

PlayeRom

September 10, 2026

> *"This game is a dream come true from my teenage years. Before I even had my first computer, I hand-drew and cut out cards from pieces of cardstock, creating my own physical football game. Today's digital version is the heir to that game. Although some cards have changed, the core gameplay remains faithful to the original. When designing this title, my goal was to preserve the soul of a tabletop game. That's why the entire match relies exclusively on mechanics that could be recreated at a real table with cards in your hand."*
>
> — *Roman Ludwicki*

1 Rules of the Game

The game is based on a card system and simulates a football (soccer) match. Each player has their own deck consisting of 32 identical base cards and 4 selectable cards. Before the start of each half, each player must choose one card from the 4 selectable cards as a tactical element, allowing them to strengthen the goalkeeper, defense, midfield (building up actions), or attack (shooting). Thus, during the game, each player has their own deck consisting of 33 cards.

Next, both decks are shuffled separately, and each player draws a starting hand of 6, 5, or 4 cards (depending on the chosen team). It is then randomly determined which player will start the match and who will receive the "Time Card" first. The game can now begin. For the second half of the match, ball possession and the "Time Card" are always swapped between the players.

1.1 Attack

Just like in real football, the goal of the game is to score more goals than the opponent. To be able to score a goal, you must first gain actions. Actions are performed by playing offensive cards, such as "Dribble", "Ball Pass", "Precision Pass", and "Cross". Typically, a single play gives the player 1 action. The exception is "Precision Pass" — after playing it, the player immediately receives 2 actions, which means they will be able to play a "Shot".

"Dribble" and "Cross" are single cards — you simply play them. Passes, however, always require an additional reception card. Therefore, to play a pass, you must have two cards: "Ball Pass" and "Pass Reception".

After performing at least 2 actions, you can play the "Shot" card to try and score a goal. After performing at least 2 actions, you can also play "Offensive Corner", which gives a 16% chance of scoring a direct goal and a 33% chance of gaining 1 action and continuing the attack. There is also "Long Shot", which requires performing only 1 action, but its accuracy is only 33%.

If the player does not have a "Long Shot", "Shot", or "Offensive Corner" card, they can continue performing actions, hoping to draw one of them from the deck, or even better, after gaining at least 3 actions, they can play the "Foul" card, which results in a penalty kick.

1.2 Defense

While performing actions, the opponent will be able to try to recover the ball by playing defensive cards such as "Pass Interception", "Offside", "Slide Tackle", "✚ Ball Recovery", or "Counterattack". There is no response to these cards — the opponent recovers the ball, and all actions performed so far are lost. There is also the "Clear Out" play, which does not take the ball away from the opponent but only stops 1 of their actions. On the other hand, "Counterattack" not only takes the ball from the rival but also immediately gives us 1 action.

In response to a "Shot" and "Long Shot" card, the defending player can play a "Shot Save" card. In this case, they have a standard 67% chance of saving it with the goalkeeper. If the save is successful, they take possession of the ball. The chance of saving a shot can change when playing selectable cards. A drawn "✚ Shot Save" increases the save chance by 16%, while a "✚ Shot" card reduces the save chance by 50%. An even better defense against a shot than a standard goalkeeper save can be clearing the ball for a corner kick. The "Defensive Corner" card cancels any shot and gives the attacker only a 16% chance of scoring a goal directly from the corner and a 33% chance of gaining 1 action and continuing the attack.

If one player shoots and the other passes their turn, a goal is scored.

1.3 No Cards to Play

If the player with the ball has no playable cards, they have two options:

1. swap any card from their hand with the next card from the deck;

2. pass their turn, which means taking no action.

In both cases, the player loses the ball and all accumulated actions. To prevent intentional stalling, each player can pass their turn a maximum of 3 times in a row without swapping cards in their hand. Your number of consecutive passes is shown by the digit in parentheses on the "Pass" button.

