

Introduction

The game has no winner, "Durak" means fool, the fool in this game being the loser. Try yourself! You can play with the computer opponent or with your friend over the Internet, LAN, modem or direct connection.

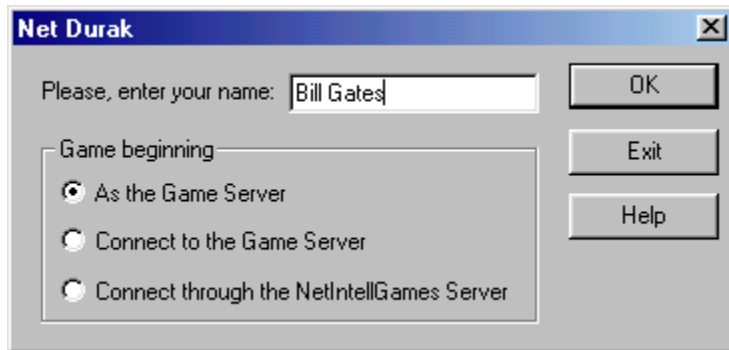
Configure networking support

This game uses Windows Sockets interface. It's necessary to add Microsoft (or compatible with Windows Sockets interface) TCP/IP protocol to network configuration tab for the network adapters. To quickly display the Network option in Control Panel, right-click the Network Neighborhood icon on the desktop, and then click Properties on the context menu. There are some variants of the players connecting:

- Stand alone computer. Please check your Windows folder for the *hosts* file. With installation Windows creates the *hosts.sam* file as an example, it is necessary to rename it to *hosts* and to add the IP address 127.0.0.1 and name of your computer. Example of the *hosts* file: "127.0.0.1 MyComputer".
- Computer on a Local Area Network (LAN) - you should use TCP/IP protocol for the network adapter. If your local network doesn't use DNS server specify an IP address manually. Type an IP address and subnet mask in the respective boxes. The network administrator must provide these values for individual users, based on the network ID and the host ID plan for your site.
- Computer is Dial-up Server (Client) - you should use TCP/IP protocol for the Dial-Up adapter. Specify an IP address for the Dial-Up adapter manually. Type an IP address (for example 1.0.0.1) and subnet mask (for example 255.255.255.0) in the respective boxes. Another user should specify another IP address (for example 1.0.0.2) and the same subnet mask (for example 255.255.255.0).
- Computer is Dial-up Client of the Internet provider - you should use TCP/IP protocol for the Dial-Up adapter. IP address should be obtain automatically from PPP Server Internet provider. You can know your IP address after connection to the Internet if you run [Winipcfg.exe](#) from your Windows 95/98 folder.

For more information see [Microsoft Windows 95 help](#), Microsoft Windows 98 help, Microsoft Windows NT help or [NetIntelGames](#) on-line guide.

Connecting of the players



When you run the game you should enter your name and choose the mode of the game beginning. There are three modes of the game beginning:

- as the Game Server;
- connect to the Game Server;
- connect through the NetIntellGames Server.

When you want to play with the computer opponent please choose the mode "as the Game Server" and press F2 button. Computer opponent is the separate executable module that connects to the game program via TCP/IP protocol.

When you want to play with your human opponent over the Internet, LAN, modem or direct connection, first of you should choose the mode "as the Game Server" but other - "connect to the Game Server". If you want to connect to the Game Server you should enter IP address (for example 123.18.15.155) or the name (for example Alex, but only on Microsoft networks!) of the computer where this Game Server was running. If the connection will be establish your name will display on the top of the game window. When the other player connects to the Game Server the game will run automatically. On principle all sessions of the game may run on the one computer.

You may choose the third mode "connect through the NetIntellGames Server" if your computer is connected to the Internet that time and you don't know IP address of your opponent. In this case your opponent should choose this mode too. NetIntellGames Server only dispatches the connection inquiries and joins player's programs together. It doesn't connect to the player's programs during the game! If you visit [NetIntellGames](#) you can know the URL and the mode of work of the NetIntellGames Server.

Playing over the Internet

Please connect to the Internet and follow any variant of the instructions:

- **Variant 1:**
 - start the [Winipcfg.exe](#) program from your Windows folder and write down the IP address of your computer;
 - not breaking off link with the Internet send to other player your IP address (probably use e-mail, ICQ, chat of your provider, other telephone etc.).
- **Variant 2:**
 - run [NetIntellGames](#) chat and send your IP address to another player in the chat.

After that the first player starts the game program "as the Game server", and other - "connect to the Game server". If you want to connect to the Game Server you should enter obtained IP address (for example 123.18.15.155) of the computer where this Game Server was running.

