

## The Deal

Hungary's National card game for three players, played with a 32 card Hungarian deck. The dealing and gameplay are counter-clockwise. Seven cards are dealt to the first player, then the rest of the deck is dealt out in packets of five. During each hand, a declarer plays alone against the two defenders, who are forming a temporary alliance.

## The Auction

**The first player (the dealer's right) must name a contract** and discard any two cards into the *talon*. If another player wants to bid: they pick up the talon, discard any two cards to form a new talon, then announce a contract **with a higher value than the previous one. Some contracts can be combined.** Hearts is a preferential suit, contracts and bonuses are worth double in it. **The auction goes around until three consecutive passes, it means that players can overbid themselves.** Last one bidding becomes the declarer, the other two are the defenders.

Contract	Explanation	Points	<b>Contracts and Bonuses</b> <ul style="list-style-type: none"> <li>♣ 4 Aces is not played in some circles.</li> <li>♣ 4 Aces and Ulti bids must be combined with at least a basic game (1 or 2 points).</li> <li>♣ Durchmars cannot be combined with 4 Aces.</li> <li>♣ Losing an Ulti must be paid out even if it's silent, and has an extra penalty that equals its base value (2,4 or 8 points). This penalty is not affected by Kontra levels.</li> <li>♣ Silent bonuses are not announced, but can be achieved by any side.</li> <li>♣ No-trump contracts are standalone contracts, and there are no point values in cards or the last trick.</li> <li>♣ 10 point Betli is called Rebetli.</li> <li>♣ 12 point No-trump Durchmars is called Redurchmars.</li> <li>♣ Kontra in No-trump contracts is individual, in Trump contracts it's collective, meaning that one defender's Kontra affects both defenders.</li> </ul>
Pass (Game)	Win more points than the opponents.	1/2	
40-100	Win 100 points with the 40 meld.	4/8	
4 Aces	Win all four Aces.	4/8	
Ulti	Win the last trick with the VII of trumps.	4/8	
Betli	Lose all tricks. No-trumps.	5/10	
Durchmars	Win all tricks. Can be trumps or no-trumps.	6/12	
20-100	Win 100 points with only one 20 meld.	8/16	
Open Betli	Lose all tricks, everyone plays with open cards after first trick.	20	
Open Durchmars	Win all tricks, everyone plays with open cards after first trick.	24	

Bonuses that any player can achieve.			Meld	Explanation	Meld Points
Bonus	Explanation	Points	20	The King and Over of a non-trump suit.	20
Silent Ulti	Win the last trick with the VII of trumps.	2/4	40	The King and Over of the trump suit.	40
Silent 100	Win 100 points with one or more melds. Replaces the game.	2/4			
Silent 4 Aces	Win all four Aces.	2/4			
Silent Durchmars	Win all tricks. Annuls Silent 4 Aces.	3/6			
Kontra/ Rekontra/ Szubkontra/ Mordkontra/ Hirskontra/ Fedák Sári	Double the score for a contract. Each level multiplies the score by 2.	X2 to x64			

### Card rank and points

**Trump game:** A, X, K, O, U, IX, VIII, VII

**No-trumps:** A, K, O, U, X, IX, VIII, VII

**Aces, Xs and the last trick are worth 10 points each, for a total of 90 points.**

Any Aces and Tens left in the talon count for the opposition.

## Playout, Melds and Score

Declarer leads to the first trick, after naming trumps if applicable. **Players must follow suit, must beat the highest card in the trick if they can, and play trumps if they're void of the led suit.**

Players can announce melds (without naming their suit) when playing their card to the first trick.

*Examples: I have a 20. I have a 40 and a 20. I have two 20s.*

A defender can announce **Kontra** on any element of the contract before playing their first card.

Rekontra (by the declarer) and higher kontra levels are announced at the end of the first trick.





### Game Score = Trick Points + Meld Points

To win the basic game, the declarer must score higher than the two defenders combined.

**Giving up:** declarer can give up, with just a simple Pass contract, before the first trick and lose a doubled game.

## Suit Bid Ulti

This variant of Ulti has all four suits in a hierarchy and with different contract values, thus the suit must be specified during the bidding. For Betlis, a suit is still mentioned, but it merely indicates the level of the contract. Contrary to regular Ulti, the bidding ends after two passes.

Contract				
Game	1	2	3	4
40-100	4	8	12	16
20-100	8	16	24	32
Ulti	4	8	12	16
Durchmars	6	12	18	24
Open Durchmars	12	24	36	48
Betli	5	10	15	20
Open Betli	-	-	30	40
Suitless Durchmars	24			
Suitless Open Durchmars	48			

## Half Hand Ulti

Another variant that can be either standalone, or in conjunction with Suit Bid Ulti is when the first round of bidding is done from 5 cards only (*from front/small*), the 2 card talon is dealt out separately, and will be given at the end of the 5 card bid to the highest bidder. Every contract is worth double from 5 cards and the trump suit must be specified during the bidding. Kontra levels can even be said, and each level multiplies the value of the contract by 4.

A pass said from 5 cards is a true pass, not a compulsory game bid. If all 3 players pass from front, the talon is given to dealer's right and the game proceeds like in normal Ulti. At the end of the 5 card bidding if there was a bidder, the highest bidder gets the talon and everyone is dealt 5 more cards. The highest bidder can then either discard 2 to the talon or raise the bid, then discard. All bids from 10 cards are worth singly, like in regular Ulti.