A unique card that can be played while in possession of the ball is "Cut-Back". This card subtracts 2 actions but allows you to keep possession of the ball. Therefore, it can be a better play than passing or swapping a card.

If the defending player does not have any playable cards, they can only pass their turn, allowing the opponent to gain an action or score a goal. The defending player does not have the option to swap cards.

1.4 Team Strength

Teams are divided into 5 categories based on their football skills (very strong, strong, average, weak, and very weak).

1. A player controlling a very strong team always draws 6 cards to their hand (6/6).

2. A player controlling a strong team draw 5 cards to their hand for the first half of the match and 6 cards for the second half (5/6). In case of extra time, it is 5 cards again.

3. A player controlling an average team always draw 5 cards to their hand (5/5).

4. A player controlling a weak team draw 4 cards to their hand for the first half of the match and 5 cards for the second half (4/5). In case of extra time, it is 4 cards again.

5. A player controlling a very weak team always draw 4 cards to their hand (4/4).

As one might expect, having fewer cards in hand makes the game harder. Thanks to this distribution, teams that are genuinely weak and occupy the bottom places in real-life rankings have only a few percent chance of winning a match against a very strong team, which also makes the gameplay more realistic.

For greater gaming comfort, the system automatically fills the hand card count up to 6. This means that, for example, if you play with the 4/5 system (4 cards in the first half, 5 in the second) and your opponent with 4/4, in the first half both of you will have 6 cards in hand. In the second half, you will have 6 cards and your opponent 5. As you can see, the basic proportions and differences between the teams are preserved.

The number of cards in hand is permanently assigned to each team; this amount can only be modified in friendly matches.

The game does not offer a typical difficulty level setting, but choosing a team with a specific number of cards in hand can be treated as selecting the difficulty level.

1.5 Time Card

A special card in the game is the "Time Card". It has no back (it cannot be hidden) and is not meant to be played — its purpose is to track the duration of one half of the match.

At the beginning of each half, the "Time Card" is placed at the very bottom of one player's deck. During a card swap, all discarded or played cards are placed at the bottom of the deck, thus gradually moving the "Time Card" closer to the top. This card has red edges, making it visible in the deck. This allows players to roughly estimate how much time remains in the half.

Eventually, the "Time Card" will appear to the players, emerging from the deck. It signals the approaching end of the half, though it does not always mean the half will end immediately. If the player whose deck contains the "Time Card" has swapped cards in such a way that they have not yet drawn it into their hand, the game continues. Only when a player is forced to draw the "Time Card" into their hand during a card swap does the half come to an end — with one exception. Just like in a real match where the referee does not stop play in a goal-scoring situation, here too: if either player has at least 2 actions, they still have a chance to play a "Shot" card.

With the "End half earlier if there is no chance of scoring" option enabled, the program can immediately recognize that further play will not change anything, so the match can end before the player takes a card into his hand.

2 Game Controls

1. To play a card, simply click on it. You can also drag a card onto the pitch to play it.
2. To swap a card, drag it to your deck.
3. If you have nothing to play and cannot (or do not want to) swap a card, you can press the "Pass" button.
4. If the opponent is attacking and you have nothing to play, you must press the "Pass" button.
5. To view a card up close, right-click on it.

2.1 Keyboard Shortcuts

Besides the mouse, the entire match can be played using the keyboard. Here are all the shortcuts:

Enter — confirm messages and dialog boxes, and roll the dice.

1–5 — selects a card to play. Key 1 is the first card from the left, 2 is the second, and so on.

S — card swap mode. Press S once, then use keys 1–5 to select a card to swap. To exit card swap mode, press S again.

␣ — pass the turn.

2.2 Additional Keyboard Shortcuts

F1 — open the help view.

-/+ — decrease/increase game speed.

3 Deck

3.1 Card Icons

The bottom part of the card may contain two columns of icons. The left column of icons represents the conditions that must be met to play the card. The right column of icons represents the result (or results) of playing the card.

