Configure networking support

This game use Windows Sockets version 1.1 interface. It's necessary to add Microsoft (or compatible with Windows Sockets version 1.1 interface) TCP/IP protocol to network configuration tub 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 computers connecting:

- Computer on local network - 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 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). If your computer works on local network with DNS Server too IP address should be obtain automatically.

- Computer is Dial-up Client of 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 Internet if you run Winipcfg.exe from your Windows folder.

- For more information see Microsoft Windows 95 help.

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:
- connect to the Game Server;
- as the Game Server;
- connect through the NetIntellGames Server.
When you want to play with your opponents on local network, by modem connection or Internet, first of you should choose mode "as the Game Server" but others - "connect to the Game Server". If you start new game as the Game Server you should enter the pool limit of this game. If you want 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 was running this Game Server. If connection will be establish names of the connecting players will display on deal field. When two players connect to the Game Server the game will run automatically. On principle all sessions of this game may run on the one computer.
You may choose the third mode "connect through the NetIntellGames Server" if your computer is connected to Internet that time and you don't know IP addresses of your opponents. In this case your opponents should choose this mode too. NetIntellGames Server only dispatches the connection inquiries and joins player's programs together. It doesn't connect to player's programs during the game! You can know the IP address and the mode of work of the NetIntellGames Server if you visit our home page: http://windoms.sitek.net/~netgames.

Conditional rules of the game

This is the "Sochinskaya" version of the popular card game Preference. There are some conditional rules of this version of the game:

- You don't refuse from widow.

- You don't break the round.

- 6 spades is "Stalingrad".

You may know much more about Preference rules if you visit Preference pages of Stefan Mashkevich http://ap3.gluk.apc.org/~mash/Pref (in English) or Farry Joker Club http://kulichki.rambler.ru/puzzles/puzzles/cards (in Russian).

Register information

This is not free software. This game is available to play only 10 minutes each time. If you want to use this software without time limit a registration fee of $10 is required. For registration details and ordering information, please contact RegNet: http://www.swregnet.com/2281p.htm (RegNet#2281) or NetIntellGames: http://windoms.sitek.net/~netgames. Russian users may receive Russian version of the game (please contact netgames@windoms.sitek.net).
When you receive by E-Mail your personal registration key enter it in the registration text box in the register dialog.