

SPADES by Morgan E. Dunn

(c. 1995)



(NOTE: Select "Put Cards Back On Table" from the Options menu when finished reading.)
(Ver. 11/11/95)

SPADES captures the best elements of bridge, whisk, and good old war! Spades is often played in detention centers, psychiatric hospitals (which is where I learned it-not as a patient mind you!), and everywhere. Very addictive in its appeal Spades is best played with two couples but can be adapted to play with three or two people. Be careful Spades can really mess up your Hearts game if you're not careful! [Though the exact way you learned to play Spades may vary from this version I attempted to include as much as I could from the feedback I received from contributors who donated to Covenant House following the 8/7/95 version of Spades.]

OBJECT:

To win as many books as your team bids to outscore your opponents. After the deck is shuffled teams guess or bid how many tricks or books they think they and their partner will win. There are a total of 13 books for each deal. The minimum bid is initially set at 4 (but can be changed). The maximum bid is 13. After bidding, play begins in a clockwise fashion. (After each deal the first person to open the hand is also rotated clockwise.) The first player opens the hand with a card in an attempt to win the book with her partner. Every player in turn must play a card in the lead suit if they have one. The player who plays the highest card in the suit wins the book for their team and begins the next book by leading a card in a suit of their choosing.

If a player doesn't have cards in the lead suit they may "*throw off*" which is to choose any card of any other suit (not spades). Throwing off means the player will not win the book for their team (but is a useful strategy if your partner follows you!)

A player may also choose to cut the hand if they don't have cards in the lead suit. To cut means to play a spade. If a player cuts a suit with a spade they will win the hand for their team no matter what the value of the spade they play as long as no player after them cuts with a higher spade.

Spades are ordered lowest to highest from the 3 of spades up to the ace of spades. Above the ace of spades are the top 4 spades. The top 4 spades are the Black (Big) Joker followed by the Red (little) Joker, the 2 of clubs, and finally the 2 of spades. (Alternately some people like to substitute the 2 of diamonds for the big joker and 2 of hearts for the little joker) Remember the 2 of clubs counts as a spade. There is an option to play without any jokers or wild duces. In this option there are 13 cards per suit with aces high and duces low, i.e. the ace of spades is the highest trump card.

Once a hand has been cut by spades it is said to be "*broken*". No player can begin a book by leading spades until they have been broken. The only exception to this is if a player has nothing left in their hand but spades.

After all of the 13 books in a hand are played out the number of books each team has won is compared with how much they had bid. If a team equals or exceeds their bid they get 10 points for each book they bid plus 1 point for each book added to their score. For example: A team bids 6 and wins 7 books. Score equals $6 \times 10 + 1$ or 61.

If a team falls short of their bid they are "*set*" and lose 10 times the amount they bid from their

score. Example, bid 5. Team wins 4. Team loses 5 X 10 or 50 points from their score. The higher you bid the more you can win (or lose).

BIDDING BLIND:

If a team finds itself down by more than 100 points they have the option of bidding blind. To bid blind means to guess how many books you and your partner will make before being dealt your cards. If a team makes their blind bid they get twice their bid multiplied by 10 added to their score. Example: Blind bid of 6 and team wins 6 books: $(6 \times 2) \times 10 = 120$ points added to their score or two times the normal amount. Teams do not get points for extra books when bidding blind. The penalty for not winning the blind bid is the same as a normal bid.

UNDERBIDDING:

It is important not to bid weakly. If you bid 4 books but make 7 your score is only 43 as opposed to a possible 70. Also if you win twice as many books as you bid (or more), or if your opponents throw their hand to force you to win too many, you will be "*double set*". If you get double set you lose 10 times your bid and gain nothing.

SANDBAGGING:

Sandbagging is an option skilled players employ in their game. It forces proper bidding by all players. With this option a running account is kept of the number of books each team under bids throughout the game. Scoring occurs as usual but for each time a team's underbidding count reaches or exceeds a certain point (often 10 underbids) they lose 100 points from their team score.

NIL BIDDING:

If a player and/or their partner feels they have a really bad hand they may choose to bid nil as a team. When a team bids nil if one of the partners manages not to take any books their team will get 50 points for the hand. But if both partners take as little as one book each the team loses 50 points from their score.

BIG MOE AND LITTLE MOE:

With these options enabled if a team takes the first six books in a hand they get an extra 50 points added to their score (little moe). If they take the first eight books they get a total of 100 points added to their score immediately.