3.1.1 Play conditions



You must have performed exactly 1 action.



You must have performed at least 0 actions or more. Basically, this means that you can always play the card when you have ball possession.



You must have performed at least 1 action or more. This is a condition for offensive cards when you have the ball. The exception is the "Counterattack" card, where the opponent must have performed at least 1 action.



You must have performed at least 2 actions or more. This is a condition for offensive cards when you have the ball.



You must have performed at least 3 actions or more. This is a condition for offensive cards when you have the ball.



The opponent must play any ball pass. This is a condition for defensive cards when the opponent attacks with a pass.



The opponent must play a "Cross". This is a condition for defensive cards when the opponent attacks with a cross.



The opponent must play a "Dribble". This is a condition for defensive cards when the opponent attacks with a dribble.



The opponent must play a "Shot", "✚ Shot", or "Long Shot". This is a condition for defensive cards when the opponent takes a shot.

3.1.2 Play results



The playing player will gain 1 action. The exception is the "Defensive Corner" card, where the opponent can gain 1 action.



The playing player will gain 2 actions.



The playing player will lose 2 actions.



The opponent will lose 1 action (used only with the "Clear Out" card).



The playing player will perform a dribble.



The playing player will perform a pass.



The playing player will perform a cross.



The playing player will recover ball possession.



The playing player will lose the ball. The exception is the "Defensive Corner" card, where the opponent can lose the ball.



The playing player will gain a penalty kick.



the playing player will threaten the rival's goal.



The playing player will score a goal. The exception is the "Defensive Corner" card, where the opponent can score a goal.

3.2 Basic Card Deck



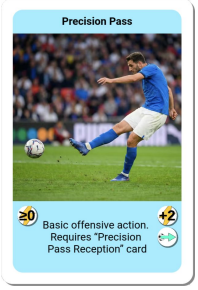
"Dribble" — when you possess the ball, you can play this card to gain 1 action. The countermeasure is playing a"Slide Tackle", "✚ Ball Recovery", "Clear Out", or "Counterattack" card. The basic deck has 4 such cards.



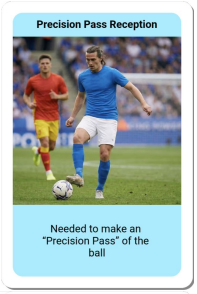
"Ball Pass" — when you possess the ball, you can play this card to gain 1 action, but beware — you must also have a "Pass Reception" card. The countermeasure is playing a "Pass Interception", "Offside", "✚ Ball Recovery", "Clear Out", or "Counterattack" card. The basic deck has 4 such cards.



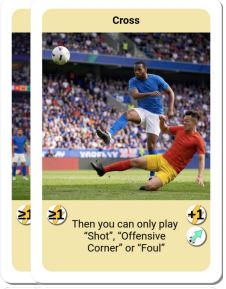
"Pass Reception" — this card is required to perform a "Ball Pass". The basic deck has 3 such cards.



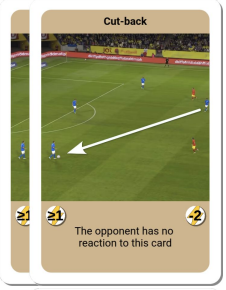
"Precision Pass" — when you possess the ball, you can play this card to gain 2 actions, but beware — you must also have a "Precision Pass Reception" card. The countermeasure is playing a "Pass Interception", "Offside", or "✚ Ball Recovery", "Clear Out", or "Counterattack" card. The basic deck has 1 such card.



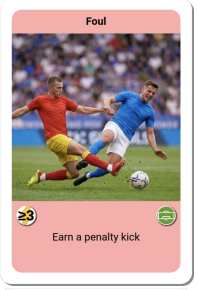
"Precision Pass Reception" — this card is required to perform an "Precision Pass". The basic deck has 1 such card.



