



A card game by:

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Player's manual

English

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English manual	Jeroen P. Broks
Translation	n/a
Note	The license of the game is separate from the license of the Phantasar universe itself, which is and remains property of Jeroen P. Broks

Please note, only the English version of this document counts as “official”.
Yes even the Dutch translation cannot be counted as “official”, as the translation is always done some time after the English update.

(Recommended is to only use the PDF version of this document, as the .odt version may produce some ugly results as it may use “dependencies” not installed on your machine (like the Phantasar Common Language font)).

(This document is a Work in Progress. Everything in it can still be changed, and some sections have not yet been implemented. I can also not guarantee all links work properly).

Pymtheg and the Phantasar Lore

On Phantasar nobody knows exactly who invented the game of Pymtheg. The game is old, and most people believe that it were the First Generation Befindo's of old, as many Befindo's call them, were already playing Pymtheg. For sure is that many generations of Befindos have played Pymtheg, or it's "lower" variant "burn".

In the Kingdom of Aeria where the game very likely originated, the game is most of all played by the high-class families. The "houses", or so to speak. It's known as a game often played by the families who have a high position in the hierarchy, to make contact or to maintain contacts.

The humans, who are descendants of the Befindos, have lost much of the Pymtheg tradition, although it's sub-game "burn" did remain in several tribes over the many years. "Burn" is also played a lot by the "low-class" Befindos.

When the Elfish tribe The Drop-Outs came in contact with the Befindos, and most of all with Aziëlla, a daughter of a very high-class family, and even with the king, the Drop-Outs developed a great interest for the game, and took it with them. Some Befindo players are not very happy, that of all the Elfish tribes, the Drop-Outs had to introduce the game to the Elves. Through the Drop-Outs the game also got introduced to the Gnomes.

The game is said to be inspired on the four base elements of magic. Fire, earth, water and wind. The four "suits" on Pymtheg are often seen as the evidence of that. Many historians of Phantasar refute this claim though.

For sure is that the game is shrouded in mystery.

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An Introduction to making tricks

If you ever played games, such as Bridge, Spades or Hearts, this chapter may sound boring to you. For those who never played a game like that, this chapter is very important to understand.

A Pymtheg deck has 4 suits and 15 cards per suit. The suits are Fire, Earth, Wind and Water. Earth is also known as “stone”. All cards bear a number 1 till 15. The higher the number, the higher the card.

One player deals the cards, the next player may start the first turn. He/she may play any card in his/her hand. Now the other players have to “follow suit”, meaning they must play a card of the same suit. Only when such a player does not have any cards at all in the “requested suit”, he/she may play a card of a different suit, forfeiting the trick. The player who has played the highest card in the same suit played by the player who began the turn, takes the trick and will have to start the next turn. The game goes on until all 15 tricks have been played.

Now Pymtheg has just like many other games in the “trick”-family, the possibility to have one specific suit a the “trump”-suit. A trump card always goes above all other cards and will make you able to claim a trick even when you cannot follow suit. Please note you can only do this when you cannot follow suit, if you can follow suit you are obligated to do so, making trump cards useless in that specific trick.

A good way to learn to play with tricks is a game called “mini-bridge”. In which you only play to see who can make most tricks. Play first a few rounds of it without a trump suit, and once you get the hang of that agree on a trump suit with you fellow players and play a few more rounds to get the hang of playing with a trump suit.

Only when you have a clear idea of how making tricks works, can you truly learn how to play Pymtheg

The Game of Pymtheg

Pymtheg is a game that is played in a 2vs2 format. In order to make things easier to explain I suggest you play at a square table and that each player sits at a side. The player on the opposite side on the table is your partner, whose job it is to help you, or you have to help him/her. The other two players are your opponents who have to help each other. The scores are counted per team.

A good approach is to name the sides of the table after the directions of the wind, North, South, East and West. In that perspective North and South are buddies. And East and West are buddies. These names are not official in Pymtheg, but it makes taking easier.

Shuffling the deck and dealing the cards.

Shuffling the deck takes a bit of an alternate approach. If your deck is new and never used for a game of Pymtheg before, probably meaning that all cards are pretty much “stuck together” in value and suits, it's recommended to make a very thorough shuffle prior to the game. This is the only time this way of shuffling is allowed.

Now when all the players are seated, the players have to decide who the first dealer will be. Many Pymtheg players have some own made up toss rules for that, like throwing a die seeing who the highest number has, or drawing a card and the highest one deals. You name it any method is allowed to decide the first dealer, as long as all players agree on it.

