

Contents

Introduction

WinSpades is a Windows implementation of a popular card game called Spades. Spades is similar to Hearts, Bridge and Whist with one noticable difference; Spades are always trump. WinSpades adds a variety of options to the basic game of Spades including blind bidding and scoring options and the ability to select player skill levels. Other options include the ability to select from a variety of different card backs, add an extra 100 points to your score for making a bid of 10 or greater, select minimum bid and view hand history.

How to Play

[Preferences](#)

[Deal](#)

[Bidding](#)

[Jokers](#)

[Play](#)

[Cutting](#)

[New Game](#)

Reference

[Registration](#)

[Technical Support](#)

[Menus](#)

[Index](#)

Preferences

Preferences are used to customize WinSpades to reflect the different ways people bid and score while playing spades. All preferences remain in effect until changed, even after exiting and restarting WinSpades. If there are preferences which do not appear on the preferences window, but which you would like to have, please contact [Technical Support](#). We are constantly expanding the list of available preferences.

See Also

[Bidding](#)

[Blinds](#)

[Sandbagging](#)

[Scoring](#)

[Renege](#)

Bidding

Bidding is the act of estimating the number of books a player will make during the course of the upcoming hand. You may change three aspects of the bidding; minimum bid, extra points for making bids of 10 or greater and blind bidding.

See Also

[Minimum Bid](#)

[Extra 100](#)

[Blinds](#)

[Nil Bids](#)

Minimum Bid

The minimum bid is the fewest number of books a team may bid. You may set the minimum bid in a range from 0 to 13. The default setting is 4.

To set Minimum Bid,

1. From the Options menu, choose Preferences.
2. Enter the new Minimum Bid.
3. Choose the OK button.

See Also

[Bidding](#)

[Blinds](#)

[Extra 100](#)

[Preferences](#)

Blinds

Blind bidding is the act of a player bidding his or her hand before actually seeing their hand. Blinds can only be bid a team if their score is 100 points or more behind the other team. If a team bids and makes a blind, they will receive 100 extra points. A blind bid cannot be less than the minimum bid. You may set a blind bid in a range from the minimum blind to 13. The default setting is 7.

To set a Blind Bid,

1. When asked if you would like to bid a blind, click the YES button.
2. Enter the Blind Bid.
3. Choose the OK button.

See Also

[Allow Blinds](#)

[Minimum Blind](#)

[Bidding](#)

[Minimum Bid](#)

[Extra 100](#)

[Score](#)

[Preferences](#)

Allow Blinds

You may set whether or not blinds are allowed during the game. When this option is ON, whenever one team falls behind in the score by 100 points or more, a dialog box will appear which will ask the losing team if they would like to bid a blind. If the team selects NO, the normal bidding process will resume. If the team selects YES, a blind bid window will appear into which the team should enter their blind bid. The default setting is ON.

To set Allow Blinds,

1. From the Options menu, choose Preferences.
2. Click the box next to "Allow Blinds." An x in the box means blind bids are allowed.
3. Choose the OK button.

See Also

[Blinds](#)

[Bidding](#)

[Preferences](#)

Minimum Blind

The minimum blind is the fewest number of books a team may bid. Blinds can only be bid if the Allow Blinds box is checked. The minimum blind can not be set less than the minimum bid. You may set the minimum blind in a range from the minimum bid to 13. The default setting is 7.

To set Minimum Blind,

1. From the Options menu, choose Preferences.
2. If the Allow Blinds box is not checked, check Allow Blinds.
3. Enter the new Minimum Blind.
4. Choose the OK button.

See Also

[Blinds](#)

[Allow Blinds](#)

[Bidding](#)

[Minimum Bid](#)

[Preferences](#)

Extra 100

You may set the whether or not an extra hundred is awarded for bidding 10 or greater. If this option is chosen, a team that bids eleven and makes their bid is awarded 210 points. The default setting is ON.

