

Players' leaflets for Solo

Don't print this - the leaflet starts on next page



Printing

They're created at A5 size, which is half of A4.

The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

A4 is longer than **letter** size, but not so wide. I have not tried the leaflets out on letter sized paper.



Fun, popular games available from FunGames4CasualPlayers.com



[Palm Island](#)

A very small solo game, based on but seventeen cards - an island game that truly does fit into your palm.

[Jekyll vs Hyde](#)

For two players who enjoy the cut and thrust of a trick taking game, this is of incomparable value

[Merchants of Dunhuang](#)

A (*perhaps the best*) four player game set in a medieval market - inexpensive, but very rich in challenge and versatility.

[Maquis](#)

A solo game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

[Black Sonata](#)

A solo searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of London. **Much** deductive thinking!

[Mr. Jack](#)

For two players, this game brings head scratching aplenty, and even the occasional fluttering heart - truly!

Scoring and scorekeeping.

Some households like to give an extra point for each trick that is won above the bid. This happens at BoardGameArena, where it can be played online.

In this case, all 13 tricks are played out for bids of prop & cop, solo, and abundance.

If you're not giving extra points (*I don't*), there's no need to play on once someone's achieved their goal: just gather up all the cards and move on to the next hand.

One person acts as scorekeeper.

- All that's needed is a scrap of paper with the four names at the head of four columns, on which is kept a note of the score of each hand, and the running total below it.
- If you're playing with a different group of people, it's useful to check before play starts what bids are allowed, and what their scores are ... so everybody's clear and in agreement.

	John	Jenni	Fred	Fiona	
	-2	-2	6	-2	<i>Fred bid and made a solo</i>
	9	-3	-3	-3	<i>John bid and made a misery</i>
<i>The running totals are</i>	<hr/>	<hr/>	<hr/>	<hr/>	
	7	-5	3	-5	
	3	-9	3	3	<i>Jenni bid and failed a misery</i>
<i>The running totals are</i>	<hr/>	<hr/>	<hr/>	<hr/>	
	10	-14	6	-2	

Prop & cop

If successful, partners get **2** points each – opponents lose 2 each

(it's **always** the reverse if a bid's not successful – a failed prop & cop means that the bidders each pays 2 points, and opposition each gets two points).

Solo

Winning bidders get **6** points: 2 from each opponent. **Misery** scores as a failed solo bid.

Misère

If successful, player gets **9** points: 3 from each opponent

Abundance

Successful bidder gets **12** points: 4 from each opponent

Misère ouverte

If successful, player gets **18** points: 6 from each opponent

Abundance declared

If this one's successful, the deserving player gets **24** points: 8 from each opponent.



Solo

Leaflet from ...

FunGames4CasualPlayers.com



Sheer trickery!

Solo is, like whist, a trick-taking game. In most cases, one of the four players is playing against the other three - they are in a **solo** situation, indeed.

Often, the goal is to win a specified minimum number of the thirteen tricks available.

But in some, the goal is to not win any tricks, hoping that the three opponents win them all.

The various bids are detailed on the following pages. Everyone must bid or pass. They cannot rebid, even if somebody bids higher than they did.

Shuffling, dealing, and trumps.

Before the game begins the cards are shuffled, and cut once by the person to dealer's right.

They are not shuffled again, except after a bid of **abundance** has been played.

So, after each hand has been played, the cards are simply collected up into a single deck, and then cut once by the player to **right** of the next dealer, who then goes on to deal.

This means that there will be non-random distribution of the cards within the pack. This increases the chances that there will be viable bids (and viable opposition).

Dealing is not done card by card, but in small 'clumps'. This also helps viable bids to arise. The easiest way is probably to deal cards out in groups of three per player (four times round), with a final card to each at the end.

Don't be pushed around by anybody who jumps up and down, claiming that it's some kind of sacrilege to do otherwise. Different people do it different ways.

To be fair about determining what suit is trumps you can use another deck. Or you can turn up the last card (which seems a little unfair on the person who's last card gets seen by all).

Alternatively, you can simply always go in an agreed suit order, like Spades, Diamonds, Clubs, Hearts. It's no big deal.

Remember, it's a game : not a religion. Do what suits you best.



Bids and their goals

Prop & cop - we'll win at least eight

This is the only bid where it's not a **solo** situation, and it's the weakest bid.

Some households do choose to include prop & cop, whilst others don't. It's your choice.

When someone calls 'prop' (or proposal) they are indicating that if another player joined them in partnership, the pair of them jointly would work together to win **eight** tricks.

There will be trumps, as already showing.

Having called 'prop', the player who called it will have to wait whilst others have their turn to bid before they can know if someone else is prepared to join them: by saying 'cop' (no idea what that stands for).

All the bids listed below are more potent than, and will outbid prop & cop.

If nobody comes forward to act as 'cop' to a 'prop' bid, the prop bidder is allowed to upgrade their bid – being now aware that none of the others sees themselves as strong enough to 'cop', they may reappraise their own hand.

Only if nobody joins them may prop-bidders bid again: they may go solo, or something else.

Solo - I'll win at least five

This bid indicates that the player anticipates winning (on their own) **five** of the thirteen tricks, with trumps as shown.

Of course, the other three will be working together, trying to stop this from happening.

Misère

The next most potent bid. So if someone had bid solo, and another bids misère after them, it's the latter bid that now stands proud.

There are **no trumps** if misère is being played.

Misère is French for 'extreme poverty' or something like that. Be careful: you may end up thus if you play solo for money!

Misère indicates that the player seeks to win **none** of the thirteen tricks: not one.

If they do win a trick, they've failed. So, the hand isn't played to the end: there's no point.

Rather, start the next hand.



Abundance

This is the next most potent bid.

If someone bids it after another has bid misère, then it's the abundance that's played. As the name suggests, it means winning a lot of tricks – **nine** in fact.

There will be a trump suit in abundance, but it's not until all after the bidding has finished and play is about to begin that the person who called abundance states what trumps are: they make the choice.

If someone bid 'abundance', someone else can follow with a bid of '**royal** abundance', meaning that trumps will be the suit that is showing already as trumps. Their bid is more potent than an abundance with trumps not stated.

There's no need to call 'royal' unless it's as an overbid – it's better to keep trumps quiet until they have to be declared, so that no potentially damaging information leaks out too early.

Misère ouverte

This is a powerful bid ~ almost the most powerful!

It's exactly the same as a simple misère, except that after the first trick has been played, the player lays their cards down for all to see – their hand becomes open, or ouverte.

Not an easy bid to achieve.

Abundance declared

Now, this is the most potent bid: it's not often seen.

It means that the player will win all thirteen tricks, not just five, or even nine ~ **thirteen**.

There are **no trumps**.

It is the only bid where the person who starts play is not the one sitting to the dealer's left. This time, it's the abundance-declared caller who themselves starts play.

Oh! Misery!

Some households like to play 'misery'. If there has been no bid, then rather than the hand being annulled, misery is played.

Here, the winner of the last trick scores as if they had lost a bid of solo.

It can indeed be a bit of a misery, then.