One fun fact to note is that on Phantasar the playing order is COUNTER-CLOCKWISE. As this playing order can easily confuse the hell out of players playing CLOCKWISE is acceptable as an alternate rule, however, the playing order MUST be decided PRIOR to the first shuffling + dealing!

The dealer “shuffles” the card, by only picking a random amount of cards from one side of the deck and move it to the other side, or somewhere between the other cards. You only do this once.

A “true” shuffle, also known as “destructive” shuffling is a very

good way to make yourself hated among Pymtheg players. Many players on Phantasar even have a penalty system in place (see the “optional rules” sections) in order to prevent players from doing that.

When dealing you deal the first player after your 5 cards then you deal the next player 5 cards, the next one after that 5 cards, and lastly yourself. Repeat this routine 2 times, and all the cards in the deck should be dealt meaning everybody has 15 cards, no more no less.

Stage #1: Bidding

Before you play, a bidding round takes place. The first player after the dealer is the first who may make place a bid. If he/she doesn't want to place a bid, he/she can pass and then he's out of the bidding round until the next stage of the game.

Pymteg has three kinds of bids

- $\angle\ddot{a}q$ (Gâm).

“Gâm” means “game” in the common language of Phantasar. Gâm means that you claim to be able to make 9 tricks together with your buddy. (so the tricks you make yourself and the ones your buddy makes make one grand total).

You are allowed to name you trump suit in the bid itself, you may also wait for that until stage #3. Doing it right away delivers more points, can give some extra information about your hand to your dummy, but beware, your opponents are listening too, and they can decide their own bids on it or even double the stakes, so keeping the trump suit a secret until stage #3 is a safer approach.

When a Gâm has been bid, any other player, may overbid it with a Gâm +1, and then you must get 10 tricks. This can go up until a Gâm +6 where all 15 tricks must be made.

Please note a Gâm +(any number here) may only be bid, if a lower bid is not possible.

When you make the Gâm bid you get a score for the Gâm itself plus extra points per “overtrick”. If you don't make the Gâm, you'll lose points for the Gâm itself with some extra penalty points for every “undertrick”.

- \mathbb{R}_y (Ry)

“Ry” means “Nothing” in the common language of Phantasar. When you bid “Ry” you claim you will not make any trick at all. As soon as your opponents manage to force you to take a trick you instantly lose your bid. The “Ry” bid comes in three categories.

- “Ry” is just that the one who played the “Ry” bid may not get any tricks. The “tricks” his/her buddy makes have no value, and thus the buddy can try to make tricks in order to “help” preventing the bidder will make the tricks.

- “Ry 2” means the buddy can still make tricks in order to help, but a penalty score will be subtracted for every trick the buddy makes.

- “Ry 3” means the entire team may makes no tricks. Not the bidder, and the not the buddy either. Most Pymtheg players never bid “Ry 3” right away, but only when their buddy has already made a “Ry” or “Ry 2” bid before.

Ry either wins or loses. There are no extra bonuses or penalties for “extra tricks” or something. As soon as the Ry player makes the trick he/she was not allowed to make, this rounds ends immediately.

- ♠ (Lon)

Lastly “Lon” means “Alone” in the common language of Phantasar. It's a rarity this bid is placed, and even more rare it's actually won, but if you bid it and win it, you get that much points that it will be hard to lose the game. Of course when you lose, you placed yourself out of total victory too.

When you say “Lon” you claim you can make all 15 tricks alone without the help of your buddy. You are allowed a trump suit, and you may call it right away or decide to call it in stage #3, just like a regular “Gâm”.

Now when Lon fails, the player will not only get penalty points for not making the

Now when bidding, you should know that you can only make a bid when either nobody bidded before you (or passed), or when the bids prior to yours are lower than your bid. Here is the order that goes from lowest bid to the highest:

- ♠ Gâm
- ♠ Gâm +1
- ♠ Gâm +2
- ♠ Gâm +3
- ♥ Ry
- ♥ Gâm +4
- ♥ Ry 2
- ♥ Gâm +5
- ♥ Ry 3
- ♣ Gam +6
- ♣ Lon

When everybody passed, the alternate game of “burn” is played. Go to the “burn” section for more information about that.

If a bid has been done and nobody tops that bid, stage #2 will apply.

