the lowest score will get a percentage of the overall scores in accordance to the relation of their ranks.

Game play examples



Solitaire and Time games

In the Solitaire and Time games, your moves are not restricted. It's all about your score, based on your strategy, skill and – in the case of the Time game – the time you take!

Here are several examples to help improve your strategies and scores. As with many games, opting for quick points may not always give you the highest overall score.

These moves are examples and our suggestions are suggestions only to help you develop your own strategy. We are not saying we always show the best solutions to a given situation and we don't try a scientific approach. It is a game after all.

Examples of scoring 1

Example 1

1. As the green arrows show, you could place the Indian gentleman and the Turkish lady on the seats around the Indian table (the Turkish lady would also be sitting on the Turkish table, next to the Indian table). This balances the genders. Note that although you are placing two people around the Indian table, you are actually placing one on each of the two tables.
2. As the red arrows show, you could place the Turkish lady below the Italian table (next to the Turkish table on the left) and the male joker at the top of the Turkish table. Remember, jokers can sit on any table (if they are the right gender) and once placed, will adopt that nationality for every move, which gives you more points.



All tables must be established with a lady and a gentleman, but here you have several choices.

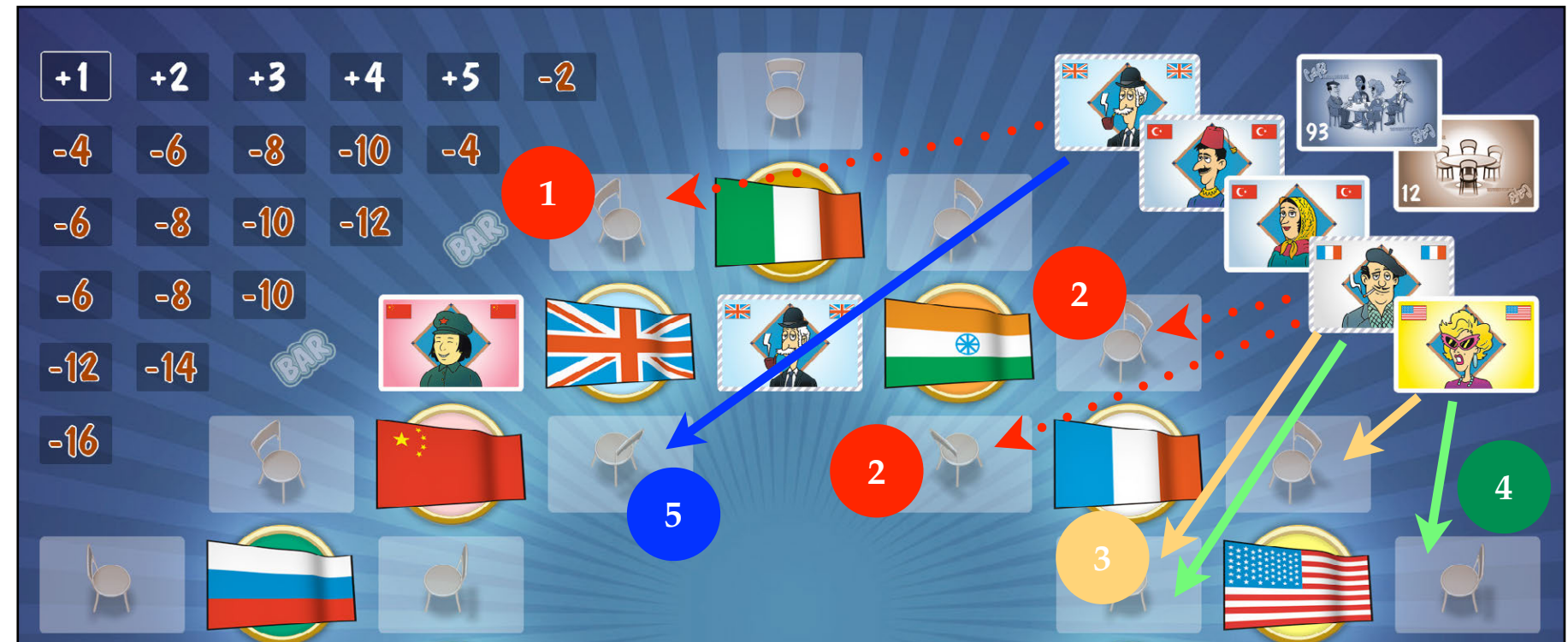
In the example using the green arrows, the joker could not be used, as that would mean two men at a table on their own. Also, you would score two points in this example, as you only have two people at one table (and their nations are not the same - you would score four points if they were from the same nation).