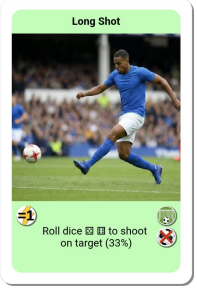
"Cross" — when you have performed at least 1 action, you can play this card to cross into the penalty box (you gain 1 action). The only countermeasure is playing an "Offside" or "Clear Out" card. After playing this card, you can only play a "Shot", "✚ Shot", "Offensive Corner", or "Foul". The basic deck has 2 such cards.



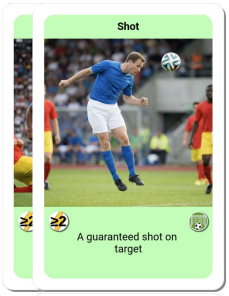
"Cut-Back" — you can play this when you possess the ball and have performed at least 1 action. With this play, you will lose 2 actions but retain possession of the ball. The opponent has no reaction to this card. The basic deck has 2 such cards.



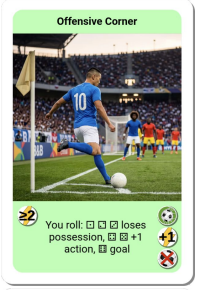
"Foul" — when you have performed at least 3 actions, you can play this card. This is a foul in the penalty area, which means a penalty kick. The opponent has no reaction to this card. The basic deck has 1 such card.



"Long Shot" — when you have performed exactly 1 action, you can play this card to try and score a goal. When you play it, you have a 33% chance of a shot on target. It is decided by a dice roll: ⚀ ⚁ ⚂ ⚃ — shot missed (you lose the ball), ⚄ ⚅ — shot on target. The countermeasure is playing a "Shot Save", "✚ Shot Save", or "Defensive Corner" card. The basic deck has 1 such card.



“Shot” — when you have performed at least 2 actions, you can play this card to try and score a goal. The countermeasure is playing a “Shot Save”, “✚ Shot Save”, or “Defensive Corner” card. The basic deck has 2 such cards.



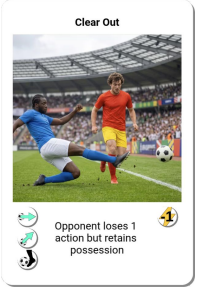
“Offensive Corner” — when you have performed at least 2 actions, you can play this card to get a corner kick. The result of the corner is decided by a dice roll: ⚀ ⚁ ⚂ — you lose the ball, ⚃ ⚄ — you gain 1 action and can continue the attack, ⚅ — you score a goal directly. The opponent has no reaction to this card. The basic deck has 1 such card.



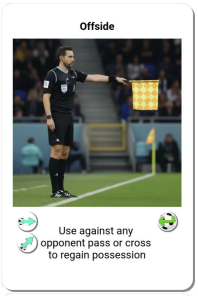
“Defensive Corner” — you play this when the opponent shoots at your goal (“Long Shot”, “Shot”, “✚ Shot”), which means clearing the ball for a corner kick for the opponent. The result of the corner is decided by a dice roll: ⚀ ⚁ ⚂ — you recover the ball, ⚃ ⚄ — the opponent gains 1 action and can continue the attack, ⚅ — the opponent scores a goal directly. The basic deck has 1 such card.



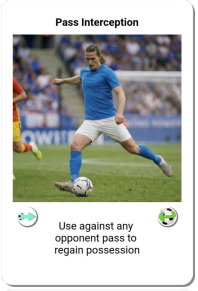
“Shot Save” — you play this when the opponent shoots at your goal (“Long Shot”, “Shot”, “✚ Shot”). When you play it, you have a 67% chance of saving the shot. A dice roll decides, where ⚀ ⚁ — goal, ⚂ ⚃ ⚄ ⚅ — save. If you do not play it or do not have it, the opponent will always score a goal. The basic deck has 2 such cards.