Note: When a Gâm variant is used to DIRECTLY OVERBID an OPPONENT'S RY bid, the score of the Ry will also be added to the penalty if the Gâm variant fails. The Ry score does not take a role when the Gâm variant wins.

Stage #2: Double and Redouble

Oh, you think the bidder has a big mouth? And he/she is your opponent? Well let's see if he/she can live up to his/her big mouth and raise the stakes, shall we?

If your opponents have the highest bid and you don't believe they'll make it, you can “punish” them by declaring a “double”. Either you or your buddy can do this, but you may not negotiate about it. If you double the game, your opponents will win twice the points if they win the bid, but lose twice the points if they lose the bid.

Of course, be careful when you say “double” as when you do the

playing party can decide their bid is that strong, they will definitely make it, no matter what you think and call for a “redouble”. A redoubled game makes 4 times the points when won, and 4 times the penalty points when lost. (“redouble” is only possible to you when your opponent “doubled” your bid).

Players who are considering a double must think of that themselves. Once stage #3 has been started (or skipped) doubling is no longer allowed.

The “burn” game cannot be doubled or redoubled.

Stage #3: Announcing the trump suit

The player who placed the highest bid may chose a trump suit, UNLESS the bid is any of the “Ry” variants, as “Ry” is always without a trump suit.

Pymtheg also allows a “no-trump” game, in which you can score significantly more points if you make it, but you'll also lose more points if you don't.

If the player already announced his trump suit during the bidding this stage is skipped and you can move on to stage #4.

(Yeah, of course “no-trump” is also allowed when you announce it during stage #1).

Stage #4: Playing

Regardless where the bidding ended or who plays, the first player after the dealer always starts the first trick, and then the game proceeds according as explained in the “Making Tricks” section.

After all stages are played the scores will be counted (see the “scoring table” chapter) and the player next to the dealer of this round will be the next dealer and the game can continue.

The “end of the game”

Basically, Pymtheg is an endless game. You can play as many rounds as you like and aim for as many points as you like, or (as long as the players keep in the same teams at the same side of the table) even continue a game you played several days before.

A few optional rules can be discussed prior to playing though:

- Start playing at the end of the day, and the one who has most point by the end of the day (or a prior discussed time) wins.
- You may also discuss a certain amount of points. When either team has more than that amount either plus or in minus the game ends, making the team with the most points the winner.
- A certain amount of rounds is also a possible option. If you played the number of rounds you agreed on prior to the game end it and see who wins.

The game of “burn”

The game of “burn” or “*knârnôl*” (Knârnôl) as the inhabitants of Phantasar call it, will be played when nobody makes a bid (in other words when all four players passed).

Just like a normal game, the first player after the dealer starts the first trick and the game moves on.

After all tricks have been played, you get a penalty score for each “fire” card you obtained by making a trick UNLESS, you managed to get more “water” cards than “fire” cards then your “fire” has been “extinguished” and no penalty points will be given.

Please note, I said “more” water cards than fire cards. When you have exactly as much water cards as fire cards, the fire is not extinguished, and thus the penalty will still be counted.

If you manage to get all fire and water cards you'll receive an extreme bonus (as this almost never happens). We call this phenomenon “a pit”.

Now “Burn” is a game of which several variants are possible. Although its primary function is to make people play when no bid has been done in Pymtheg, the game is on Phantasar very popular as a “stand-alone” game, and then a few different rules can apply depending on the chosen variant.

“Burn” in Pymtheg

- ▢ Every “fire” card will give a penalty of 5 points UNLESS you scored more water cards than fire cards
- ⇒ When scoring a pit (having all water and fire cards) you get a bonus of 10.000 points (penalties will be voided)
- ⇒ In Pymtheg “burn” is just like the normal game played with a team. So the fire cards you score together will give you a penalty together, and the water cards you score together may work together to void the penalty. If North has 5 fire cards and 2 water cards, and South as 1 fire card and 6 water cards, the total is 8 water vs. 7 fire, and thus the fire is

extinguished and the penalty voided.

“Burn” as a stand-alone game with a buddy

- ▢ In this variant you play with 4 players the one on the other side being your buddy.
- ▢ Each fire card gives 1 penalty point unless extinguished with water cards
- ▢ The team going past the 100 penalty points first loses the game, ending the game too.
- ▢ When obtaining all fire and water cards you may subtract 80 points from the penalty points you already have.
- ▢ A negative total is possible, and when you go past -100 the game ends immediately and you win the game.

