

# FUN FOR ALL LEAGUE PLAYER RESOURCES



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# OK SO I JOINED...NOW WHAT?



We are happy to welcome you to FFA! There are so many questions when you first join, so we have tried to include everything that will help you navigate your way through our league. We sincerely hope you find this useful, whether you are new to FFA or just need to check on something. If you do not find what you are looking for here, then please ask any admin in the room and they will be more than happy to help you. We want your time here to be fun and not overwhelming so we will do all we can to help you settle in.

FFA takes pride in our longevity, and in being one of the few Team Spades Leagues still going strong! We have several members still with us since our inception back in 2002!



## 1. FFA Philosophy and Vision

Our vision is to maintain a friendly, family-oriented team and singles spades league, where sportsmanship is the top priority. We are a ladder that recognizes the friendly yet competitive nature of a spades ladder and encourages that friendly competitiveness; a league where repeated troublemakers or actions not conducive to our friendly atmosphere will be dealt with effectively. By joining FFA, you have chosen to uphold the ideals that make this league unique. Keep it clean, keep it fun, keep it fair, and keep it friendly.

## 2. Joining FFA

FFA strives to be a congenial place for its members and for guests. We invite you as a guest to play as a Pal in any lobby games and try out the league to see if you like us before you join.



## 3. Friends List (Messenger)

- **How to Add/Delete Friends**

On the right side of the room, you will see a list of all the players in the room. Find a teamie and right click on his/her name and you will see an option to "add friend". When you select that, you will see in the chat area in the lobby, the words "/friend (player's name) Group". All you need to do is click enter and the nic will add to your friend's list.

- **Chat Options**



On the Friends list and in the lobby links, you will see “chat options”. There you can select the font style and the color of your chat. There are other options as well, such as showing timestamps, and showing game results in the lobby (Neptune), which, at times, may be helpful.

- **Status**

Everyone assumes if you are in the room and not marked busy, that you are here to play. If you have stepped away you can click on busy, which lets other people see you might not be available. Also, you can click ‘Do Not Disturb’ or ‘Show Offline’. When on DND or offline, you cannot chat privately with other people and they cannot chat with you.

## 4. Symbols and Icons

Paid Yacht Club Members of SHG have the option of adding an Icon in front of their Nic. FFA staff can be recognized by these icons:

- Admins have a green life-saver ring.
- The Head Admin has a blue life-saver ring.
- Tournament Directors have a bell.

## 5. Your Account

In this area you can change your Nic, Email, Password, leave your current team, or opt out of the FFA newsletter. To make any changes you must log in to your account. The link to [“Edit User Account”](#) is on the left side of the FFA main page.

- **Changing your Nic**

You may only change your Nic once a week. If you need to change it again for any reason, ask any Admin to change it for you.

## 6. Finding a Team



Now that you are a member of FFA you will want to consider joining a team so that you can enjoy competing on the team level. When choosing a team, you should consider a few things that will help you make the right decision.

- Are you a daytime or nighttime player? Several teams seem to have most of their players here in the evening and others may be here all day.
- Do you prefer a lot of Alts, or do you just prefer Reg?
- Are you a casual player, or do you enjoy serious competition?
- You can ask in the lobby if any teams are looking for players and you will get a reply. At that point you can chat with that team representative to see if they meet your needs.
- If you are not experienced in Team leagues, please let your new Captain know so they can help you learn the basics.

## 7. Important Links

FFA Main Page <http://ffafunforall.com/index.html> has all the links you will need to navigate the league.

- Safe Harbor Games FFA Room also has important Lobby Links at the top on the room in a drop down. Here you will find, among other links, FFA main page, reporting a loss, and a list of games we play and the rules to those games. There are also FFAS (singles) links, so be careful and use the correct link.



## 8. FFA Rules

You might be thinking...Why should I have to read the rules? They bore me LOL! Even though rules can be tedious it is good to know what you can do and what you can't do. You would, at the very least, be familiar with what is expected in our room. The link to the rules is <http://www.ffafunforall.com/Rules/Rules.html> . Please take a few minutes to check them out.

