



Sheepshead, THE Game Set Up

Figure 1 is a screen shot of the Partner Method tab.

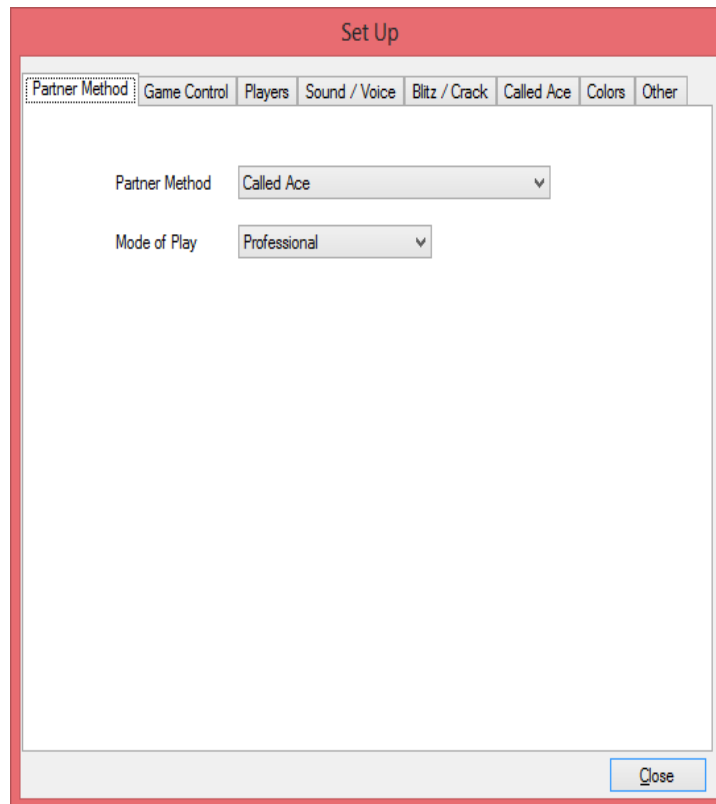


Figure 1

The Partner Method determines how the partner is calculated.

1. Jack of Diamonds – Call Up Before Picking. This method allows the picker to call up to the next jack not in the pickers hand if the picker has the Jack of Diamonds. The picker has to declare the jack before picking the blind. The picker can call a jack that is in his hand and there by go alone. If the picker has all 4 jacks, the picker will go alone.
2. Jack of Diamonds – Can't Call Up. The partner is always the Jack of Diamonds. If the picker is dealt the Jack of Diamonds, he can't call up and will go alone.
3. Jack of Diamonds – Call after picking. The partner will be calculated by the program based on the jacks in the pickers hand after picking the blind.
4. Called Ace. See the rules at www.Sheepshead.org for rules to determine partner.



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There are three modes of play. Professional is the most challenging version of the game. Amateur is a somewhat easier version of the game to win but is still challenging. Select the Beginner mode if you are a learning to play the game. When this box is checked, the game will display how many trump are left, how many points were won on the last trick, the point for the picking team and the points for the opposition team. The game will display what it infers each player to be based on the cards it plays. An (O) indicates an opponent and a (P) indicates partner. Once the partner is shown, the game stops the inference. The inferences are not always correct. The game will also offer suggestions to the player on what his/her play should be.

Figure 2 is a screen shot of the Partner Method tab.