“Burn” as a stand-alone game with a random buddy.

- ▢ In this variant you play with 4 players, but you'll have a different buddy each round, as the one who has the 15 of wind card will be teamed to the dealer, teaming the other two players to each other that round. If the dealer has 15 of wind him/herself, then 14 of wind will decide, and if he even has them himself 13 of wind. In the very extreme case he has all the wind cards (fat chance) 15 of earth/stone will be the buddy.
- ▢ Each fire card gives 1 penalty point unless extinguished with water cards to both players of the current team.
- ▢ The player going past 100 points ends the game and the one with the least points will then win. As the buddy is now different each round each player has his/her own individual score in the end rankings, but will win/lose points with his/her body when the game is still being played.
- ▢ When the players make a pit together they both may subtract 80 points from their scores.
- ▢ And here too, a negative score is possible. -100 ends the game too, just like the variant above.

“Burn” as a stand-alone game where everybody plays “solo”.

- ▢ In this game you require at least 3 players to play, and you can play up to 6 players max. You deal all cards, so with 6 players everybody has 10 cards, and with 3 players everybody has 20 cards.

- ⌘ There are no buddies to team up with, so you are on your own.
- ⌘ Every fire card score 1 penalty point unless the fire is extinguished.
- ⌘ The game is now ended when you go past 50 points when playing with 3 or 4 players, and 25 points when playing with 5 or 6 players. The same also counts for the negative scores.
- ⌘ A pit, or all fire and water cards scored will now allow you to subtract 30 points when playing with 3 or 4 players and 15 points when playing with 5 or 6 players.

“Burn” with a regular deck.

If you decide to play “burn” with a regular card deck (of course, these variants do not exist on Phantasar), you can basically play all variants but you need to take a few things in order.

- ⌘ Pymtheg is 15 cards per suit, a regular deck only 13. This can affect the score greatly.
- ⌘ You need a regular suit to represent fire and water. I do recommended to use a “red” color (hearts or diamonds) to represent fire and a “black” color (clubs or spades) as the water color. When playing the “random buddy” variant an ace of a suit not used for water or fire must be used to determine the buddy.
- ⌘ When playing the “solo” variant with any number of players that's not 4 you can have a problem. The Pymtheg deck has a number of cards that can make a mathematical “prefect deal” with any number of players from 3 till 6. A regular card deck will only do that with 4 players. This means you'll have “left-over” cards after the deal. You can in that case keep them “hidden” during the game, and the player making the last trick must also take the left-over cards and determine the score.
- ⌘ The score decided for getting ALL fire and water cards may need a little discussion here, as with less tricks, it might be easier to get, or not. Be sure you agree on this one.
- ⌘ On a regular card deck I took of course the order in mind, from lowest to highest 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace. Like most trick-based games on this deck.
- ⌘ Of course, let's be frank only a “real” pymtheg deck give you the “true” experience of how this game is intended.

NOTE: The Pymtheg shuffling/dealing method does not apply when “Burn” is played as a stand-alone game.

Optional rules

Like many card games, Pymtheg has some optional rules too. These are not official, but hey, they make a nice change, eh?

- ▣ Some players hate “destructive shuffling” so much, that the one “guilty” of the “crime” must subtract 3 tricks from his tricks at the end of a Gâm or Lon game, and the opponents may add it. The team struck by the penalty may not bid “Ry” but when the opponents bid “Ry”, they can ignore 3 tricks that would normally lose the bid or apply a penalty. Which tricks are ignored or counted can be applied by the playing party to the best result as they please.
- ▣ There is a variant to the “burn” game, that makes the player/team who has more than 8 wind cards get 20 penalty points and the water counts will no longer be counted to extinguish the fire if these 8 wind cards are scored. In this variant the “pit” bonus will apply when you have all fire cards, all water cards and less than 5 wind cards.
- ▣ Like I said the “official” playing order is counter-clockwise. If this confuses you and your fellow players too much, then just play clockwise, as long as all players agree on the direction, everything's fine ;)
- ▣ Some players award a bonus when all tricks are made in a regular Gâm bid. The amount of points differs per group using this rule. The Gâm +6 bid always voids this rule.
- ▣ Some players also give an extra penalty score when you bid a “Gâm” variant and fail it so miserably that you opponents actually have the amount of tricks (or more) you were required to have. Since this rule is not official the height of the penalty differs here too.
- ▣ Some players have the “burn” warming game, in which the first round is always a “burn” round, and from the second round on they can play normally.
- ▣ The previous optional rule is sometimes not used for points but to determine who has the most fire cards, and that player will then be the first dealer. As the dealer has not been decided prior to this game, the one who has the 1 of earth is obligated to start the first trick with that card.