To set Extra 100,

1. From the Options menu, choose Preferences.
2. Click box next to "Bidded 10 get extra 100 points." An x in the box means the option is on.
3. Choose the OK button.

See Also

[Minimum Bid](#)

[Score](#)

[Preferences](#)

Score

After the cards are dealt but before any play each team estimates how many books they can make. If a team successfully makes that number they receive 10 times their bid plus one point for each book made above their bid. You may view the score of the current game. The score does not reflect the hand in progress. You may also print the score.

To view the score

1. From the View menu, choose Score.

To print the score, click the print button.

See Also

[Bidding](#)

[History](#)

History

You may view the history of the last complete hand played. In the history you can view the following:

1. The hand number
2. The cards each player started with
3. The bid of each player
4. The sequence of the cards that were played

To show the history

1. From the View menu, choose History.

To print the history, click print.

See Also

[Score](#)

Nil Bids

Not supported in the current version of WinSpades.

A nil bid is a bid of zero from only one partner on a team. A double nil bid is a zero bid from both partners on a team. When a player makes a nil bid, that player's team receives an extra 100 points. If the player does not make the nil bid, that player's team loses 100 points. When a team makes a double nil bid, that team receives an extra 200 points or loses 200 points if the double nil bid is not make.

See Also

[Bidding](#)

[Blinds](#)

[Preferences](#)

Sandbagging

The sandbagging rule is used to ensure players bid their hands even when they have a large lead. When sandbagging is in effect, if a sum of a teams' extra books is 10 or more, 100 points is taken from their score. This rule prevents teams from underbidding their hand (i.e. bidding a 4 when they can really make 9, underbidding by 5 books). The example below shows how sandbagging scoring is calculated. The default setting is OFF.

To turn on Sandbagging,

1. From the Options menu, choose Preferences.
2. Click box next to "Subtract Overtricks" An x in the box means the option is on.
3. Choose the OK button.

Team 1	# of extra books	
52	2	
+ 45	5	
----	---	
97	7	
+ 62	2	
----	---	
159	9	
+ 62	2	
----	---	
221	11	greater than 10 extras
-100		subtract 100 points
----	---	
121	1	new score, 1 extra book

See Also

[Bidding](#)

[Score](#)

[Preferences](#)

Reneges

Reneging occurs when a player does not play the lead card suit but possesses the lead card suit in their hand. You may set whether or not reneging is allowed during the game. If reneging is not allowed, players are prompted for a legal play until a legal card has been chosen. If reneging is allowed, the odds that a player will be caught can be set in the renege percentage option. The default setting is OFF.

To set Allow Reneging,

1. From the Options menu, choose Preferences.
2. Click the box next to "Allow Reneges." An x in the box means reneging is allowed.
3. Choose the OK button.

See Also

[Reneges Warning](#)

[Reneges Percentage](#)

[Reneges Penalty](#)

[Cutting](#)

[Play](#)

[Preferences](#)

Reneged Warning

You may set the game to display a warning message whenever a player is about to renege. This option is especially valuable for new players who are not completely familiar with the Spades. The warning gives the option to continue or to go back and choose a different card. The default setting is ON.

To set Reneged Warning,

1. From the Option menu, choose Preferences
2. Click on Reneged Warning (an x in the box means renege warning is on)
3. Choose the OK button.

See Also

[Reneged](#)

[Reneged Percentage](#)

[Reneged Penalty](#)

[Cutting](#)

Reneges Percentage

You may change the frequency with which a player is caught renigging. Some players may prefer this setting because it simulates the uncertainty of human games. The renege percentage can be any value from 1% to 100%. A setting of 1% indicates that a player who reneges is almost never caught. A setting of 100% indicates that a player who reneges is always caught. The renege percentage has no effect unless the Allow Renege option has been turned on. The default setting is 100%.