Attention!! Unfortunately, if you have not fixed IP address it is necessary to execute this procedure each time when you connect to your provider, because PPP server of provider change your IP address each time when you connect.

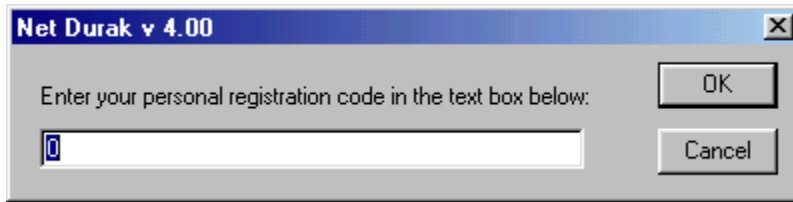
- **Variant 3:**
 - start the game and select the mode "connect through the NetIntellGames Server";
 - specify the string <http://www.netintellgames.com> in the next dialog and press OK button, your name will entitle the program if connection is successful;
 - another player should choose the mode "connect through the NetIntellGames Server" too.

Attention!! Please wait for connection to the NetIntellGames Server at least 30 second.

Attention!! If you play from work and your company has a highly restrictive security Firewall or Proxy, you may not be able to play over the Internet. Please check [NetIntellGames](#) for new on-line games that will be able to play via Firewalls.

Register information

This is not free software. This game is available to play only 5 minutes each session. If you want to use this software freely a registration fee of \$14 is required. For registration details and ordering information, please visit the [NetIntellGames](#) or use Ordering Information on the Web item in the Registration menu.



A screenshot of a Windows-style dialog box titled "Net Durak v 4.00". The dialog has a blue title bar with a close button (X) in the top right corner. The main area is light gray and contains the text "Enter your personal registration code in the text box below:" followed by a white text input field. To the right of the input field are two buttons: "OK" and "Cancel".

When you receive email with your personal registration code enter it in the registration text box in the "Register" dialog and push the OK button.

Purpose of the game

This game has no winner - only a loser. Durak is played with 32 cards: the A, K, Q, J, 10, 9, 8, 7 and 6s from a standard 4-suit 52-card deck are used. At the start, each player is dealt six cards, which are played in a series of bouts of attack and defence. After the players have received all their cards, reveal the top card of the deck. Place it on the middle of the table, place the deck on top of the revealed card, covering it half way. This card represents the trump suit and is now at the bottom of the deck. Cards in this suit hold a higher value than the Aces of the other suits. Within the trump suit card hierarchy is maintained.

When a player's hand is reduced to fewer than six cards it is replenished from the talon of undealt cards. After the talon is exhausted, there is no more replenishment and the aim is to get rid of all the cards from your hand. The last player left holding cards is the loser. This player is the fool (durak) and is ridiculed by the other player.

Attack

- Attacker reveals a card from his hand by placing it on the table so opponent can see.
- After the first card has been defended attacker may add cards to the table as long as they are of the same face value as other cards in play.
- Maximum cards to be defended must be as many as have been originally dealt to each player (6) or until the defender runs out of cards, whichever is less.

Defend

- Defender must respond to the revealed card by beating it with a card of the same suit of higher value or a card of the trump suit.
- If the defender has no appropriate card he must pick up the card and add it to his hand, thereby losing his turn to attack. If the defender picks up the first attacking card, the turn is over.
- Defender must beat all revealed cards. Otherwise he must pick up all cards in play including ones that have been beaten.
- Maximum cards to be defended must be as many as have been originally dealt to each player (6) or until the defender runs out of cards, whichever is less.
- A successful turn ends when the defender beats all attacking cards. All cards that have been revealed during this turn are removed from the game.

End of turn

- When a defender has successfully beaten all the attacking cards, all the cards that have been in play are removed from the game.
- Every player must take his turn to refresh his hand by taking as many cards from deck as needed to bring his hand to a total of as many as have been originally dealt to each player (6). Attacker refreshes his hand first. Defender refreshes his hand last.
- If the deck has been exhausted, players who are left empty handed withdraw from the game. They are lucky, for they will not have a chance to lose.

How to discard the card

When it's your turn to discard the card, use the mouse to click on card you wish to discard. The card you right selected will be discarded to the table. When you may not discard selected card its image will be inverted a few time. You must choose another card.

End of turn

To end of turn you should add attack card(s) or push the "End of Turn" button on the field. This option is enabled only if you are attacker and have at least one card to add to the table. Otherwise the opponent will be attacker automatically.

To end of turn when your opponent must or wants to pick up all cards from the table and you have at least one card to continue attack you should add attack card(s) or push the "Pick Up" button on the field. Otherwise turn ends automatically and you will be attacker again.