In the example using the red arrows, you have effectively placed two people on two tables, so you get points for both tables. The joker was used, so you would score four points for the Turkish table and two points for the Italian table (as, although you have two people on the table, their nationalities do not match). Also, you are now free to place the British gentleman at either the British or Turkish table for extra points!

Examples of scoring 2

Example 2

1. The British gentleman cannot sit next to the Chinese lady, as that would mean two gentlemen are sat alone on the Italian table
2. The French gentleman cannot sit on the labeled seats, as that would mean two gentlemen are sat alone at the Indian table
3. The French gentleman and the American lady could be placed at the American table
4. This would lead to several further options around the American table
5. In addition, the British gentleman could be placed at the British table to score five points (giving you three guests at the British table and two guests at the Chinese table)



The Chinese lady and the British gentleman at the British table started the game. What should be your second turn?

Move 3: The French gentleman and the American lady are placed at the American table. This automatically means they are also both sat at the French table, so you would score two points for each table (four points in total).

Move 4: Placing the guests on opposite sides of the table scores two points, as there is only one guest each on the adjacent tables.

Examples of scoring 3

Example 3

1. The Italian gentleman cannot sit at the Italian table, as that would mean two gentlemen are sat alone
2. The Indian lady could take this seat, as she would balance the Indian table with the British gentleman, while joining the French gentleman and American lady at the French table
3. The Indian lady could also sit here for the same reasons
4. In addition, the British gentleman could be placed here to score five points



The Indian lady and Italian gentleman replaced the guest cards that were placed at the French and American tables.

You could also place the Indian lady on the Italian table, as long as she is also seated at the Indian table. However, this would only score two points. Playing the recommended second and third moves instead would score five points (as there would be two people at one table and three people at the other).

Is it all just a matter of luck?

Yes...

Just like many board games, you can't control the hand you are dealt. Also, in many cases, Café International can feel like it is influencing your decisions, based on the randomly chosen guests and replacement tables.

No...

Saying that, in the following examples you will see how the choices you make count towards remarkably different results that influence your level of success. As with a game of chess, if you plan ahead, you can take control of your game.



Your choices count 1

Example 3a

1. You could place the Italian lady on the British table to clear the table and score six points
2. You could also place the French man for the same result



In this card selection, the Italian lady and the French gentleman replace the empty guest card spaces.

Move 1: Scores four points for clearing a mixed British table, and two points for clearing two people of different nations on the adjoining Italian table.

Move 2: Scores four points for clearing a mixed French table, and two points for clearing two pe-

ople of different nations on the adjoining Indian table.

Note: If you had played these two moves the other way around, you would have received seven points for clearing the French table - as there would have been three people sitting at the Indian table, because the British gentleman was still in place.

Your choices count 2

Example 3b

1. The Italian lady could also join the British gentleman on the Italian table
2. Following that move, you can now seat the Italian gentleman here (he couldn't sit the other side, as that would place too many gentlemen at the British table)
3. You are now unable to place the French gentleman at the Indian and French tables, as there would be too many gentlemen at the Indian table



In this card selection, the Italian lady and the French gentleman replace the empty guest card spaces.

Move 1: Scores two points for two people.

Move 2: Scores more points, as you have three people on both tables, so six points are awarded.

