

## **SPADES HELP CONTENTS**

**GAME TYPES**

**OBJECTIVE**

**BIDDING**

**BAGS**

**GAME PLAY**

**SCORING**

## **GAME TYPES**

### **CutThroat**

CutThroat spades is played against three competitors. Each player attempts to make his own bid while preventing his opponents from making theirs.

### **Partners**

Partners is a spades game that is played as a team with the player seated opposite you, that is, East teams up with West, North teams up with South. When playing partners, each team attempts to make their combined bid.

## **OBJECTIVE**

The objective of the game is to be the first player (or team) to reach 250 points at the end of a round of play. If more than one player (or team) reaches 250 points, the highest score wins.

## **BIDDING**

At the beginning of each round of play, each player must submit a bid. The player whose turn it is to lead will bid first and bidding will proceed clockwise. A player's bid is an estimate of the number of tricks he will win. The bid can be any number between 1 and 13 or ***NIL***. A ***NIL*** bid indicates that the player will not win any tricks.

## **BAGS**

Bags are the amount of tricks you win past your bid. For example, if you bid 4 and make 5 tricks, you will have earned 1 bag. You do not, however, accumulate bags while attempting a **NIL** bid. Bags will be scored 1 point each. Your bags will accumulate throughout the game. If at any point during the game you accumulate 10 bags, your bag count will be set back to 0 and 100 will be subtracted from your score.

## GAME PLAY

To play a card you must double click it. Game play proceeds clockwise with the lead player for the start of each round of play rotating. After the first trick has been played, the winner of the previous trick will lead off. Each player following the lead played must follow suit if they are able to. For example, if player 1 leads a diamond, player 2 must throw a diamond if he has one. If a player cannot follow suit, that player may throw any card he wishes to, including a spade. Throwing a spade is called **trumping**. The highest spade in a trick automatically wins that trick. Spades cannot be lead until they have been **broken**. Spades are **broken** when a player trumps a trick, as described above. The only exception to this rule is if spades have not been broken but the lead player has no other suit. If a trick has not been trumped, the high card of the suit lead wins the trick.

## SCORING

If you make your bid, 10 times your bid will be added to your score plus 1 point for each **bag** you earned during this round of play. If you do not make your bid, 10 times your bid will be subtracted from your score. For example, after the first round of play:

- if you bid 4 and win 4 tricks your score will be 40.
- if you bid 4 and win 3 tricks your score will be -40.
- if you bid 4 and win 5 tricks your score will be 41.

A **NIL** bid is worth 100 points. If you bid a **NIL** and do not win any tricks, 100 points will be added to your score. If you do win a trick, 100 will be subtracted from your score. If at any time during play you accumulate 10 bags, 100 will be subtracted from your score and your bag count will be set back to 0.