To set Renege Percentage,

1. From the Option menu, choose Preferences
2. If the Allow Reneging box is not checked, check Allow Reneging.
3. Type in the percentage or use the arrow buttons to select a percentage of time caught.

See Also

[Reneges](#)

[Reneges Warning](#)

[Reneges Penalty](#)

Reneges Penalty

You may change the amount that you will be penalized for reneging. You can be penalized either 3 books or the amount that you bid. The 3 book penalty is assessed at the end of the hand in which the renege occurred. The default setting is a 3 book penalty.

To set Reneges Penalty,

1. From the Option menu, choose Preferences
2. If the Allow Reneging box is not checked, check Allow Reneging.
3. Click on the box directly opposite "If caught reneging" to select a penalty.

See Also

[Reneges](#)

[Reneges Warning](#)

[Reneges Percentage](#)

[Bidding](#)

[Preferences](#)

Cutting

Cutting is the act of playing a trump card when a non-trump card has been lead. Since spades are always trump in the game of Spades, only spades can be used to cut. Cutting is only allowed when a player does not have a card in the lead suit. If a player cuts a card when he has a card in the lead suit, he is reneging.

See Also

[Play](#)

[Reneg](#)

[Trump](#)

Play

Each player should possess thirteen cards at the beginning of a hand. The player to the dealer's left has the first play. That person may play any card in their possession. All the other players must "follow suit." Following suit means they must play that suit if they possess that suit in their hand. Failure to follow suit is called renigging and will result in a penalty (typically 3 books) if the other teams recognizes it. The player with the highest valued card in the suit lead wins "the book" unless a trump was played. In Spades, spades is always trump and jokers are always the highest valued trump cards. The highest spade played always wins the book regardless of what suit was initially lead (see Cutting). If a player does not have the suit lead they may play any suit in their hand. They can not win the book with any other suit except a spade.

Variations

Some rule variations state that spades may not be played until:

1. A player has no other card with which they can play or
2. A player can not follow suit and spades have been broken

The above variations are not included in this version of WinSpades.

See Also

[Cutting](#)

[Auto Play](#)

[Play Hand #](#)

[Hints](#)

[Strategy](#)

Auto Play

You may select this option to let the game play all four players' hands. A check next to this option indicates that auto play is on. The default setting is OFF.

To turn on Auto Play,

1. From the Options menu, choose Auto Play.
2. If the game was waiting for input from you (i.e., its your turn to play a card), the autoplay will start after you have made your input.

You may turn off the Auto Play whenever you choose to by clicking anywhere on the game table.

To turn off Auto Play,

1. From the Options menu, choose Auto Play if a check is beside it.

See Also

[Options](#)

[Deal](#)

[New Game](#)

Options

The Options menu item displays a list of sub-items from which a player can select to customize WinSpades to their particular style of playing. Values set from this menu remain in effect even after restarting WinSpades.

See Also

[Preferences](#)

[Card Backs](#)

[Auto Play](#)

[Play Hand #](#)

[Joker Options](#)

[Strategy](#)

Card Backs

You may select from a variety of options for your card back.

To select card backs

1. From the Options menu, choose Card Backs.
2. Click the mouse on your choice of card back.
3. Choose the OK button.

Play Hand

If you wish to play a particular hand again you can use the play hand number function. You can also start new games from the same point using the Play Hand # function. The system will play the hand number you have chosen and continue in consecutive order from that hand. Using this function while a hand is in progress will cause the current hand and all of its plays to be erased. All other preferences will remain in effect.

To select a particular hand,

1. Decide which hand you wish to play again.
2. From the Options menu, choose Play Hand #.
3. In the number of hand box enter the hand that you wish to start from.
4. Choose the OK button.

See Also

[New Game](#)

[Deal](#)

[Preferences](#)

New Game

You may select this option to start a new game at any time. Selecting a new game resets the score to zero and sets the hand number to the next hand. All other preferences remain in effect after selecting New Game.