Your choices count 3

Example 3c

1. The Italian lady could sit to the right of the British gentleman on the Italian table. She shouldn't sit on the other side, as that would clear the British table – which is not the best result!
2. Following that move, you can now seat the Italian gentleman in the top position
3. You are now able to place the French gentleman at the Indian and French tables to complete both tables and clear them together



With just a small variation of the previous move you score totally different.

Move 1: Placing the Italian lady on the Italian table gives you two points for two people.

Move 2: Scores more points as you have three people on both tables, so six points are awarded.

Move 3: Scores four points for completing each table, plus you get double those points for clearing two tables in one move – that's 16 points!

Top scores

Your choices count

1. The closing move would be to place the German gentleman here to complete these three tables
2. If there wasn't another German gentleman, the male joker could be used to adopt the nationality of this table
3. If there was a female joker here, the score would be even higher

Achievement: If only German guests (not using Jokers) are placed at the two German tables, you receive the 'Oktoberfest' achievement (Oktoberfest is a famous festival in Germany and across the world). As soon as you gain an achievement like this, you can see it in Game Center.



In this ideal example, two tables of the same nation have been placed together (it does happen and remember, when you clear multiple tables you can choose where to place the replacement tables).

For the very best scores, you should aim to clear multiple tables at a time, as clearing three tables will triple your score for that move.

Move 1: Scores eight points for the first all German table on the left, eight points for the top table (as the joker counts as a German guest on this table) and four points for the French table, as you have a mix of nationalities. This score is then multiplied by three to become 60 points.

Moves 2 and 3: Placing jokers at these two seats instead would score eight points for each table. That's because the two jokers would act as German guests on the top German table, and French guests at the French table. This is a top score of eight multiplied by three tables multiplied by three to become 72 points.

Stalemate – mistakes cost points

Your choices count

- 1. The Spanish table already has two gentlemen and one lady, so the only way to clear the table is with a Chinese, Spanish or German lady, or a female joker
- 2. The German table has the opposite problem, as two ladies and one gentleman are already seated, so the only way to clear the table is with a Spanish or German lady, or a female joker



Note: If you are not careful, one wrong move can quickly lock up part of your café. As these tables are next to each other, this part of the game is now in stalemate, and the points you could have gained from clearing these tables are temporarily withheld.

Move 1: As this area is now locked, you should focus elsewhere to clear the problem or create points.

Move 2: An Italian or Cuban gentleman, or a male joker, would help you to clear this table. This

would give you points, but more importantly, it would also remove the stalemate. With the two Italian ladies cleared away, your options for the Spanish table are open once more!

Country Points

Using the right order

1. From the many choices we decide to seat the German man on chair 1.
2. The female Joker is placed on seat 2.

This results in four points at the German table. The opponent can not place his turkish women at the Turkish table because there would be two women by themselves. As they have no options we force them to place a card at the bar.

With our Turk we can score country points on the Turkish table in the next move because the Joker counts as German on the German table and as Turkish on the Turkish table at the same time.

(X) We do not seat the German here because if he sat there he would ruin our country points for the next move with the Turkish card.



Fighting Country Points

Now what?

1. A Position for the Russian man - double score at the Russian table.
2. An alternative position for the Russian man - double points at the Russian table too.
3. This is where the Turkish man could go But that would mean no country points at the Russian table. A bad solution?
4. Should the Russian man be seated on chair 1 the Central African lady could be seated too.
5. Watch out! Should the Russian man sit in chair 1 the opponent could place the Russian lady in chair 2 and score six points on the Russian table plus 3 points at the Turkish table. This is what we need to avoid!



Fighting Country Points

Solution #1

Russian man on 1: 3 points at German table, 2 points at African table, 4 points at Russian table, results in $9 \times 2 = 18$ points.

Turkish man on 3: 3 points at Russian table, 3 points at Turkish table, results in $6 \times 2 = 12$ points additionally.

Total 30 points.

Opponent places Russian woman on 4: 3 points at African table, 4 points at Russian table, results in $7 \times 2 = 14$ points.