“Clear Out” — a defensive card. When the opponent performs a “Ball Pass”, “Precision Pass”, “Cross”, or “Dribble”, you can use this card to clear the ball out. When you play this card, the opponent keeps the ball but loses 1 action. The basic deck has 1 such card.



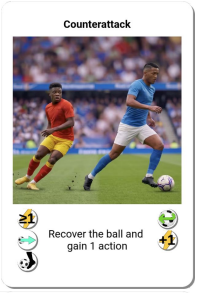
“Offside” — a defensive card, used when the opponent performs a “Ball Pass”, “Precision Pass”, or “Cross”. When you play this card, you recover the ball and the opponent loses their actions. The basic deck has 1 such card.



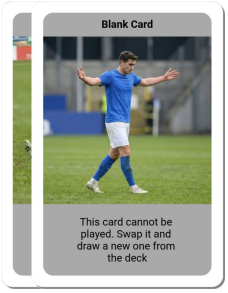
“Pass Interception” — a defensive card, used when the opponent performs a “Ball Pass” or “Precision Pass”. When you play this card, you recover the ball and the opponent loses their actions. The basic deck has 1 such card.



“Slide Tackle” — a defensive card, used when the opponent performs a “Dribble”. When you play this card, you recover the ball and the opponent loses their actions. The basic deck has 1 such card.



“Counterattack” — a defensive card, used when the opponent has at least 2 actions and continues to gain more actions through a “Ball Pass”, “Precision Pass”, or “Dribble”. You not only recover the ball but also immediately gain 1 action. The basic deck has 1 such card.



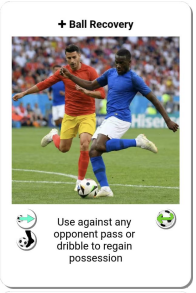
“Blank Card” — is completely useless and only serves to make the game harder. When you have the opportunity to swap a card, swap the “Blank Card” immediately. The basic deck has 2 such cards.

3.3 Draw Cards

Before each half of the match, each player must choose one of these cards to add to their deck. This way, you can decide on your match strategy, ranging from deep defense to strong offense. Most of these cards have special properties that enhance their effectiveness. Draw cards are marked with a ✚ symbol next to their name.



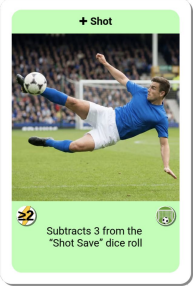
"✚ Shot Save" — (goalkeeper boost) this card always saves a shot from the base deck ("Long Shot", "Shot"). If the opponent plays the "✚ Shot" card, a die roll is used, where "✚ Shot" subtracts 3 points from the goalkeeper's defense, so from 100% meaning 6 points, 3 are subtracted, which gives a 50% chance of a save (⚀ ⚁ ⚂ — goal, ⚃ ⚄ ⚅ — save).



"✚ Ball Recovery" — (defense boost) a defensive card that can be played against a "Dribble", "Ball Pass", and "Precision Pass" from the opponent.

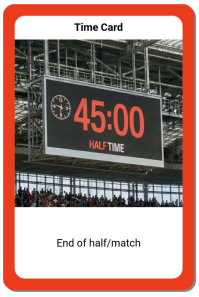


"✚ Dribbling" — (midfield boost) an offensive card that increases the chances of executing successful actions.



"✚ Shot" — (attack boost) this shot subtracts 3 from the goalkeeper's dice roll if the opponent responds with a "Shot Save" or "✚ Shot Save" card. This means that for a "Shot Save" card, only ⚅ saves the shot, and with a "✚ Shot Save" card, only ⚃ ⚄ ⚅ saves it.