To start a new game, choose New Game from the Game menu.

See Also

[Deal](#)

[Play Hand #](#)

[Options](#)

Deal

The first card is dealt to the player to the dealer's left. The deal proceeds clockwise with each player receiving one card at a time until all cards have been dealt. The dealer should always receive the last card. WinSpades will wait for you to deal the cards to initiate a new hand. You may reset different options before you start the new hand.

Variations

[Sequencing](#)

[Flipping Cards](#)

To deal, click on the Deal button

or

From the Game menu, choose Deal.

See Also

[Auto Play](#)

[New Game](#)

[Play](#)

[Play Hand #](#)

Sequencing

Not supported in the current version of WinSpades.

Some players allow the cards to be dealt in any sequence for each round. The governing rule is no player can have more than one more card than any other player at anytime but otherwise the dealer is free to deal in any sequence they desire. The dealer should still receive the last card. This variation is not yet available in WinSpades.

See Also

[Deal](#)

[Preferences](#)

Flipping Cards

Not supported in the current version of WinSpades.

Some people allow the dealer to flip over cards during the deal. The simplest variation allows the dealer to flip over all the cards in one round around the table. Other allow the dealer to flip cards at random as long as each player has had an equal number of cards flipped over. This variation is not yet available in WinSpades.

See Also

[Deal](#)

[Preferences](#)

Joker Options

WinSpades offers you five different options for the types of jokers with which you want to play. Players from different parts of the country choose to use different variations. You may play without any jokers at all. You may play with two jokers and eliminate any combination of the non spades two's from the card selection (i.e., two of hearts and two of diamonds, two of hearts and two of clubs, two of diamonds and two of clubs). The last option is to make the two of diamonds the third highest spade (after both jokers) and the two of spades the fourth highest.

To select the jokers to be used in the game,

1. From the Options menu, select Jokers.
2. Select the joker options you desire.

See Also

[Cards Used](#)

[Jokers](#)

[Play](#)

[Options](#)

Cards Used

You may select different cards to use in the Spades games. Because Spades is played with 52 cards but there are 54 cards in a deck including the jokers, you have to eliminate two cards from the deck. Traditionally non-spade 2's are eliminated.

See Also

[Jokers](#)

[Selecting Jokers](#)

[Play](#)

[Options](#)

Jokers

WinSpades can be played either with or without jokers. Jokers are trump cards which have values even higher than the ace of spades. There are 2 jokers in WinSpades. These cards have the word "JOKER" printed down the sides in either red or black print. The joker with red print is the "HI" joker and is the highest valued spade. The joker with the black print is the "LO" joker and is the next highest spade. When playing with jokers, jokers should be bid and played just as you would play any other trump card.

See Also

[Joker Options](#)

[Bidding](#)

[Preferences](#)

[Trump](#)

Trump

Trump is a card or suit which has a higher value than all other cards. In Spades, spades are always trump. A trump card is always higher than a non-trump card. In WinSpades, trump can be lead at any time. Trump do not have to be broken to be lead. Although trump cards have a higher value than non-trump cards, trump can still only be played when a player does not have a card in the lead suit. If a player plays a trump card when he has a card in the lead suit, he will renege.

See Also

[Suit](#)

[Cutting](#)

[Renege](#)

[Play](#)

[Breaking Spades](#)

Suit

A suit is any one of the 4 shapes in a standard deck of playing cards; spades, hearts, clubs and diamonds. In Spades, spades have a higher value than the other 3 suits. This gives the game of Spades it's name. When playing with jokers, jokers belong to the suit of spades. Each suit consists of 13 cards, listed in order of increasing value below:

two, three, four, five, six, seven, eight, nine, ten, jack, queen, king, ace

See Also

[Deck](#)

[Jokers](#)

[Play](#)

Deck

A deck of playing cards consists of 52 cards consisting of 4 suits; spades, hearts, clubs and diamonds. When playing with jokers, a deck consists of 54 cards containing 2 jokers and 4 suits.