Total $30 - 14 = 16$ points additional difference between us and opponent's score. But it also means the opponent had this move only but clearing the table may change the situation now entirely.



Fighting Country Points

Solution #2

Turkish man on 3: 3 points at Russian table, 3 points at Turkish table, results in $6 \times 2 = 12$ points. No other move in this round.

Opponent can't place the Russian Woman because there are three women at the respective tables if the card would be placed in either chair 1 or 4. He is forced to the bar: $-4 \times 2 = -8$ points. Total $12+8 = 20$ points increase in difference between us and the opponent.

The Russian man can go on chair 1 in the next turn and the Central African woman could be moved to 4. If the opponent is unlucky with his next card he may have to go to the bar again. In that case we may only use the Russian man in the next turn and save the Central African lady for another turn to maximize the bar damage for our friend.



Fighting Country Points

Solution #3

Russian man on 1: 3 points at German table, 2 points at Central African table, 4 points at Russian table, results in $9 \times 2 = 18$ points.

Central African woman on 4: 3 points at Russian table, 3 points at Turkish table, results in $6 \times 2 = 12$ points additionally.

Total 30 points.

Opponent can not place the Russian woman card because there would be three women at the Russian table. He is forced to the bar: $-4 \times 2 = -8$ points.

Total $30 + 8 = 38$ points additional difference between us and the opponent and we still have the Turkish man to close the Russian table in the next move depending on what cards we are receiving now.



Know How!

The little difference

1. 1. Lovely „rambada“ can cause us trouble by placing her Spanish women on chair 1...
2. .. and then placing her Spanish man on chair 2. She would score 4 country points on the Spanish table plus 3 points on the German table. On top she would block our German man at the German table as the Chinese and her Spanish man would be sitting there.
3. Would she place the Spanish woman on chair 3 instead and ...
4. ... the Spanish man on chair 4 she would be scoring the same amount of points.

But she would then allow us to play the German man. She can not block us from playing the Spanish man regardless but taking the German score away is easy for her.



Americans?

Wait and see!

Take a look at the bar: -10 points!

Should we place the American man on chair 1 we would allow the opponent to add the Cuban man or the American man. For the Cuban man he needs to decide between 2 and 3.

If we played the American woman too we would allow him to play both, the Cuban man and the American man.

It is probably better to hold on to the American woman and the Italian man for now and place the American man on chair 1 only. It can be assumed that the opponent would place the Cuban man on chair 2 to ruin our country points.

But should he not draw a placeable card afterwards he will have to go to the bar and we still have the Italian man and the American woman to keep causing trouble.



Double Table!

Be careful!

Watch out for single empty chairs between two tables! It opens the chance for a double table. It may have been an obvious move to place the Indian man and the Central African woman like this but the opponent can now close two tables at the same time with his German woman!

This is what UNDO is for. If you place the Central African woman only you would score less points but you open the door for the opponent to make the mistake placing the German woman at chair 1, so that you can then close the two tables with the Indian man yourself.

However it is more likely that he will use chair 2 in that case to score the more attractive country points waiting there for him.



Blockade

Think and speculate

1. Two possible chairs for the Central African lady.
2. This is where the Turk could go.
3. Two options for the British lady.
4. Same here: The French man has two options too.
5. But the bar is in positive points too.

What will the player decide to do? The opponent has two female Jokers. Placing the French would score 3 points at the African table and six country points at the French table. But it would allow the opponent to score 8 country points!



Blockade

Why?

The player decided to score the country points with the French (4) and to block the Joker from scoring a double table by placing the Central African woman on chair 1. Two tables are locked temporarily.

He could have used the Central African woman to clear the French table (2) but it is a good option not to do it and assume that the country points at the Turkish table (3) are a good option for one of the opponent's Jokers, opening the opportunity to place your own Turkish card for country points in the next turn.

Blocking an opponent with two Jokers is almost impossible to do. But imagine he had a French and Italian woman instead of the Jokers - a whole different scenario.

