



Your play is shaping the game.

Real games, screenshots, and direct feedback are turning awkward moments into clearer play. Here are six examples you can see at the table.

1

Too much scrolling to finish a move

Complete, Snatch, and Extend now use one dynamic button. Selecting cards before a table target opens a compact confirmation.

The action is closer to where you are playing.

2

Cards need to be easier to read

Tiled hands, consistent card styling, and team-colored hand borders make the play area easier to scan.

Find cards and recognize your team more quickly.

3

It is easy to miss your turn

A turn notice and Ready button make the handoff explicit. The pinned status keeps the next action visible.

Know when to play and what to do next.

4

What happened while I was away?

Welcome back offers a recap or a return to the table. Replacement voting waits until the absent player's turn.

Catch up and keep control of your seat.

5

The best move deserves a moment

Play of the Hand reveals the player after you click, includes bonus stamps, and closes with a personal acknowledgment.

Relive the turn and give the player credit.

6

Jokers should show a clear identity

Legal identity choices preview the joker as it appears on the table. Version 91 fixes numerical ordering in run starters.

Read a joker's role without guessing.



Help us find the next rough spot.

You do not need to write a long review. One specific moment from a real hand can be enough to guide the next improvement.

LEARNING THE GAME

Where did you first get stuck? Tell us which move or instruction was unclear, and what you expected to happen.

PLAYING A HAND

Did you have to hunt for a button, scroll repeatedly, or guess why a move was unavailable? A screenshot is especially useful.

PLAYING AGAINST BOTS

Did a bot miss an obvious move or discard something that helped an opponent? Describe the cards and the situation.

A useful feedback note

“I was trying to _____. I expected _____. Instead, _____. Here is the screenshot.”

How to read this report

This is a qualitative development review, not a tester survey or a measured before-and-after study. Feedback themes are paraphrased from Jeremy's requests and play observations; they are not attributed quotations. Benefits describe the purpose of each change, not proven gains in speed or satisfaction.

Basis: recorded feedback and the app update history through Version 91. Bot development and teaching remain areas for further refinement.