How to add attack cards

When you are attacker and have at least one card to add to the table you can do it by clicking on this card. If you don't want to add new attack card(s) you must end of turn.

When your opponent must or wants to pick up all cards from the table and you have at least one card to add you can do it by clicking on this card. If you don't want to add card(s) you must end of turn.

How to pick up the attack cards

If you are defender and cannot or don't wish to beat off the attack, you simply pick up the attack card by pushing the "Pick Up" button on the field. If the attacker has at least one card to add you, he will have the chance to do this.

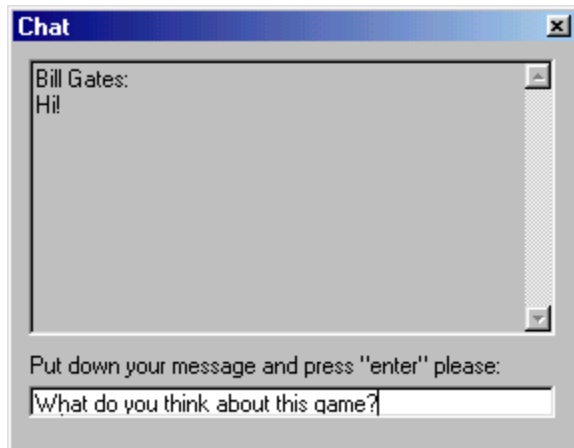
Computer opponent

Begins a new game with the computer opponent.

Exit

To exit Net Durak. If the card animation is in progress you should wait for it's end.

Chat



If you want to send message to your opponent please select "Chat" item in the Options menu. After that you can type your message in the edit box of the chat dialog and press "Enter" key on the keyboard to send this message. If the chat dialog will prevent you to play the game just click the left mouse button outside this dialog.

Start notice

Please check this item in the Options menu if you want to get a sound notice when the new game will begin.

Message notice

Please check this item in the Options menu if you want to get a sound notice when your opponent's message comes to you.

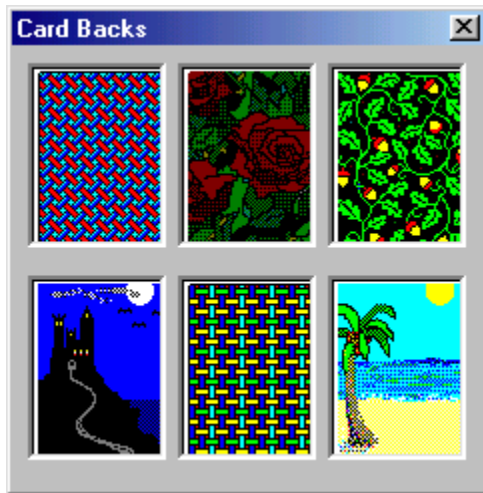
Animation

You may choose the speed of the card animation. You can choose between Slow, Normal and Fast.

Sound effects

You can enable or disable the sound effects by choosing the Sound effects item in the Options menu.

Card backs



There are six different card backs that come with Net Durak. To choose the card back of your dreams, simply select the desired card back.

Internet play

This option is actually when you play via the Internet only. Each network command sends some times while confirmation is received. If program will not receive confirmation in [Repeated attempts*Time between attempts] second the game will be over (There is no connection). You may choose any variants to improve your connection. It's possible situation when you wait for your opponent's turn but he lost his internet connection - in this case you don't know about it. To prevent this situation please select any item from Online autocheck time except None. It's necessary for AOL users to prevent losing of internet connection.

- **Repeated attempts**
You may choose between 2, 5 or 10.
- **Time between attempts**
You may choose between 5, 10, 20 or 30 second.
- **Online autocheck time**
You may choose between None, 15, 30 or 60 second.

Ordering information on the Web

You can choose this item if you want to register Net Durak on-line using a credit card. If you have not a credit card please contact Universal Commerce, Inc.:

PO Box 1816
Issaquah, WA 98027

Phone:
877 353 7297 (toll free)
425 392 2294

Fax:
888 353 7276 (toll free)
425 392 0223

Register

When you receive email with your personal registration code enter it in the registration text box in the "Register" dialog and push the OK button.

Contents

How you got here.

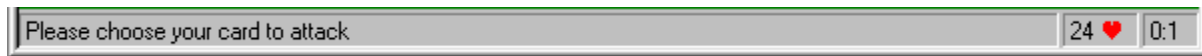
NetIntellGames on the Web

Please visit [NetIntellGames](#) Web site.

About

Version Number, Author, email and Internet site address.

Status Bar



- The first (left) pane tells you what you should do.
- The second (central) pane shows cards quantity in the talon and the trump suit of the current game.
- The third (write) pane shows total score of the games.

Talon

The remaining undealt cards placed in a stack face down on top of the trump card.