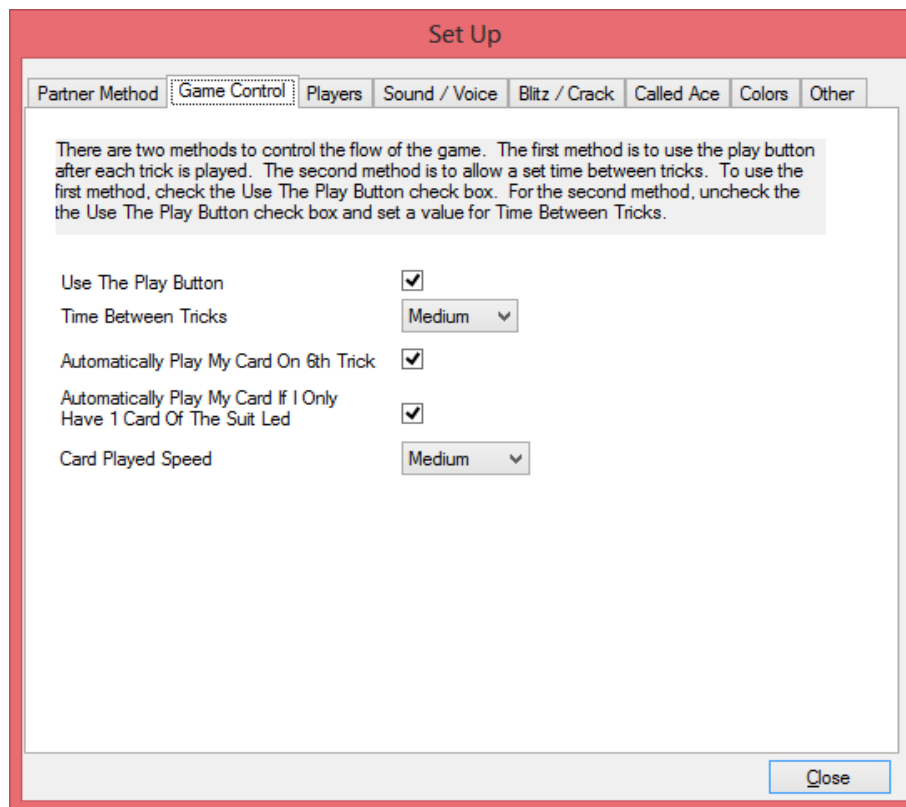


Figure 2

There are two methods to control the flow of the game. The first method is to use the play button after each trick is played.

The second method is to allow a set time between tricks. To control the game using the play button, check the Use The Play Button check box. To allow a set time between tricks, un-check



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the Use The Play Button check box. And then select how much time is allowed between tricks using the Time Between Tricks drop down list box.

To automatically have the game play your card on the sixth trick, check the Automatically Play My Card on 6th trick check box.

If you wish to have the computer play your card when you only have 1 card of the suit led, check the Automatically Play My Card If I Only Have 1 Card Of The Suit Led check box.

The Card Played Speed drop down list determines how fast individual cards are played. Figure 3 is a screen shot of the Players tab.

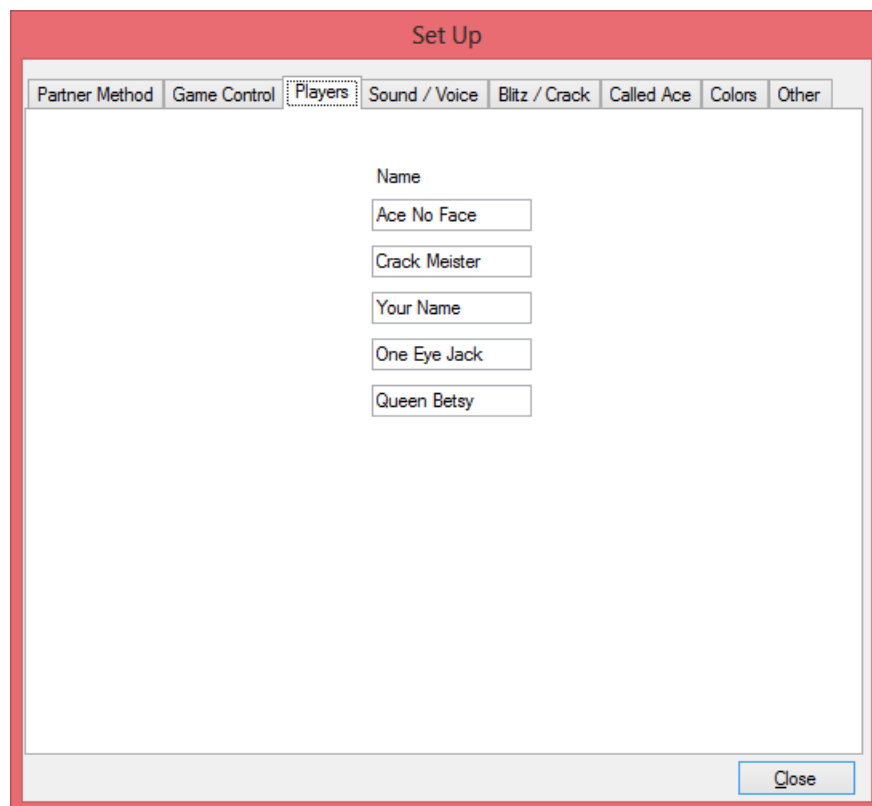


Figure 3

You can change the players names on this window.



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Figure 4 is a screen shot of the Sound / Voice tab.