3.4 Time Card



"Time Card" — this card is never shuffled with the rest of the deck and is always placed at the bottom of a player's deck. During a card exchange (the exchanged card is placed at the bottom), the "Time Card" gradually moves up the deck until the player eventually draws it. At that point, the half ends. Which player draws the "Time Card" first is determined by chance. In the next half, the "Time Card" is placed in the other player's deck. For more details see 1.5 Time Card section.

4 Extra Time

If the match requires a winner and is tied after two halves, extra time may be played. Extra time consists of one additional pass of the deck, played just like a regular half with card draws, deck shuffling, and the "Time Card". A player who draws cards using the 4/5 system (4 cards in the first half and 5 in the second half), receives 4 cards again in the extra time.

In many tournaments between 1993 and 2004, the Golden Goal rule was used in extra time. In this case, the first goal determines the winner and the game ends immediately. Without this rule, the entire pass of the deck is played — that is, until the "Time Card" appears.

5 Penalty Shootout

If the match requires a winner and there is still a draw after the match or extra time, a penalty shootout may be played. Each player takes 5 shots, alternating. If before the 5th round one of the players has an insurmountable deficit, the shootout ends earlier. If there is still a draw after the 5th round, the shots continue alternately until one player scores and the other misses.

A penalty kick can also be taken during the match after playing the "Foul" card.

In the game, penalty kicks as well as penalty saves are also executed using cards. There are two additional decks for penalties. One deck for the kicker and one for the goalkeeper (both have 7 cards). In each round, players always draw one card they want to play.

Before each shot, both decks are shuffled separately. First, the shooting player draws one card from the shooting deck. Each penalty shot card has a colored circle on the picture, indicating the target of the shot. A red circle means a missed shot. There is no goal, so the defending player's reaction is unnecessary. A green circle means a shot so perfect that the goalkeeper had no chance to save it, and a goal is scored immediately. Here as well, the defending player's reaction is unnecessary. A yellow circle means the shot was on target, at the spot indicated by this circle. Now it is up to the goalkeeper whether

a goal will be scored or not. The defending player draws one card using the penalty save deck. If they draw a card containing a yellow circle in the exact same spot of the goal where the shot was taken, the goalkeeper saves it. Any other drawn card means a goal.

6 Match Screen



Figure 1. Match screen

Figure 1 shows the match screen, with the following markings:

1. Your cards in hand. Left-click a card to play it. Right-click a card to enlarge it. You can also drag and drop cards.
2. Your deck. Drag and drop a card from your hand here to swap it.
3. The opponent's cards in hand.
4. The opponent's deck.
5. The pitch represents the board where cards are played. Drag and drop a card from your hand here to play it.
6. The match scoreboard. The bottom row represents you, and the top row represents the opponent. The large numbers show the current match result (goals scored). The smaller numbers indicate the number of actions performed. When the number of actions reaches 2 or more, the number turns green, meaning the "Shot" card can be played. The ball icon indicates who is in possession. The player in possession of the ball has the initiative, plays offensive cards, and may swap a card.

7. An information panel indicating what the current game state expects from you. The "Pass" button is also located here. If you do not want to or cannot play any card, you can (or must) click it.

7 Game Modes

The game offers three game modes:

1. **Friendly Match** — here you can select any national team from around the world, both for yourself and your opponent, and play a single friendly match. A friendly match allows you to set how many cards each team will have in their hand. The played match counts toward the team rankings with the lowest point weight.

2. **Penalty Shootout** — here you can select any national team from around the world, both for yourself and your opponent, and play only the penalty shootout competition. This type of gameplay does not count toward the rankings.

3. **Tournament** — you can play an entire continental championship or the world championship. In tournaments, the number of cards in hand is fixed for each team and cannot be changed. These assignments reflect how well a given team performed at that tournament in reality. All matches played in the tournament count toward the team rankings, with the world championship having the highest rank.

