COMMON

Command: **NAME**

Parameters: <nickname>

Replies:

* ERR\_INVALIDUSERNAME
* ERR\_ALREADYEXISTS
* SUCCESS

Command: **HAND**

No parameters

Replies:

* SUCCESS

Command: **QUIT**

No parameters.

No replies.

BIDDING PHASE

Command: **CONTRACT**

Parameters: **<score> <color>**

**Score** is the score the team must reach to fulfill their contract.

A score of 250 means a “Capot”.

**Capot** means the team must win all the tricks besides reaching the required score to fulfill their contract.

**Color** can be of one of those types: DIAMONDS, HEARTS, SPADES, CLUBS, AA, NA.

Replies:

* ERR\_WRONGPHASE
* ERR\_BIDDINGTOOLOW
* ERR\_BIDDINGTOOHIGH
* ERR\_INVALIDSCORE
* ERR\_INVALIDCOLOR
* SUCCESS

Command: **PASS**

No parameters

Replies:

* SUCCESS

Command: **COINCHE**

No parameters

Replies:

* ERR\_WRONGPHASE
* ERR\_NOCONTRACT
* ERR\_SECONDCOINCHE
* SUCCESS

Command: **SURCOINCHE**

No parameters

Replies:

* ERR\_WRONGPHASE
* ERR\_NOCOINCHE
* SUCCESS

GAME PHASE

Command: **PLAY**

Parameters: **<card> <color>**

Replies:

* ERR\_NOTINDECK
* ERR\_DOESNOTEXIST
* ERR\_NOTYOURTURN
* SUCCESS

Command: **LAST**

No parameters

Replies:

* ERR\_NOTRICK
* SUCCESS

Command: **ANNOUNCE**

Parameters: **<score> <card>**

Replies:

* ERR\_ISOVER
* SUCCESS

Command: **BELOTE**

No Parameters

Replies:

* ERR\_ALREADYINPROGRESS
* SUCCESS

Command: **REBELOTE**

No parameters

Replies:

* ERR\_NOBELOTE
* SUCCESS