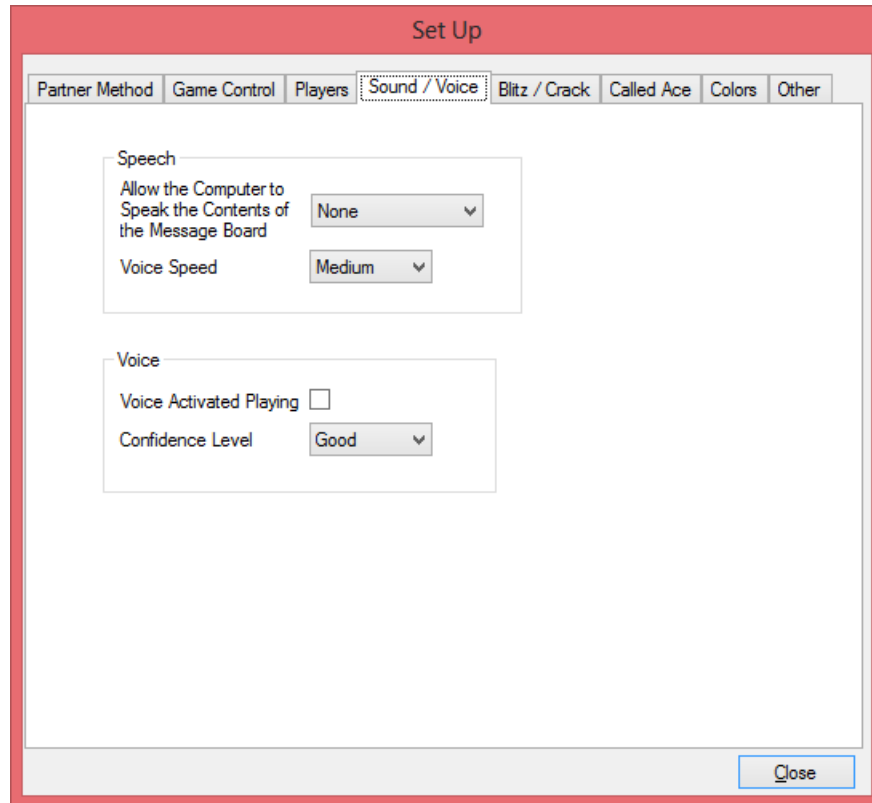


Figure 4

Select an option from Allow the Computer to Speak the Contents of the Message Board drop down list box to allow the computer to speak the contents of the message board. This option is not allowed if the Use The Play Button is not checked.

The Voice Speed drop down list box controls the speed of the computer voice.

The Voice Activated Playing (VAP) check box turn voice activated playing on or off.

The Confidence Level drop down list is used to determine if your spoken commands will be recognized by the computer.

Voice Activated Playing (VAP) is only available if your computer is running the Microsoft Vista on Microsoft 7 operating systems.



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Figure 5 is a screen shot of the Blitz / Crack tab.