8 Tournaments

The game includes all world championships and all continental championships that have been played or scheduled to date. However, you start the game with a list of tournaments available only up to 1924. To unlock subsequent tournaments, you must play the available ones. Completing a tournament from a given year will unlock further tournaments up to 4 years ahead[1], so playing the tournament with the latest date will always unlock the most content for you. Completing a tournament does not mean you have to win it; it is enough to play it to the end until a winner is determined, even if it is not your team.

To play a new tournament, select "New Tournament" from the menu and then choose an available tournament from the list. On the right side, you will see information about the selected tournament. Confirm your choice with the "Continue" button. In the next view, you must choose the team you want to play as. A tooltip under the mouse cursor will tell you how many cards in hand you will have when selecting a given team. Very strong teams are assigned a 6/6 card system, while the weakest teams have 4/4. The CPU always plays with the

[1] Up to 1945, every 8 years, as there were longer breaks in holding any tournaments during that period.

same algorithm, so choosing a team can be considered a difficulty level selection. 6/6 means the game will be easier, provided you play against an opponent with 5/6, 5/5, 4/5 or 4/4.

Every started tournament is automatically saved after each round of matches is completed. Therefore, you can safely interrupt a tournament and return to it later. However, there is only one save slot under the hood, so starting a new tournament will cause the previous save to be lost. You will be warned about this.

To continue a previously started tournament, select "Continue Tournament" from the menu. If this button is not available, it means you have not started any tournament yet.

After achieving an honored position in a given tournament, it will be highlighted with a corresponding medal (for 2nd and 3rd place) or a trophy (for 1st place) on the tournament list.

8.1 Tournament Filters

You can filter the list of available tournaments by the following criteria:

Confederations — check the checkbox to display tournaments from a given continent. "World" means the world championships.

Number of teams — the number of teams playing in the tournament, from 3 to 48. The value "any" means the filter is ignored. A tournament with fewer teams is easier to win.

Group stages — the number of group stages in the tournament, from 0 to 2. A value of 0 means the tournament only has a knockout stage.

Points for winning — the number of points awarded for winning a match in the group stage. In the past, 2 points were awarded, and since 1994 — 3 points.

Extra Time in groups — setting the value to "yes" will show those unique tournaments where extra time was played in the group stage if a match ended in a draw. If the match was still tied after extra time, only then did it end with the points being shared.

Wild Card — setting the value to "yes" will show those tournaments where the number of teams advancing to the knockout stage cannot be determined solely by guaranteed group placements, and several teams from subsequent places must be selected, e.g., the best third-placed teams. These tournaments feature an additional group marked with a Joker, illustrating which additional teams advance to the knockout stage.

Knockout stage — setting the value to "yes" (or "no") will show those tournaments that feature (or do not feature) a knockout stage.

Golden Goal — setting the value to "yes" (or "no") will show those tournaments that used (or did not use) the Golden Goal rule during extra time in the knockout stage.

Replaying the match — setting the value to "yes" will show those tournaments that used the rule where the entire match was replayed after a draw in the knockout stage. Such rules were in place before penalty shootouts were introduced.

Play-off matches — setting the value to "yes" will show those tournaments that used the rule of playing tiebreaker matches for first place in the group if teams had the same number of points and a winner could not be determined.

Penalty shootout — setting the value to "yes" will show those tournaments that used a penalty shootout to determine the winner in the knockout stage when a match ended in a draw.

Two-legged matches — setting the value to "yes" will show those tournaments that featured two-legged ties (home and away).

8.2 Tournament View Keyboard Shortcuts

You can also use the keyboard in tournament view:

Enter — confirms messages and dialog windows, or continue to the next match.

← – ↑ — goes to the previous slide with the group.

→ – ↓ — goes to the next slide with the group/knockout.

Home — goes to the first slide with the group.

End — goes to the last slide with the group/knockout.

I — opens/closes the tournament information window.

Esc — leaves the tournament. The tournament automatically saves after each match, so you can safely exit. You can later return to the tournament by selecting "Continue Tournament" from the main menu.