TWO FOR TEN:

When this option is employed any team that bids 10 books and makes it gets an extra 100 points or a total of 200 points for the hand. Hence, "two for ten."

BOSTON

When this option is employed if a team makes all 13 books in a hand they get an extra 300 points added to their score. If your game point is 500 this almost always marks the end of the game. Even if not, for all intents and purposes, the other team may never recover considering the fact that they also lost their bid points. A "Boston" happens very,very rarely.

SCOREBOARD:

The scoreboard keeps track of the score, the number of bids each team made and the number of books they have won for the current round. In addition it tracks the number of underbids (whether or not you are using the sandbagging option), and reports the number of points each team won (or lost) on the previous hand.

MENU BAR:

The menu bar allows you to: Start a new game, Quit, toggle the sandbagging option and determine the number of underbids allowed. Also you can set the top 4 spades, set the minimum bid, set the game point, set the time in between books, choose from 6 different card backs. In

addition you can change or create partners and opponents, read these lovely instructions or find out about the credits and more. In addition you can save or load a game. You can also review the game's scoring with the game summary function.

CARD SELECTION:

There are two options for choosing cards to play. The default option allows a player to select a card to possibly play with a click of the right mouse button. The selected card will appear higher than the rest of the cards in the hand. A second click with the right mouse button on this selected card will play that card. A right mouse click on a different card will select that new card for possible play. If you feel comfortable with your mouse skills you may simply click on any card with the left mouse button to both select and play that card automatically.

Alternately there is an option that allows the glided movement of the mouse over the cards to select them for possible play. Any mouse click over a selected card will play that card.

NOTE: If you minimize the game (or if a screen saver takes over) you may lose the cards on the screen. To get the cards back simply select "[Put Cards Back On Table](#)" from the menu bar. Any application running concurrently that is "Always On Top" will affect the appearance of the cards on the screen.

STRATEGIES:

1. Open a hand with Aces except the Ace of spades. Aces almost always win.
2. Play Kings only if you have the Ace of the same suit or know for sure that the ace has been played.
3. Void a suit you only have a few cards in. This allows you to cut that suit sooner.
4. Pay attention to what your partner (and your opponents) are out of.
5. When bidding count each Ace as a potential book. Count any of the top 4 spades as a potential book. Count other spades and Kings with discretion.

AUTHOR'S NOTE:

This game was originally written on an Intel 8088 for DOS. As promised this is the first upgrade to Windows capability. It is distributed as freeware so feel free to make copies for your friends. If you enjoy it, find a bug, want to send me money, or just want to chat you can reach me at MORGAMANIA@AOL.COM. Upgraded versions will be available **for FREE*** to those who contact me and make a contribution to Covenant House, NYC. [Please e-mail me to let me know you've made a donation.]

COVENANT HOUSE:

Covenant House is a safe haven for homeless and runaway youth. Though originally based in New York City there are now several Covenant Houses across the USA. Your contribution will go to help feed, clothe, and shelter a young woman or man who may not be very different from your son, daughter, sister, brother or even yourself. This software is considered "charityware" in which the author requests that instead of a registration fee the user instead sends a donation to the charity. This is a win-win situation for all involved. Even if you've never registered shareware before wouldn't this be the perfect time to start?

THANK YOU,
Morgan E. Dunn

MORE NOTES:

To install simply double click on setup.exe and follow instructions.
You must keep VBRUN300.dll and QCARDS.dll in the path of spades.exe or in your Windows/system directory.
QCARD.dll courtesy of **Stephen Murphy**.
Artwork on the cardbacks by **Daniel Di Bacco**.

(Upgrades sent via e-mail or if you send me a blank disk.)

OCTOBER 7, 1995 UPGRADES:

(These are upgrades from the previous version date of Spades)

1. Nil Bidding
2. No wild cards option.
3. Big Moe/Little Moe
4. New select card feature
5. Contributors credit list.
6. New bid selection feature (overall less keyboard use required for game)
7. Change in display of books won by each player (a number next to their name)
8. Option to begin a game automatically with last saved players or start a new game with newly created/chosen players and/or opponents.

NOVEMBER 7, 1995 UPGRADES:

1. Sound events
 2. Improved save/load feature to save game rules, options as well as players.
- The only request not addressed to this point: Power levels of opponents linked to their names for user to see. Also still trying to find a way to avoid redrawing the entire screen.