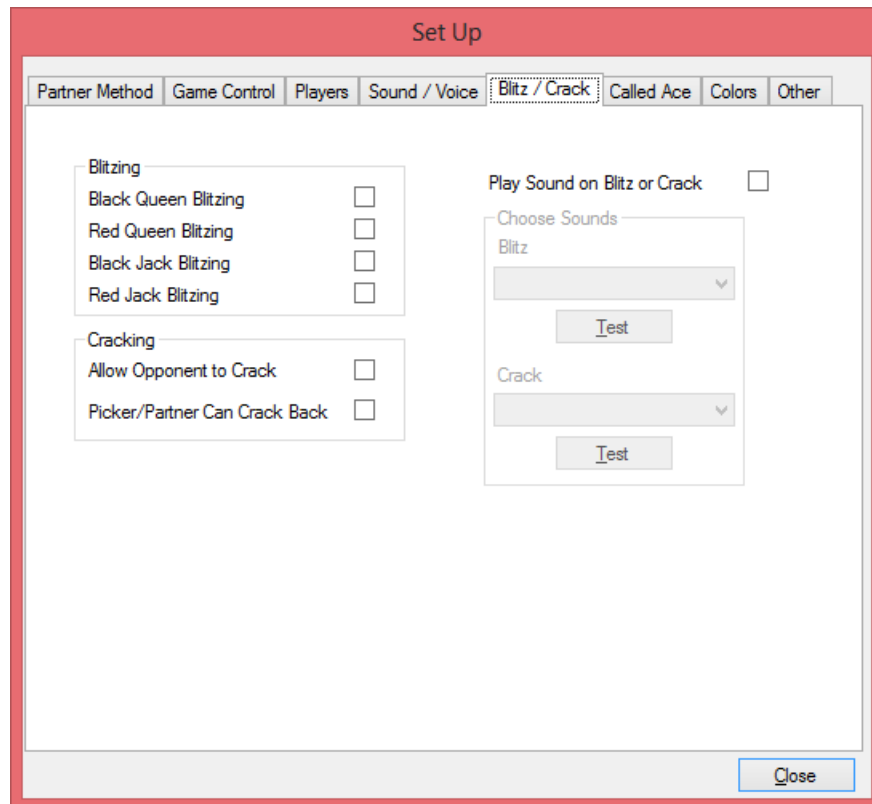


Figure 5

Check the Allow Black Queen Blitzing check box to allow black queens to be blitzed.

Check the Allow Red Queen Blitzing check box to allow red queens to be blitzed.

Check the Allow Black Jack Blitzing check box to allow black jacks to be blitzed.

Check the Allow Red Jack Blitzing check box to allow red jacks to be blitzed.

Check the Allow Black Queen Blitzing check box to allow black queens to be blitzed.

Check the Allow Opponent to Crack check box to any opponent to crack the picker.

Check the Allow Picker / Partner to Crack Back check box to allow the picker or partner to crack back if the picker was cracked.



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If you wish to have the game play a sound when a blitz or crack occurs, check the Play Sound on Blitz or Crack checkbox.

Select a sound to play from the drop down list when a Blitz occurs. Click the Test button to play the sound.

Select a sound to play from the drop down list when a Crack occurs. Click the Test button to play the sound.

Figure 6 is a screen shot of the Called Ace tab.

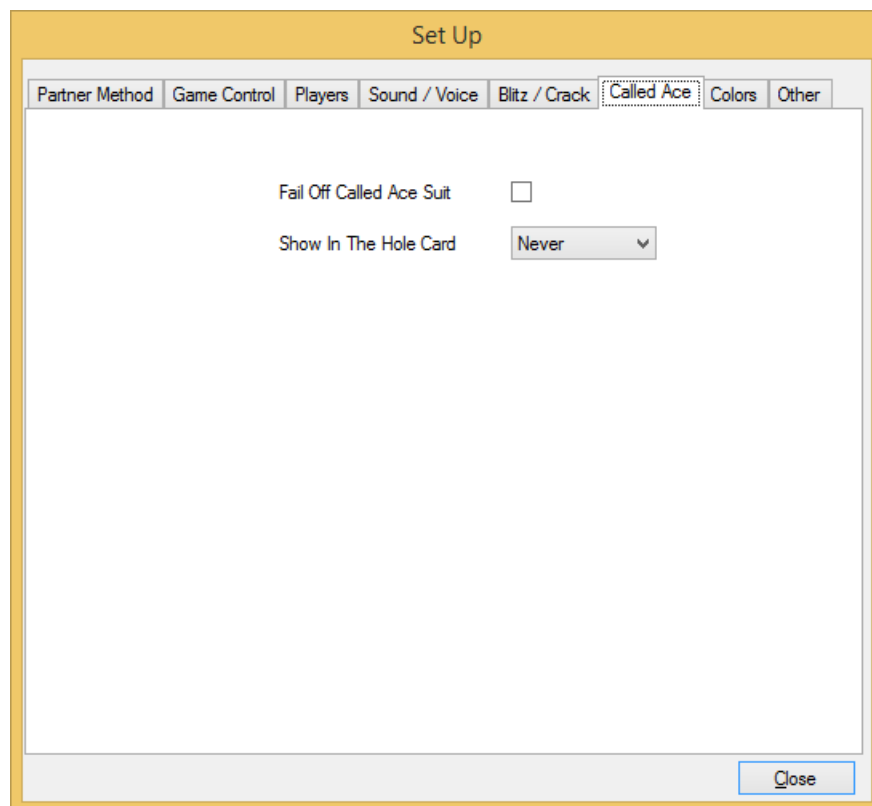


Figure 6

The Fail Off Called Ace Suit determines if the picker can play the called ace suit (if the picker has more than 1 card of the called ace suit) on a lead of a non called ace suit before the called ace has been led. Checking the box will allow the card to be played.



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Show In The Hole Card. There are 3 options to display the In The Hole Card when it is played.
Never. Always display the back of the card
Always – Always display the card face
Trick Taker – Display the card face only if you are the winner of the trick

Figure 7 is a screen shot of the Colors tab.