See Also

[Suit](#)

[Jokers](#)

Breaking Spades

Once any player has played a spade, spades have been broken. Some spades rule variations restrict players from leading spades until spades have been broken. The current version of WinSpades does not have this restriction. Spades may be lead at any time.

See Also

[Play](#)

Strategy

You may change the level of skill of the competition by adjusting the strategy each player uses. The strategy skill level options include Wild Bill, Leading Lady, Average Joe and Simple Simon. We suggest beginners use Simple Simon. Players familiar with the rules of Spades can begin with Average Joe. More advanced players will find Leading Lady and Wild Bill more worthy opponents.

To adjust the skill levels,

1. From the Options menu, select Strategy
2. In the column of the player whose strategy you want to change click the corresponding skill level you want.

Note: You are always player 1. Changing Player 1' s strategy will change the recommendations WinSpades displays from using the hint button.

See Also

[Options](#)

[Hints](#)

Hints

The hint button provides recommendations for both playing and bidding. When playing a hand the hint button will lift a suggested card. If you want to play that card click on it. If you want to play a different card simply press the card you want. Similarly when bidding if the hint button is pressed the suggested bid will appear in the bid window. If you want that bid click OK otherwise adjust the bidding to your desired bid. The suggestions that the hint button provides is dependent upon the strategy you set for yourself.

Shortcut

CTRL-H

See Also

[Strategy](#)

[Bidding](#)

[Play](#)

Registration Info

WinSpades v1.0 is shareware. You may use the program for a reasonable evaluation period. If you enjoy the program and would like to continue using the program, you should register the program. The shareware version is identical to the registered version except for absence of the nag screen in the registered version. Registration will also entitle you to free technical support and a free upgrade to the next version of the program when it becomes available.

WinSpades can be registered using a major credit card, CompuServe, or personal check. The registered version of WinSpades will be shipped within one week of receipt of notification of registration.

See Also

[Registration by AOL](#)

[Registration by Check](#)

[Registration by CompuServe](#)

[Registration by Credit Card](#)

[Technical Support](#)

Registration by AOL

AOL customers must use the credit card or personal check method of registration. Online registration of WinSpades via AOL will be made available as soon as it is offered by AOL.

Registration by Check

If you would like to register by check, please send a check, made payable to Dax Prather for \$25 to:

Dax Prather
41 Cleveland St.
Albany, NY 12206
(518) 446-0941

If you have question on the status of your order, please call the telephone number listed above.

Registration by CompuServe

To register using CompuServe, type GO SWREG, ID# 5542.

A copy of the registered version will arrive in 3-5 days. The registered version does not include the nag screen and does include a setup program and any last minute updates.

Registration by Credit Card

CREDIT CARD ORDERS ONLY -

You can order with MC, Visa, Amex, or Discover from Public (software) Library by calling 800-2424-PsL or 713-524-6394 or by FAX to 713-524-6398 or by CIS Email to 71355,470. You can also mail credit card orders to PsL at P.O.Box 35705, Houston, TX 77235-5705.

THE ABOVE NUMBERS ARE FOR CREDIT CARD ORDERS ONLY. THE AUTHOR OF THIS PROGRAM CANNOT BE REACHED AT THESE NUMBERS.

Any questions about the status of the shipment of the order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, non-credit card orders, etc, must be directed to Technical Support.

To insure that you get the latest version, PsL will notify us the day of your order and we will ship the product directly to you."

