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Spades

For the Nokia Series 60 platform

Manual & User Guide



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1

Introduction

Welcome to Spades

Spades is a fairly modern card game. It is thought to have been developed during the late 1930's in America.

About this Document

This User Guide is intended for use with devices based on the Series 60 platform, including the Nokia 7650 and Nokia 3650. It explains how to use the **Spades** application and, in so doing, it assumes that the reader is familiar with the standard features of their device.

Installation

Installation of **Spades** requires the user to be familiar with their Series 60 device, software and the Windows PC environment. Please consult the User Guide that was supplied with your device for more information.

To transfer **Spades** onto your Series 60 device, send the Spades.sis file from your PC to the device via Bluetooth or Infrared.

To install **Spades** on your Series 60 device, follow the onscreen instructions. Once installed, launch the application by navigating to the resulting icon within the main Menu section, and opening it.

Spades can be removed from your Series 60 device in the same way as standard applications.

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Using Spades

This chapter describes the main features of the **Spades** application and how they are used to play and display the game.

Rules of the Game

The object of the game is to be the first partnership to score an agreed amount of points through bidding and playing tricks.

The Players

The game is played between four-hand partnerships with partners sat across from each other.

The Card Pack

A standard pack of 52 cards is used, ranking from Ace (high) down to 2. Spades are always trumps. Thirteen cards are dealt to each player and each partnership must then make a bid, starting with the player to the left of dealer.

Bidding

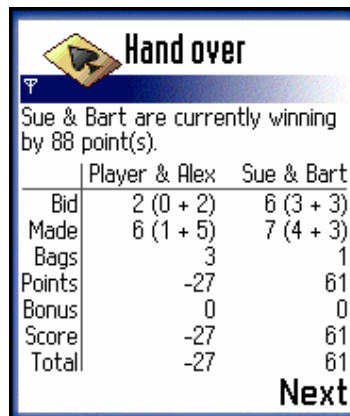
Bids are the number of tricks you expect to win. Each player makes a bid which is then added to the bid of their partner. This determines the number of tricks that the partnership must achieve.

If a player bids to achieve a nil bid, they must not win a single trick. Similarly, if a player makes a blind nil bid it must not win a trick. A blind nil bid can be made when a partnership is 100 points behind, and is in effect offering to make a nil bid without seeing the cards first. If a player accepts a contract for a blind nil bid, they can then exchange two cards with their partner.

Scoring

- If a partnership successfully wins the number of tricks bid, they will receive 10 points for each trick.
- If a team wins more tricks than they bid, they receive an extra point for each extra trick. These extra tricks are also known as “over-tricks” or “bags”. If a team accumulates 10 bags (known as sandbagging) they have their score reduced by 100 as a penalty.
- Any team not achieving the number of tricks it bid, loses 10 points for every trick bid.

Press the joystick to collect the cards, or set Auto Collect Trick from the Preferences. Following play for the 13th trick, the Hand Over score card will be shown. Press the Next button for the next hand to be dealt. If after the 13th trick of a hand there is a winning partnership, a "Game Over" screen is shown detailing the final score and a button for a new game. Press the New Game button to restart.



The screenshot shows a window titled "Hand over" with a spade icon. It displays the following information:

Sue & Bart are currently winning by 88 point(s).

	Player & Alex	Sue & Bart
Bid	2 (0 + 2)	6 (3 + 3)
Made	6 (1 + 5)	7 (4 + 3)
Bags	3	1
Points	-27	61
Bonus	0	0
Score	-27	61
Total	-27	61

Next

Screenshot showing the score card

Suggested Moves

When it is your turn, you can ask the computer to suggest a move by selecting the **Hint** menu option. **Spades** will then demonstrate the suggested move by raising a card. If you wish to play the suggested move, simply press the joystick or select the **Play hint** menu option. If you do not want to play the hinted move, lower the suggest card by using Left, Right or Down with the joystick, and you may now continue as previously.

Reviewing a Game

Taking Back Moves

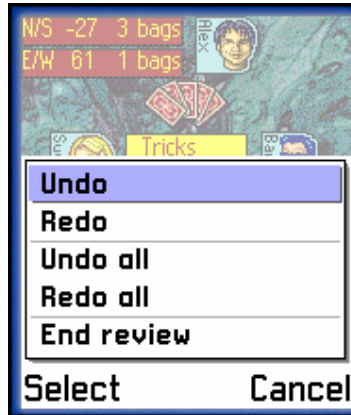
If you wish to undo a move, select the **Review game** menu option. A "Game paused" message is briefly displayed. Select **Undo** to undo your latest move. Select **Undo all** if you would like to undo all moves made since the start of the game. To continue the game, select **End review** menu option. You are now given the option of resuming the game from the **Displayed position**, i.e. from after all the undone moves, or from the **After all moves** position, i.e. from the position before any moves were undone.

Moving Forwards

If you wish to take forward moves once they have been undone, select **Redo**. Select **Redo all** if you would like to take all moves to the last point in the game.

Using the Joystick

Once in review mode, it is possible to use the joystick rather than the menus. Move the joystick left to undo one move, right to redo one move, up undoes all moves and down redoes all moves. The right selection key exits the review mode, leaving the game in a "After all moves" state.



Screenshot showing Review game option

New Game

You can start a new game at any time by selecting the **New game** menu option in the Game list view. If you are in the middle of another game, a warning message is displayed asking you whether you wish to resign the current game. To continue with the current game, press **No**. To start a new game, press **Yes**

When a new game is created you will be asked to choose your opponents. Once completed, select the **Start** menu option to commence the game.

Preferences

Spades offers a number of different preferences to personalise your game.

Winning score

Choose the number of points required to win a game.

Losing score

Choose the number of points lost to lose a game.

Sound

Choose whether you want sound effects or not.

Animation speed

Choose at what speed the animation is displayed.

Collect cards

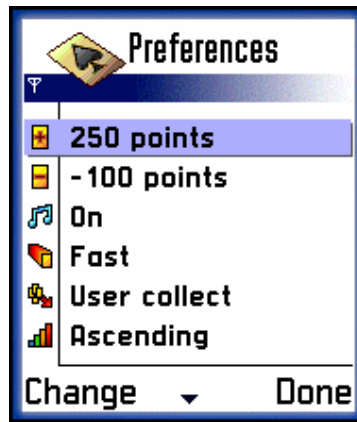
Choose how to collect tricks at the end of a round.

Card order

Choose if you wish to display your cards in ascending or descending order.

Suit order

Choose in what order you wish to display your cards.



Screenshot showing the Preferences screen

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