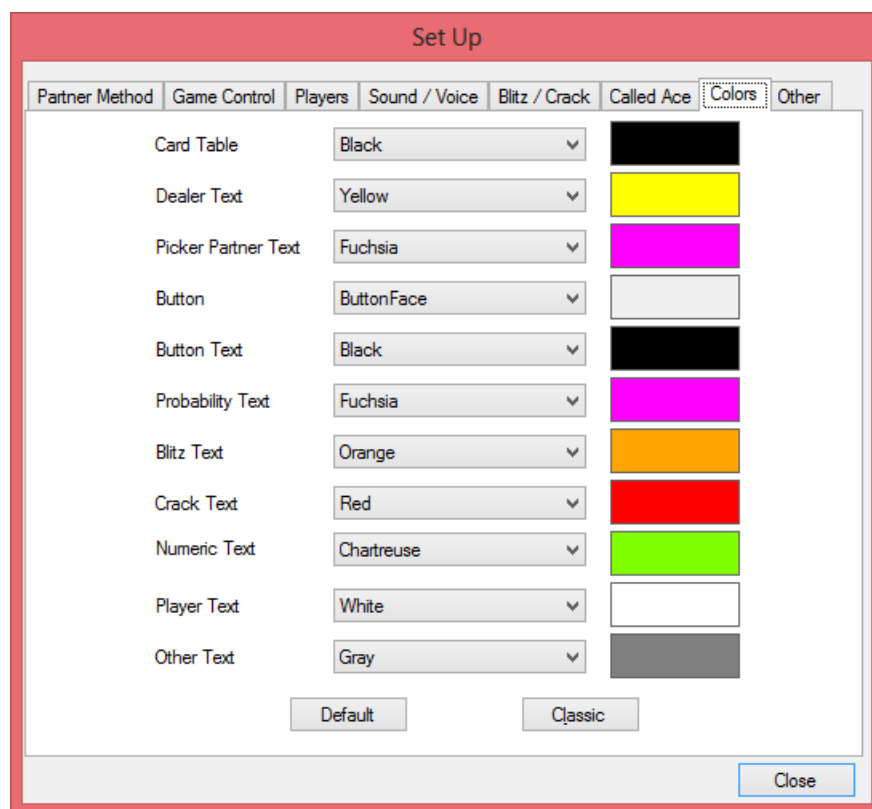


Figure 7

To change the color of the objects listed on the window, click the associated Change button. Select a color and then click OK. Click the default button to restore the colors to the original game colors.



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Figure 8 is a screen shot of the Other tab.

Set Up

Partner Method | Game Control | Players | Sound / Voice | Blitz / Crack | Called Ace | Colors | Other

Go Alone After Picking

Suggest Play

No Picker

Clubs Trump

Hands Per Game

Power Trump

Show Partner

Display Blind

Peek at Discard

Scoring Method

Close

Figure 8

Checking the Allow Picker to Go Alone After Picking check box will allow the picker to go alone after picking the blind.

If you wish to have the game suggest your play, check the Suggest Play check box.

No Picker. Options when all player pass.

- Re-Deal
- Doubler
- Leaster



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If you wish to play the Ace of Clubs through the Seven of Clubs as trump instead of the Ace of Diamonds through the Seven of Diamonds, check the Clubs Trump checkbox.

The Hands Per Game text box determines how many hands are played per game. If the amount is equal to zero, the game will not keep track of game points won.

If the picker has the top two or three consecutive trump and the Power Trump check box is checked, the game will lead trump from highest trump to lowest trump. Otherwise, it leads the high trump in random order. If the opponent has the highest trump and the Power Trump check box is checked, the game will play the highest trump when trump is led. Otherwise, the game uses certain algorithms to determine which trump to play.

Show Partner. There are options to show who the partner is after the partner card is played.

- Never - The game will never show the partner until after the hand is completed.
- Always - The game will display the word 'Partner' next to the player when the player plays the called partner card.
- Ask - The game will display a button that allows to "ask" the other players who the partner is.

If you wish to see the blind is all players pass click the Display Blind check box

If you are the picker as wish to peek at you discards before you play a card on a trick, check the Peek at Discard check box.

Scoring Method.

Standard Method

All Tricks	3 points
91 to 120 pts	2 points
61 to 90 pts	1 point
31 to 60 pts	-1 points
0 to 30 pts	-2 points
No Tricks	-3 points

Double On The Bump Method

All Tricks	3 points
91 to 120 pts	2 points
61 to 90 pts	1 point
31 to 60 pts	-2 points
0 to 30 pts	-4 points
No Tricks	-6 points



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