

Introduction

This is a plain-trick game in which spades are always trumps; widely played in the USA, but does not seem to have spread to any other countries. You can play with the computer opponent or with your friend over the Internet, LAN, modem or direct connection.

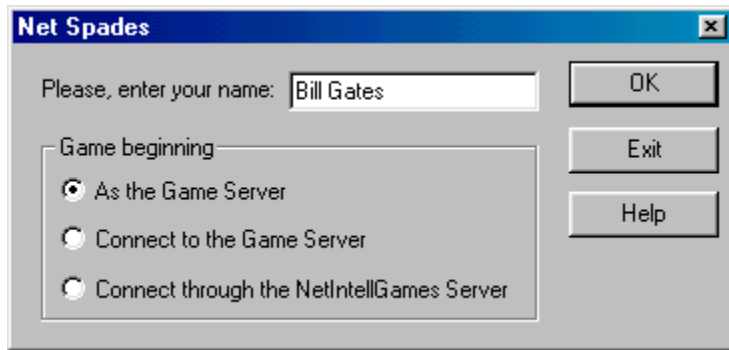
Configure networking support

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.

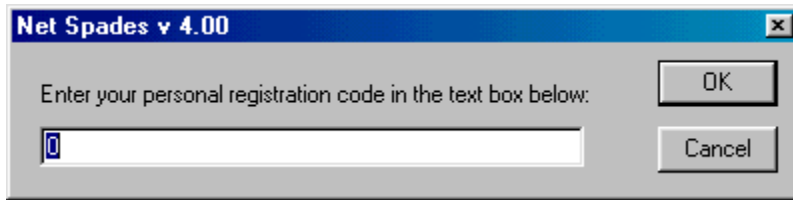
- **Variant 3:**
 - start the game and select the mode "connect through the NetIntellGames Server";
 - specify the string <http://www.netintellgames.com> in the next dialog and press OK button, your name will entitle the program if connection is successful;
 - another player should choose the mode "connect 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 10 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 Spades v 4.00". The dialog box 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 text 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

To be the first to score 500 points (800 is option) or over accumulated over several deals. Points are scored mainly for tricks taking during the play. Two players use a standard 52 card pack. Cards rank A(high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2(low).

Deal

You can choose any of two variants of the beginning:

1. The deal. The dealer deals 13 cards face down to each player one at a time.
2. There is no deal. Instead, the deck is placed face-down between the two players, and they take turns to draw cards. At your turn you draw the top card, look at it (without showing it to your opponent) and decide whether you want to keep it.
 - If you want to keep it you put it in your hand, and draw the next card, which you look at and must then discard face down;
 - If you decide not to keep the first card you discard it face down and then draw the next card, which you put in your hand.It is then the other player's turn to draw. This continues until the stock is exhausted. You then each have a hand of 13 cards and have discarded 13 cards.

Bidding

Each opponent must make a bid, which is the number of tricks they expect to take, out of the total possible number of 13 tricks. It is important to realize that in Spades both players' bids stand (it is not like other bidding games in which only the higher bid counts). Each player may choose nil.

Play of the cards

The first trick depends on variant of the game:

- Everyone must play their lowest club. A player who has no clubs must discard a diamond or a heart;
- Non-dealer may lead any card except a spade;
- Non-dealer may lead any card.

The player who won the first trick leads to the next. Any card except a spade may be led (except the third variant of the first trick). Each player must follow suit if able; if unable to follow suit, the player may play any card. A trick containing a spade is won by the highest spade played; if no spade is played, the trick is won by the highest card of the suit led.

The player who wins a trick leads to the next. Spades may not be led until either

- some player has played a spade (on the lead of another suit, of course), or
- the leader has nothing but spades left in hand.

Playing the first spade is known as "breaking" spades.

Scoring

A player that takes at least as many tricks as its bid calls for receives a score equal to 10 times its bid. Additional tricks (overtricks) are worth an extra one point each.

If a player does not make its bid, he lose 10 points for each trick they bid.

If a bid of **nil** is successful, the nil bidder's player receives 100 points. If a bid of nil fails - that is, the bidder takes at least one trick - the bidder loses 100 points.

The opponent which reaches 500 points (800 is option) first wins the game. If both players reach 500 points in a single deal, the side with the higher score wins.

How to choose the cards to your hand

When it is your turn to choose the card push the button "This card" to select opened card or "Next card" to select next card.

How to bid

When it is your turn to bid use the mouse to choose your decision from list box and click on the OK button.

How to discard the cards

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.

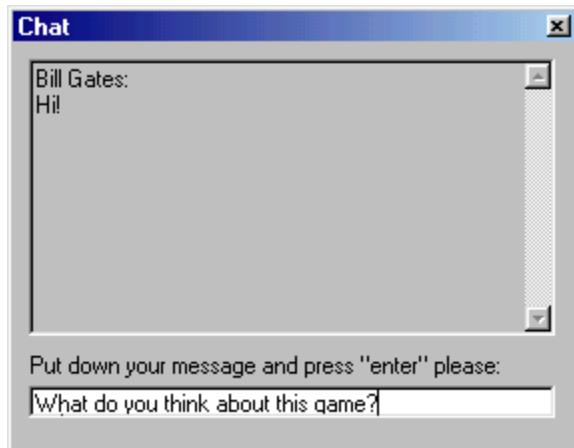
Computer opponent

Begins a new game with the computer opponent.

Exit

To exit Net Spades. 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.

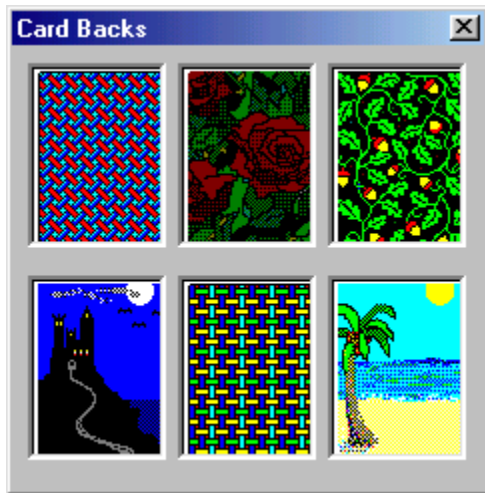
Animation

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 Spades. 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 Spades 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

Please make your bid - the number of tricks you expect to take	Play to: 500	First - any ex. spades	0:1
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- The first (left) pane tells you what you should do.
- The second pane shows how many points the player must have to win the game.
- The third pane shows the first trick properties.
- The fourth (write) pane shows total score of the games.

Variations

Net Spades

The First Trick

Everyone must play their lowest club

Non-dealer may lead any card except a spade

Non-dealer may lead any card

The Deal

Yes No

Play To

500 points 800 points

OK

If you start the game "as the Game Server" you should choose your variant of the game.

Nil

This is a declaration that that the player will not win any tricks during the play.

