

1. Abstract
2. Introduction
 - 2.1. Motivation
 - 2.2. Imperfect information vs Perfect Information
3. Related Work
4. Schafkopf
 - 4.1. Cards
 - 4.2. Rules
 - 4.3. Bidding
 - 4.4. Trumps
 - 4.5. Game Modes
 - 4.6. Scoring
 - 4.7. Basic Strategy
 - 4.7.1. Roles, Game Modes and Position
 - 4.8. Statistical analysis about the Domain
 - 4.8.1. Actionspace
 - 4.8.2. Expected Value of Games
5. Reinforcme
 - 5.1. Some Math about Imperfect Information
 - 5.2. Reinforcement Learning Math
6. Methodology
 - 6.1. Game Logic
 - 6.2. Fixed Bidding vs Learned Bidding
 - 6.2.1. Reasoning for fixed Bidding
 - 6.2.2. Seesaw bwtween Bidding and Playing Strength
 - 6.3. Playing - Agents
 - 6.3.1. Random Player
 - 6.3.2. Heuristic Player
 - 6.3.3. Random Sample
 - 6.3.4. Random Sample with Card Distribution
 - 6.3.5. Monte-Carlo-Tree-Search Player
 - 6.3.6. Zero-Knowledge Reinforcement Learner
 - 6.3.7. Bootstraped Reinforcemnet Learner
7. Results
 - 7.1. How to estimate Playing Strength
 - 7.2. Win Rates
 - 7.3. Parameter tuning
8. Discussion
9. Bibliography