## 9. What are Stats?

Stats, or statistics, track the number of wins and losses a player, or team, has for both Regular Play and Tourneys. Some players like to reset their stats now and then. This can be done in the account section, on the FFA main page. Admins can also reset stats for a player. Just message an admin and ask them to reset your stats for you.



## 10. Getting Games

Here are some tips on getting a game.

- If you see a teamie not playing, you might want to message them for a game, or ask for a teamie in the lobby. It helps to identify your team name, such as "Any FM teamies here to play on 5?"
- If you don't have a teamie available, then ask for a Pal, or offer to be a Pal for someone else.
- Some teams have group chats where you can find a partner.

## 11. What Games are Played in this Room?

Games we play are listed on both the FFA main page and in the Lobby Links. Here you will find the rules for each game. <http://www.ffafunforall.com/Gamelist/games.html> .

## 12. Navigating the Lobby

- Tables 1, 2, and 75 are used for tournaments and may not be used for games. 1 and 75 are used for hosting and table 2 is the Pal table (more about that later).

- If you hover your cursor on a table where people are playing, you will be able to see the game they are playing and the current score.

### 13. Addying for a Game

- Please have a partner before you sit and advertise a game. You can ask for a Pal in the lobby and they can join you at your table **before** you start advertising. This goes as well if you are joining an advertised game. Please don't hold up other players while you are trying to find a player. Simply ask for a teamie, or a Pal, before you sit to play at the table.
- If someone else is addying the game format that you want to play, please either join their game or wait until their table is filled before advertising your game.
- Your addy should include the league initials (FFA or FFAS), the table number, the format, and the number of hands, if it is not a full game, i.e.
  - a) FFA @ 5 reg ndn. This is an addy for a regular game at table 5.
  - b) If you want to play something other than reg, just describe it after the table number, i.e. FFA @ 5 lowball, 8H, ndn.
  - c) We always put the league initials first because both FFA and FFAS (singles) play in our room.
- Please wait until all players are seated before you thumb up so as to not activate the bots and possibly cause a re-seat. The player in the top left chair will get a pop-up box with the options for games. If you want to play a regular full game, ndn, just click ok. If you want to play something else, be sure to read through all the options and select the ones that apply to the game you want to play. If you are unsure how to set the table, you may pass the options on to the next player.
- Addy examples:
  - a) For FFA (teams) you addy would be: FFA@ (table #) (game name and hands if not a full game) i.e. FFA@@@5 Reg NDN full game.
  - b) For FFAS (singles) your addy would be the same except if would start with FFAS. i.e. FFAS @ 6, Frizz, 8H.

### 14. Starting the Game

- Once everyone has thumbed up and the game has begun, each team must identify themselves so that it is clear when the reports are later posted.
- If you have a Pal, you would note this as well. i.e. Hi All, TN (team name) and Pal (if you have one)
- Please be familiar with the rules regarding Table Talk.  
<http://www.ffafunforall.com/Rules/Rules.html#C15> .
- Once the game is over, one member of the losing team will report (instructions below in How to Report section).
- It is always polite for all players to stay at the table until the game is reported. We require that one member of each team to stay at the table until the game is reported and posted.

## 15. Kibbers

- You may watch any game you like. We do ask that Kibbers do not get involved in any lengthy table conversation and respect the concentration of the players.
- If you are watching a team member play, they may request that the other team allow them to open the cards. All four players must agree. The watcher should not comment on the game or play.

## 16. FFAS

- What FFAS?  
FFAS (Fun For All Singles) is our singles league, which shares this room. There is a Singles Tourney every morning at 9 am. You must join this league separately if you want to play either a singles game or a singles tourney.  
<http://www.myleague.com/ffas/> .



## 17. Pals

- What if you have no teamies in the room? In FFA you may ask for another player to sit with you and play if you do not have a teamie available. You can also Pal for another team. A win or loss would be reported to your team Pal. A Pal for a regular game does not have to be a member of FFA or FFAS. A Pal for a regular sit and play game does not receive a win or loss for the game.
- You may also Pal, or ask for a Pal, for a tournament. A Pal for a tourney must be a member of FFA but does not have to be on a team. The Pal will be temporarily placed on the team he/she is playing with and will be returned to their prior status once the tourney begins. The Pal will receive wins and losses for playing in the tourney.

