

Conventions

The following [h-live conventions](#) are active for all player counts:

- Chop focus
- Trash chop move
- Scream discard chop move
- 5 chop move
- 5 pull (does not wait)
- 4 double bluff (if the first 2 blind plays do not match)
- Self finesse
- Self rank bluff
- 3 bluff

For 2-player:

- Self color bluff

For multiplayer:

- Layered finesse, reverse finesse
- Bluff, black bluff
- 5 color ejection
- Double ignition

Notably absent: 5 stall, DDA, 8 clue save, locked hand save, anything that requires a lot of brainpower. If you get to 8 clues and can't give a normal play or save clue, clue 5 to someone, or terminate the game.

Locking

You may not lock someone except when doing a reverse or layered finesse. If someone has critical unclued cards and no plays in hand, just discard and hope that they find something to do.

A color clue that introduces all unclued cards in a player's hand is always a play clue ([cf](#))

Waiting

Waiting before giving a clue should impart a different meaning than normal. Typically it's focus shift. Waiting before discarding should cm. Waiting before scream discarding also cms, and is usually just the scream discarder clarifying that the scream is intentional. The wait length should be proportional to the number of cards to cm.

Generally don't assume a wait is from server lag. If server lag is happening, you won't get a good time anyway.

Fix clues

A play interpretation should be favored over a fix interpretation. That means fix clues should generally not introduce a new card (sometimes a fix that introduces a card can be correctly communicated in an emergency situation).

Strategies and patterns

Opener

- Algorithm for a fast opening clue:
 - a. Scan for sets of two or more distinct 1s, starting from the next hand. Clue the first one you see.
 - b. If a hand has a 1 that can be finessed, finesse it.
 - c. If the next hand has a single 1 or dupe 1s:
 - If one is in slot 1, look for a bluff or finesse.
 - If one is 5-pullable, do that.
 - If one is in slot 2, look for a 5ce.
 - Otherwise, clue 1.
 - d. If the next hand has a 2 or 5 on chop, clue it.
 - e. If another hand has a single or dupe 1s, clue it.
- Clue 1s -- clue 1s. Clue 1s. Give a 1s clue. Execute a right click while hovering over 1s. (The meaning of this joke is that trying [and often failing, or being slow] to do something fancy rather than give a 1s clue is a very common beginner mistake)
- In a hand with a 5(2) on chop, and a 5(2) that matches the color of the single 1 in that hand. Do the 5(2) save, then color clue the 1. The efficiency and coloration does actually matter. Exception: in rainbow, if the chop 2 is playable, always go 1 and then color.

Clue intent

- Prefer to save with rank rather than color.
- Wrong focus finesse -- finesses, especially self-finesses, will often be given with a wrong nominal focus. Use your judgment; don't assume you're playing multiple blind cards when a simple fix would result in a less demanding finesse.
- Preclue focus -- when a preclue is given, the focus must be reconstructed from the previous board state. E.g. a preclue is given to a hand where unclued slot 5 was just discarded, introducing slots 1, 2, and 5. Slot 2 is the preclue focus.
- If you need to give a clue to the next hand, but the focus will be wrong, try either doing a wait focus shift, or just discard and hope your teammate will help you next round.
- If you appear to get locked and it wasn't from a finesse, you are expected to play a card.

- If a clue introduces your slot 1 and it looks playable, try playing it. Especially applies to 2 saves.

Efficiency

- Do not give a 1-for-1 on the slot 1 of a player other than the one after you (pang of guilt).
- Don't give non-urgent 1-for-1s at low clues.
- Don't give saves at low clues unless you can find a line where *everything* is saved. Sometimes the deal will die because there are too many criticals on chop, and that's ok.
- If you see a finesse or 5 pull, you generally want to do it immediately, even if it means risking a critical discard.
- Look for natural focus shift when a player clued 1s draws more 1s.
- Once you identify a good clue to give, quickly check if color or rank is better
- Don't try to fix the next player if the impending misplay is a duped card. They will sometimes preplay or play too fast to react to your clue.

2-player

- The preference to save with rank rather than color is even stronger.
- If you get saved with 4s and it introduces multiple 4s, consider discarding one rather than your chop.
- Arbitrary 3 and 4 saves are allowed. Neither player is expected to be looking in the trash.