Penalties to cheating

Pymtheg has some very strict penalties to cheating or otherwise disobeying the rules. Let's sum them up.

The most common rule-break is failing to follow suit, when you were in fact able to. If this happens the current round ends immediately and can be punished as follows.

- └─ When you play Gâm or Lon you will immediately get the penalty points you'd get if you lose the game in the worst-case scenario. Basically the penalty you'd get if your opponents make ALL tricks. If you agreed on some optional rules discussed in the previous chapter they too will be taken into account.
- ⇒ If your opponent plays Gâm or Lon, they will get the score they would have gotten for making all tricks.
- ⇒ If you play Ry (or any variant of it), your game immediately fails, and the penalty score is calculated 1.5x
- ⇒ If your opponent plays Ry (or any variant of it), he/she immediately wins his/her Ry, and the score is counted accordingly.
- └─ OPTIONAL RULE: If you played a trump card on a moment the game didn't allow you to, 500 penalty points will be given when you were playing the bid, or 500 bonus points will be given to the opponent if they were playing the bid.
- └─ In the case this happens in a game of "burn", the game will go on, however, all fire cards will be multiplied by 4 and all water cards will be divided by 4. The "pit bonus" will never be awarded to you (for your opponents the regular score table applies). In the case you use the optional "wind" card rule, 5 extra wind cards must be added to the total you have.

It is a misconception that signaling to your buddy by means of bidding or playing certain cards to tell your buddy something would be cheating, however all the rules you and your buddy use on this must be known to your opponents as well. In competitions or tournaments the suspicion you are using signals not told to the opponents, can lead to total disqualification if proved. The

signaling may however only happen through means making a certain bid or playing a certain card. Making an approving nod to your buddy or making a dirty face because he/she does “something stupid” is not allowed and that too can lead to disqualification.

When playing in a home situation these rules are mostly not taken very high in consideration, as these things do in amateur games mostly not take a very significant difference. When playing with fanatics be aware of these rules.

A very important tip I read in a book about bridge also applies in Pymtheg: Be careful in the information you provide to your partner by bidding or playing cards. Your opponents are listening too.

Scoring Tables

What is very important to understand about the scoring system of Pymtheg, is that only the team who is actually playing their bid can receive or lose points. The opponents can benefit by playing well, as they can make the playing party lose points or if they still win points make the score as low as possible.

When you win your bid you get the points, when you lose your bid you will lose points.

The big exception is of course the “burn” sub-game in which both teams can win or lose points since nobody made a bid.

Gâm

The amount of points scored or lost by Gâm depends on the next stuff.

A regular Gâm in which the trump suit is announced after the bidding and doubling stage is 20 points. A Gâm +1 is 30 points and with every + bid 10 points extra. If you announce your trump suit in your bidding 10 points extra, and also 10 points extra per +.

Every “over-trick” you make, (if you bid a Gâm requiring 9 tricks and you win 11 tricks you got 2 overtricks), you get 1 point per overtrick. If you lose the Gâm you'll get 1 penalty point per undertrick, (meaning if you need 9 tricks and you make 7 you got two undertricks).

In a “no-trump” Gâm all these points are doubled.

A few examples:

If I bid Gâm and I make 11 tricks, I have 20 points for the Gâm itself and 3 points for my overtricks, meaning I win 23 points.

If I bid Gâm and I make 5 tricks, I'll lose 20 points for not making the Gâm and since I needed 4 more tricks to make my Gâm I have 4 undertricks meaning I get 4 extra penalty points, so in total I must subtract 24 points.

The table on the next page, has all possible outcomes calculated though. Of course, when a bid is doubled the scores are doubled, if the bid is redoubled the scores are multiplied by 4.