## 18. How to Report a Loss

- At the end of the game the losing team will report the loss. The losing team will decide which partner will report the loss. One will need to say they will report or (ivr) at the table.
- To report a loss, go to the link at the top of the lobby, under Lobby Links. You will see a drop-down and you will select "Report a Loss". You will be prompted to enter your team name and the winners team name then click "select players". You will see the team names and a place to select the players. Click on each box and a drop-down menu will list all the players on that team. Click the players' names, then go to the next box and do the same thing for the other team's players. If there is a Pal, you would click the listing for team Pal. Put in your name and password in and click submit this loss.
- Now you need to return to your table and let everyone know you have reported the game. You can copy the sentence that appears after you click Report this Loss, which will say something like "GOF challenged PP and lost", or you can say posted or reported.

- It is always a good idea to check and see if the game has been reported properly whether you are the winners or the losers. To check to see if it has been reported, go to the FFA home page, scroll down to Team Roster, and click on your Team Name. There you will find a list of all your teamies. If you keep scrolling, you will see the last 10 games your team played. You should see your game listed there with your opponents and whether you won or lost.
- If there is an error, please contact an admin to fix it.

## 19. The Main Page Explained

**Our league is FFA- Fun for All and our website address is**

<http://ffafunforall.com/index.html>

**On this page you will find:**

- Links to Team Rosters, Standings, and Reporting Losses in the upper middle part of the page.
- Lists of the Admins, Pal Changers, and Tourney Directors.
- View the current day's Tourneys
- Chat Box, FFA Announcements
- Players Site listing
- Look over the page, you will see links to everything you may want or need on both sides of the page.

## 20. Player Conduct

Our Code of Conduct is spelled out in our Rules Section. It is a good idea to read this over and be familiar with it. <http://www.ffafunforall.com/Rules/Rules.html>

## 21. The Lobby

The Lobby is used for getting games, for hosts to advertise tourneys, for people to have friendly conversation and make friends. FFA is a friendly place. We ask that you respect others in the lobby and keep our room a place we all want to visit. Again, please refer to the Code of Conduct as to what you can and cannot do in FFA public areas.

## 22. What is an admin?

An admin is a volunteer that is here to help you and welcome you to FFA. If you have an issue at a game, or need help with changing your nic, or have a question, or there is an issue you need to report, please ask for an admin in the lobby, or PM an admin (green life-saver). Admins are here to help you and to help keep our room friendly.



## 23. Team Captains

- Cappies mentor their teamies, promote team spirit, and are responsible for upholding the league rules and ideals through their leadership.

- Each team has a Captain and usually at least one co-cappy.
- The Cappy is your prime source for information and help.
- Each team has its own specific rules and protocols, so make sure you are familiar with how your team works.
- If you have an issue, your Cappy would be your first Go-To person.
- Cappies can add or remove players from your team.

## 24. Tournaments

Tournaments are held all day long. Please check the tournament schedule on the main page for times and formats. There is also a Tournament Calendar in Lobby Links.

- How to join  
Go to the Tournament registration page. The TC link is posted in the lobby by the host starting 30 minutes prior to the tournament. This page also tells you what game is being played, and the rules for the game.
- How to sign up  
Click on Register. If you are making the team, choose start team. Fill in your username and password then check that you have read rules. Click on Register. Click on the “teams/check in” link and make sure you are listed correctly on the list of teams. If you meant to join someone and started a team instead, you will need to withdraw on the registration page and make sure you check **join** the team when you re-register.
- Getting a partner  
Each team is a bit different as some may have team chat where they find a partner for a game or a tournament. Some people just ask for a teamie in the lobby, or PM a teamie. If you don’t have a teamie available, then just ask for a Pal in the lobby.
- Host Table  
The Host Table is a public area, just as is the lobby. Please make sure you follow the Code of Conduct in any public area. Your Host always has the final decision and you should respect their decisions without argument.
- Tables 1 and 75 are the hosts tables, and Table 2 is the Pal Changer table. These tables are reserved for the tournaments and should not be used for games.
- When you go to table 1 (or 75). You want to kibitz, not sit in a chair. If you sit in a chair, you will not be able to sit at another table to play. Be sure to click on Hide Game under Table tab. This will make it easier to read the chat and see the table assignments.
- When Standings are Up (TC starts), click on Standings on the main tournament page to find out who you play. The team listed at the top of each bracket picks the table & chairs (except for finals). Beside the team name you will see an “I” in a circle. If you click on this, you will see the names of the players.
- Winners report at the host table, i.e. GOF/FM round 1.