9 Watching Replays

In tournaments, you can watch a replay of every match, even those played by the computer. In both the group stage and the knockout stage, you can do this by clicking on the match result. The replay will then start automatically. In this mode, you can only observe the game between the two teams, with the cards of both players being revealed.

Furthermore, you can select the "Your Matches" option from the main menu, which displays a list of all matches you have played, including friendly matches. Clicking on a specific match will also launch the replay viewer.

10 Team Ranking

After each match played, even those simulated by the computer, teams are ranked. Initially, the ranking will be empty because no matches have been played yet. Teams start with different base points depending on their strength:

- Very strong teams (6/6) — 1100 pts.
- Strong teams (5/6) — 1050 pts.
- Average teams (5/5) — 1000 pts.
- Weak teams (4/5) — 900 pts.
- Very weak teams (4/4) — 800 pts.

Ranking points for each team are calculated using the Elo algorithm, according to the formula:

$$P = P_b + I \cdot (W - W_e)$$

where:

- P_b denotes the team's points before the match;
- I is the importance (weight) of the match:
  - $I = 10$ — for a friendly match,
  - $I = 35$ — for a continental championship in the group stage,
  - $I = 40$ — for a continental championship in the knockout stage,
  - $I = 50$ — for a world championship in the group stage,
  - $I = 60$ — for a world championship in the knockout stage;
- W is the result of the match:
  - $W = 1$ — win after regular or extra time,
  - $W = 0.75$ — win in a penalty shootout,
  - $W = 0.5$ — draw or loss in a penalty shootout,
  - $W = 0$ — loss after regular or extra time;
- W_e is the expected result of the match, calculated according to the formula:
  $$W_e = \frac{1}{10^{-dr/600} + 1}$$
  where dr is the difference between the team's points before the match and its opponent's points.

Matches played in the knockout stage of continental or world championships are not included in the ranking if their inclusion would lower the team's total points (i.e., if $W < W_e$, then $P = P_b$).

In historical championships, where a result was determined by drawing lots, a draw is recorded for both teams, meaning $W = 0.5$.

11 Troubleshooting

If the game does not start or runs very slowly, it may be due to issues with graphics card drivers or the graphics card not being supported. In such cases, disabling hardware acceleration may be helpful. To do this, run the game with the `--disable-hw-acc` option.

To make the game run more smoothly, you can also use the following launch options:

`--disable-antialias` — disables anti-aliasing.

`--scale-cards=n` — the factor by which the resolution of the cards will be increased. The default value of n is 2.5, but with the `--disable-hw-acc` option it is a maximum of 1.5. For better performance, specify a value of 1 which means that the cards will not be rendered larger than their on-table size, but their sharpness will be blurred when zooming in.

`--scale=n` — the resolution scaling factor, where n is a real number. A value of 1 represents the native resolution of your monitor, so a value of e.g., 0.5 will mean a resolution half of your monitor's native resolution, and a value of 2 — twice as large, etc.

`--show-fps` — displays FPS.

`--fps=n` — sets the upper FPS limit, where n should be replaced with the desired number of frames per second. The default value is 60. If you have a low-performance computer and the mouse cursor does not move smoothly, reducing the FPS even further, e.g., to 30, may help.

`--disable-hw-acc` — disables hardware acceleration. This can be helpful on older computers or computers with a weak graphics card when the game won't start or runs very slowly.

11.1 Problems on Linux

If the game doesn't launch from the Steam launcher on Linux, follow these steps:

1. In the game page, click the **gear icon** button and select "**Properties...**" from the menu.
2. Go to the "**Compatibility**" tab.
3. Check the "**Force the use of a specific Steam Play compatibility tool**" box.
4. Click on the "Steam Linux Runtime 1.0 (scout)" and change it to "**Legacy runtime 1.0**".

Note: If that still doesn't help, you can try changing the Compatibility tool to one of the latest versions of **Proton**.