Bid	Trump	Announced trump	Basic score	Svertrikes ? undertricks
Gâm	Yes	After bidding	20	1
		During bidding	30	1
	No	After bidding	40	2
		During bidding	60	2
Gâm +1	Yes	After bidding	30	1
		During bidding	50	1
	No	After bidding	60	2
		During bidding	100	2
Gâm +2	Yes	After bidding	40	1
		During bidding	70	1
	No	After bidding	80	2
		During bidding	140	2
Gâm +3	Yes	After bidding	50	1
		During bidding	90	1
	No	After bidding	100	2
		During bidding	180	2
Gâm +4	Yes	After bidding	60	1
		During bidding	110	1
	No	After bidding	120	2
		During bidding	220	2
Gâm +5	Yes	After bidding	70	1
		During bidding	130	1
	No	After bidding	140	2
		During bidding	260	2
Gâm +6	Yes	After bidding	80	1
		During bidding	150	1
	No	After bidding	160	2
		During bidding	300	2

Gâm over Ry

Of course it has to be noted that, if a Gâm is used to bid over an opponent's Ry variant, the score the Ry would give if won will also be subtracted from the score if the Gâm fails. This rule does not apply if the Gâm wins, or if you bid over your buddy's Ry.

Now this only counts with a direct overbid. For example if the bidding goes like this:

N: Gâm
E: Ry
S: Gâm +4
W: Pass
N: Pass
E: Pass

Then South's Gâm +4 came directly over opponent East's Ry, and then the Ry penalty applies if the Gâm +4 fails.

If the bidding goes like this:

N: Ry
E: Pass
S: Gâm +4
W: Pass
N: Pass
E: -

Then the penalty does not apply, because the Gâm +4 goes over the buddy's Ry.

If the bidding goes like this:

N: Ry
E: Pass
S: Gâm +4
W: Gâm +5
N: Pass
E: -
S: Pass

The penalty does not apply. South already overbided his own

buddy's Ry, so West does not have to fear the Ry penalty anymore should his Gâm +5 fail.

Now a more complex example:

N: Ry

E: Gâm +4

S: Pass

W: Gâm +5

N: Pass

S: -

E: Pass

In this case the Ry penalty still applies, because South passed, so the Ry party did not “deactivate” the Ry.

And finally this example:

N: Ry

E: Gâm +4

S: Gâm +5

W: Gâm +6

N: Pass

E: Pass

S: Pass

In this case the penalty does not apply as South did overbid his buddy's Ry, so West can bid Gâm +6 without fearing a penalty.

All these rules apply for Ry 2 and Ry 3 too.

This rule does NOT take effect when Lon has been bid.

Ry

The score outcome for Ry is as follows:

Bid	Score	Tricks buddy	Notes
Ry	150	No effect	
Ry 2	200	20 subtracted per trick	In theory it <i>is</i> possible to win a Ry 2 still making a negative score.
Ry 3	1000	Round over, playing team loses this round instantly	

Lon

- Winning the Lon rewards 2500 points
- Losing the Lon subtracts 2500 points + 50 points for every trick the opponent makes. (those 50 points are not taken for the tricks the buddy makes, however if the buddy makes a trick the Lon itself is lost).
- When the trump is announced during bidding (and thus challenging the opponents to cast a “double”) 500 extra points are awarded on winning or subtracted when losing.
- Just like a Gâm the scores are doubled when playing a “no-trump” game. (5000 base points + 100 points per opponent trick), and yeah this means the base points are 6000 when the “no-trump” is announced during the bidding.

Burn

The scores in this table only apply to “Burn” as a part of Pymtheg and not when played in its stand-alone variant.

- 5 penalty points for every fire card one obtains by making a trick.
- If you manage to get MORE water cards than fire cards the penalty points will be voided. (MORE is not EQUAL TO).
- All water and fire cards obtained awards 10.000 bonus points (and the penalty points are also voided).
- Burn games cannot be doubled or redoubled, and are always played in a “no-trump” situation.

Double

- If the highest bidder announced his/her trump suit in the bidding or when any Ry variant is the highest bid, the opponent can call for a double prior to the first card being played.
- If the highest bidder did not announce his/her trump suit in the bidding the opponent can call for a double prior to making the trump suit known.
- Double cannot be announced in a “burn” game.
- All total scores either positive or negative are doubled.

Redouble

- If the opponent doubles your bid you can redouble it yourself prior to any other action taken by anybody in the game.
- Now all points count 4 times.

Example:

Gâm – no trump – announced in bidding – result one overtrick – redoubled will be calculated like this

Gâm – no trump – announced in bidding => 60 points

1 overtrick in a no trump game => 2 points

redoubling => Multiply by 4

$$(60 + 2) * 4 = 248$$

So you score 248 points.