- The Host does the reporting, not the players. The host will confirm they have reported the game and post the time. Please do not post any wins to the systems as we do not use any self-reporting tourneys.
- Pal Table
  - a) If you don't have any teamies available for a TC, you may ask in the lobby or by pm for a Pal. If you get a Pal, go to table 2 and ask the changer to move the person who is going to Pal you to your team. That person has to say they agree. When you Pal in a TC, you are moved to that team for the duration of the TC.
- What is a Spur tourney?
  - a) A Spur is an unscheduled TC. It may happen at any time there is not a scheduled tourney, and usually there is only a 15-20-minute advance notice. Other than that, it works the same as a scheduled TC.

## 25. What is the TOC?

The TOC is the Tournament of Champions. If you have won or come in second in any tournament during the previous month, you are qualified to play in the tourney. All players must have qualified to play. Subs may be any player that has not registered in the TOC.

## 26. Issues

From time to time issues can arise and this is why we have admins in the room. Admins are here to help and have volunteered their time to make this room a fun place to play. Please treat all our volunteers with respect.

- Issues during games.
  - a) Please refer to the rules for details. If you have an issue, please ask for an admin to come to your table. They will let you know what to do. Issues can be a misreport or question about the rules, or a glitch, or an issue with other players. Please let the Admins help you.... That is why we are here!
- Issues with other players.
  - a) If you have an issue with another player, please copy all the chat at the table and/or the room and/or pm and send it all to your cappy, with an explanation of what happened and what you have a problem with. Your cappy will then have a chance to talk to the other player's cappy and hopefully resolve the issue. If it is not resolved, you or your cappy, may then elect to forward all the information to admin ([ffafun4all@yahoo.com](mailto:ffafun4all@yahoo.com)). The Admin team will discuss it and let you and your captain know what was decided.

- Issues with the tables
  - a) Creating a debug (dbug} file.
 

If you are experiencing problems, such as a table glitch, please create a (dbgr) Debug file. To do this, make sure you stay at the table. While still at the table hit ctrl alt and D, then save and send this file to [safeharborgames@gmail.com](mailto:safeharborgames@gmail.com) . Include a description of what the problem was, when it occurred and whether anyone was kibitzing you at the time. The more information you provide, the easier it will be for the programmers to solve it.

## 27. Other/ Misc.

- How to make a screen shot
  - a) Hold down the ctrl button and press the Print Screen (prt sc) button. The screen shot will be ready to paste in a word document, or on a sticky note or wherever you prefer. You also may have a Snipping Tool that came with your computer. Please follow the instructions and take note of where you are saving the file.
- How to copy and save a chat
  - a) At the top of your Chat, you will see the word “File”. Click on that and then click on “log chat”. This will record all the chat that happens in that Chat until it is closed, and save it to a file (in my computer, it’s in the documents folder under “Safe Harbor Games” and then “My Harbor Chats”).
- Concerns and suggestions
  - a) Please feel free to send in any suggestions. Please be as specific as possible and include the reasons for your suggestion. There is a link on the FFA main page or you may send it to [ffafun4all@yahoo.com](mailto:ffafun4all@yahoo.com). If you suggestion is for the Tourney Directors, please send it to [ffa\\_htd@yahoo.com](mailto:ffa_htd@yahoo.com) .
  - b) If you're asking for a new game to be added to our games list, be sure to give complete directions on how it's played, and table settings required.
  - c) Please sign it with your FFA nickname.
  - d) Your suggestion will be reviewed, and Admin will respond to you as soon as possible.

## 28. Anything Else

*We have tried to cover everything we can think of but there will always be something unexpected that comes up. If you have any questions, please message any admin in the room and we will do our best to help you.'*

