

Bidding

The following commands must only be used during the Bidding part. The player will automatically receive error messages if he tries to do otherwise.

The bidding ends if all four players pass, or if the other three players pass after a bid, or if there is a capot bid or a coinche (except if the bidder or his partner can "surcoincher").

Command : **CONTRACT**

Parameters : <option> <card suit>

CONTRACT is a command allowing the player to tell how many points his team will get at the end of the game.

The several options are :

- **X** which is the minimum score the team must reach in tricks before the end of the game.
- **capot** meaning that the team must win all the tricks. A **capot** ends the bidding immediately.
- **generale** which means that the bidder must win all the tricks *by himself*.

After the options come the card suits :

- **Hearts, Diamonds, Clubs** or **Spades**

- But you can as well use **TA** (tout atout // all trumps) in which every suit ranks like the trumps is a normal game: J-9-A-10-K-Q-8-7.

- Or **SA** (sans atout // no trumps) which proposes a contract in which there is no trump suit and all suits rank from high to low A-10-K-Q-J-9-8-7.

Numeric Replies :

- ERR_BIDDINGOVER (431 : the bidding step is over.)
- ERR_WRONGTURN (422 : please wait for your turn.)
- ERR_INVALIDOPTION (432 : <option> is not a valid option.)
- ERR_INVALIDCARDSUIT (433 : <cardsuit> does not exist.)

Command : **COINCHE**

Parameters : none

COINCHE ends the bidding immediately *except* if the opposite team decides to *surcoincher*. When a contract is made by an opponent, a player can *coinche* to say that the bidder and his partner cannot hold his contract. It doubles the value of the contract initially made.

Numeric Replies :

- ERR_BIDDINGOVER (431 : the bidding step is over.)
- ERR_WRONGTURN (422 : please wait for your turn.)
- ERR_IMPOSSIBLECOINCHE (434 : coinche cannot be announced until a contract is made.)

Command : **SURCOINCHE**

Parameters : none

SURCOINCHE ends the bidding and can exclusively be used when a *coinche* has already been made. The initial bidder's team announces that they are convinced they still can hold their contract.

Numeric Replies :

- ERR_BIDDINGOVER (431 : the bidding step is over.)
- ERR_WRONGTURN (422 : please wait for your turn.)
- ERR_IMPOSSIBLESURCOINCHE (435 : surcoinche cannot be announced until coinche

is.)

Command: **PASS**

Parameters : none.

PASS is used when the player does not want to bid. It does not prevent him from bidding later until the bidding is over.

Numeric Replies :

- ERR_BIDDINGOVER (431 : the bidding step is over.)

- ERR_WRONGTURN (422 : please wait for your turn.)

Game

Command : **NAME**

Parameters: **<nickname>**

NAME command is used to give user a nickname or change the previous one. This latter is inevitably asked at the beginning of the session.

Numeric Replies :

- ERR_NONAMEGIVEN (401 : invalid syntax : NAME <nickname>.)
- ERR_ERRONEUSNICKNAME (402 : <nick> contains invalid characters or is too long.)
- ERR_NAMEALREADYINUSE(403 : <nick> is already in use)

Command: **MSG**

Parameters: **<msg>**

MSG command is used to send message to all users currently in the game.

Numeric Replies :

- ERR_EMPTYTEXT (411 : no text to send.)
- ERR_COULDNOTSEND (412 : an error occurred during the sending process.)

Command: **PLAY**

Parameters : **<card>**

PLAY is used to play a card during the player's turn.

Numeric Replies :

- ERR_INEXISTANTCARD (421 : <card> is not in your deck.)
- ERR_WRONGTURN (422 : please wait for your turn.)

Command: **LAST**

Parameters : none.

LAST allows you to see the last trick.

Numeric Replies :

- ERR_NOTRICK (423 : the last trick is not available yet.)

Command: **QUIT**

Parameters : *none*.

QUIT is a command which enables a player to leave the table and the game.

Numeric Replies :

- Si un joueur quitte en pleine partie... que se passe-t-il ? Est-ce qu'on met pause et on attend un nouveau joueur en lui donnant la main du précédent joueur ?