A few notes about doubling and redoubling:

- It does not matter which one of the two players of a team calls for a double or redouble as long as they do belong to the team who is allowed to do so.
- You may NOT discuss whether or not to double or redouble a bid.
- And once again, double and redouble cannot be done during a game of “burn”.

Tournament / Competition rules

On Phantasar big tournaments in which Pymtheg players tried their skills with each other were pretty popular. And a lot of journalists would, of course, take note of every card played and analyse where stuff went right, or wrong.

To rule out any chance people were “just lucky” that the cards turned out well after shuffling, basically everybody plays the same game with the same dealt cards.

How does this work?

1. Prior to the tournament a number of tables is set. This number can be based on the number of players or by tournament rules set up prior to people signing up.
2. Before the tournaments starts all cards are shuffled and dealt to each side of the table.
3. All tables are numbered. And the sides of the table have a certain code name. North/South/West/East is the easiest setup, although A/B/C/D can also be used, as long as the codenames are clear. In this document I'll use the wind direction names.
4. Now all teams will have a match drawup in which they will be playing a match at each table once. At this draw up it's also note if they will be the NS or the EW party.
5. Rules vary per match which player may start the bidding and playing, since there are no official dealers. In some matches one side of the table (for example North) starts all biddings. At other tables this can vary based by rules set up by the match organizers. It is very important the players know prior to the matches which rules apply on this matter.
6. At amateur matches it is not always possible to have a referee at every table. When it comes to writing down the outcome of the matches (more about scoring later), the rule that one party writes it down and the opponent party checks if it is right. If you hold a tournament yourself the easiest way to do it, is to use the same rule which is used in Bridge clubs. North writes down the outcome and East checks if North did it right.

7. The "Burn" game is not played in tournaments. If all four players pass, a second bidding round may take place to see if any player changes his/her mind (100 penalty points for all players in that situation), if a second round also results into 4 passes -5000 penalty points for all players and the round is over. How this affects the score, will be noted in the scoring section.
8. After all teams played all games either as the EW or the NS party, the tournament is over, and then all RANKING points will be counted per match, making the one with the LEAST ranking points the winner. How the ranking points are given will be described below.
9. In case a team meets disqualification, all games they played will reach a state of invalidation. In all those games a score of -1000 for those the disqualified team, no points for the opponent. The matches the team still had to play on the moment of disqualification will be set to the same result. The RANKING points given to the disqualified team's opponents after the tournament will be based on this outcome. Matches in which both teams were disqualified either prior to or after the match, will just count as "not-played", so they cannot influence the ranking any more

Ranking points

These are given per table. Who did get the best or the "least bad" result? That is what determines the outcome.

The result is just based on the points given by the regular score table. Points awarded to my opponent will now (contrary to a normal game) count negatively to me. So if my opponent scores 100 points I get -100 points. This makes awarding ranking points easier.

So we count all the NS teams, and the one with the best/least bad result gets 1 ranking point, the 2nd place 2 ranking points 3rd place 3 ranking points 4th place 4, and so on, und so weiter.

Then we make the same calculation for all the EW teams. They are thus seperately judged from the NS teams.

A few examples

Match #1

Marrilona+Jake(NS) vs. Eric+Irravonia(EW), Marrilona plays Gâm +1, makes it precisely and gets 30 points.

Match #2:

Dernor+Scyndi(NS) vs. Quayaro+Mercedes(EW). Quayaro bids Ry, but fails losing 150 points.

Match #3:

Aziëlla+Herondo(NS) vs. Moriquo+Amora(EW). Aziëlla plays Gâm and makes it with one overtrick, and gets 21 points

So then we get the next outcome of NS

1. Dernor+Scyndi 150 => 1 ranking point
2. Marrilona+Jake 30 => 2 ranking points
3. Aziëlla+Herondo 21 => 3 ranking points

And we got the next outcome for EW

1. Moriquo+Amora -21 => 1 ranking point
2. Eric+Irravonia -30 => 2 ranking points
3. Quayaro+Mercedes -150 => 3 ranking points

And that is how it works.

One final rule. Disqualification can lead to the ranking points of other teams to be influenced that much that the winning team would no longer win because of the disqualification of a different team. Therefore the rule has been set up, that once the ending results have been set up and aproved, they will be set up as "final". If a team gets disqualified after the ranking points have been set to "final" the scores will no longer be changed. All teams "below" the disqualified team in the end charts will then just move a spot up.