See Also

[Registration Info](#)

Technical Support

Every effort has been made to assure that there are no errors in strategy or overall gameplay. However, if you feel the game has played in error or has used poor judgement, please send the HISTORY.TXT file and a description of the error via email to one of the following addresses:

by CompuServe:
70762,1561

by America Online:
DaxPrather or
WinSpades

by Internet:
70762.1561@compuserve.com or
daxprather@aol.com or
wenspades@aol.com

by World Wide Web:
<http://users.aol.com/wenspades/>

or by US mail to:
Dax Prather
41 Cleveland St.
Albany, NY 12206
(518) 446-0941

Menus

[Game](#)

[View](#)

[Options](#)

Game

[New Game](#)

[Deal](#)

[Pickup](#)

Pickup

To pickup the cards you may

select Pickup from the Game menu

or

click the Pickup button.

See Also

[Deal](#)

View

The view menu displays options from which allow a player can select items to control the display of various aspects of WinSpades.

[Score](#)

[History](#)

[Opponent's Hand](#)

[Partner's Hand](#)

[All Hands](#)

Opponent's Hand

You may view the cards that your opponents' have.

To view opponents hand

From the View menu, choose Opponents' hands

See Also

[Partner's Hand](#)

[All Hands](#)

Partner's Hand

You may view the cards that your partner has.

To view partner's hand

From the View menu, choose Partner's Hand

See Also

[All Hands](#)

[Opponent's Hand](#)

All Hands

You may view the cards of all players.

To view all hands

From the View menu, choose All Hands.

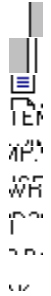
See Also

[Opponent's Hand](#)

[Partner's Hand](#)

Index

age



1.1
52
24
/27
/36
107
21.
1.2

A

ace

All Hands

Allow Blinds

Allow Renege

AOL

Author Information

Auto Play

B

Bidding

Blinds

bonuses

bonuses

bonuses

Breaking Spades

C

[Card Backs](#)

[Cards Used](#)

[club](#)

[CompuServe](#)

[Contents](#)

[Cutting](#)

[Cutting](#)

D

[Deal](#)

[Deck](#)

[Deck](#)

[diamond](#)

[display](#)

E

[Extra 100](#)

F

[Flipping Cards](#)

G

[Game](#)

H

[heart](#)

[Hints](#)

[History](#)

I

[Index](#)

J

[jack](#)

[Joker Options](#)

[Jokers](#)

[Jokers](#)

K

[Keyboard](#)

[king](#)

M

[Menus](#)

[Minimum Bid](#)

[Minimum Blind](#)

N

[New Game](#)

[Nil Bids](#)

O

[Opponents Hand](#)

[Opponents Hand](#)

[Options](#)

P

[Partners Hand](#)

[penalties](#)

[penalties](#)

[penalties](#)

[penalties](#)

[penalties](#)

[Pickup](#)

[Play Hand #](#)

[Play](#)

[Play](#)

[Play](#)

[Play](#)

[Preferences](#)

[PsL](#)

Q

[queen](#)

R

[recommendations](#)

[Registration by AOL](#)

[Registration by Check](#)

[Registration by CompuServe](#)

[Registration by Credit](#)

[Registration Info](#)

[Renegé Penalty](#)

[Renegé Percentage](#)

[Renegé Warning](#)

[Renegé](#)

[Renegé](#)

S

[Sandbagging](#)

[Score](#)

[Sequencing](#)

[show](#)

[spade](#)

[Strategy](#)

[Subtrack Overtrick](#)

[Suit](#)

T

[Technical Support](#)

[Trump](#)

[Trump](#)

U

[unsupported](#)

[unsupported](#)

[unsupported](#)

V

[value](#)

[View](#)

Z

[zero bid](#)

America Online

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Author Information

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Albany, NY 12206
(518) 446-0941

CompuServe

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Keyboard

Insert Keyboard Shortcuts help text here

Opponent's Hand

You may view the cards that your opponents' have.

To view opponents hand

From the View menu, choose Opponents' hands

See Also

[Partner's Hand](#)

[All Hands](#)

PSL

Public (software) Library is a sharware registration service independent of WinSpades.

bid their hands

Bidding as many books as a player or team feel they can make.

