

BRIDGE 5.0tm

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BRIDGE 5.0 is a bridge-playing program in which the player is joined by a computer partner against two computer opponents. The program consists of two parts; bidding for the contract, and playing out the hand. The bidding in **BRIDGE 5.0** is Standard American, five card major. The program recognizes the Blackwood and Stayman conventions. If you are a bridge novice, we strongly recommend that you first read any of the excellent books on the subject. Artworx also publishes a bridge tutorial, **COMPUBRIDGE**, which is an ideal way to use your computer to learn how to play bridge.

LOADING:

Macintosh:	Insert disk and select the BRIDGE icon.
IBM:	Boot DOS. Insert disk and type: BRIDGE5
Amiga:	Boot kickstart and insert BRIDGE disk when prompted for workbench disk. If computer is already on, insert BRIDGE disk and press the control key and the two 'Amiga' keys simultaneously.
Atari-ST:	Color monitors: select BRIDGE5.PRG. Monochrome: select BRIDGE5M.PRG.
Apple and Atari:	Insert disk and turn on computer.
Commodore-64:	Insert disk, type: LOAD"***",8,1 <Return>

BRIDGE 5.0 "shuffles" the cards by using the random number generator in your computer. This assures you of virtually a limitless number of hands to play. The program starts by displaying the main menu:

Hand Number: (Not used with the Macintosh, Atari-ST or Amiga)
Choose this selection to play a particular hand. You are requested to enter any positive number such as '12' or '102.3' or '998742.33.' As you see, it would take a very long time to play all of the hands available with **BRIDGE 5.0!**

Once you enter the hand number, you will be asked who is the opening bidder. Enter 'S', 'W', 'N' or 'E' and the cards will then be dealt. Each time you enter the same hand number, you will get the same cards dealt to you. You might consider this to be a duplicate bridge option since it allows another player to play the same hand as you.

Set Up A Hand: (Macintosh, Atari-ST and Amiga) This option allows you to set up a pre-determined hand by using the mouse to point and click on the cards for each player. The cards do not have to be selected in any particular order; the program will sort them for you. When done playing, you can save that hand onto your disk by using the **Save Hand** option.

Load/Save Hand: The mouse-driven versions of **BRIDGE 5.0** allow a hand to be saved directly to disk. Save a hand after play (or after quitting, claiming or conceding the hand) but **before** a new hand has been dealt. When loading a hand, make sure that the appropriate disk is in the disk drive. For those versions which do not use a "file selector", make sure that you type in the proper identifier for the file. We strongly suggest when using this option, that you format your own disk and use that disk for saving hands. **Do not** save a hand directly to the **BRIDGE 5.0** disk.

Opening Hand: By selecting this option, you will be dealt a hand which has at least 13 high card/distribution points. Some versions of the program will give you the additional choice of selecting a minimum of 13, 17 or 22 points. Use the mouse to point and click on your choice.

Play: Select 'Play' if you do not want to use the other options. You will be dealt a hand at random.

Quit: Select 'Quit' to end your **BRIDGE 5.0** session.

BIDDING: Once the cards are shuffled and dealt, your hand (SOUTH) is displayed, ordered and sorted into suits. To enter a bid from the keyboard, a two-character format is used in which the first character is the level of the bid, and the second character is the suit abbreviation (use UPPERCASE); i.e., '1C' represents a bid of one club, '4S' is a bid of four spades, etc. If you are using a version of the program utilizing a mouse, simply move the mouse to the desired bid components and click. To pass, input either a 'P' or type the word 'PASS'. To bid in notrump, follow the bid level with 'NT'; i.e., '3NT' for a bid of three notrump. Bids may be doubled by entering 'D' or 'DBL'. Doubled bids cannot be redoubled.

Auto Bid mode: If desired, you can have the computer make a bid for you! For the keyboard versions of **BRIDGE 5.0**, simply press the Return/Enter key when it is your turn to bid. For the mouse versions, simply point and click on "AUTO" in the control panel.

The bidding in **BRIDGE 5.0** is Standard American with five card major opening bids. The Stayman convention is used in response to 1 notrump opening bids and the program also responds to the Blackwood convention.

PLAY: During play, your hand (SOUTH) is displayed along with the dummy's hand. The display will also show the bid, the current trick count for WE and THEY and, depending on the computer, the hand number.

Use the same procedure for selecting cards to play as in bidding. To play the king of spades, type (in UPPERCASE) 'KS'; the ten of hearts would be 'TH' and the three of clubs is '3C'. If you are using a mouse, just point to the card to be played and click.

Auto Play mode: As in bidding, an AUTO mode is available so that you can have the computer select a card to play. Just press the Return/Enter key when it is your turn to play. For the mouse versions, simply point and click on the "AUTO" box.

You may wrap up a hand during play by entering one of the following commands when it is your turn to play a card:

QU - (Q)uit terminates hand without affecting score.

CL - (C)Laim ends play and awards *all* remaining tricks to WE.

CO - (C)Oncede ends play and awards *all* remaining tricks to THEY.

If you have a Macintosh or Amiga, these commands are accessed by clicking on the menu bar. For the Atari-ST, these commands will be displayed by clicking the **right** mouse button.

SCORING: BRIDGE 5.0 automatically keeps track of scoring. The score is shown after each hand with total cumulative points for WE and THEY shown at the top left and top right respectively. The score is reset to zero after a rubber is completed (Macintosh users must click the 'close box' on the top left corner of the scoreboard window to continue).

OTHER ITEMS: Interesting hands may be replayed by answering (clicking) **'Y'** to prompt: **'REPLAY HAND (Y/N)?'** at the end of each game. In some versions of the program, when replaying a hand, you will be given the option of switching any player's cards with another.

The **Amiga** version utilizes synthesized speech. This can be turned on or off by selecting **Speech** from the menu bar. You can also exit the program by clicking the 'close gadget' square in the upper left corner of the **BRIDGE 5.0** window. During play, a 'table top' will appear on the screen; it can be 'dragged' anywhere on the display.

The **Atari-ST** disk contains two versions of **BRIDGE 5.0**. One for color monitors (BRIDGE5), and one for monochrome monitors (BRIDGE5M). When using the color monitor, you **must** be in **medium resolution**.

Some **IBM** compatible computers having *monochrome* displays do not properly handle the color information in **BRIDGE 5.0**. If the display looks as though something is missing, enter the letter **'C'** as your menu selection. The program display will then toggle from color to black and white.

Credits: Robert Hommel converted the program to the Macintosh. The Macintosh version was compiled using Zedcor's ZBasic Compiler. Chris Barrett and Craig Smith did the Amiga conversion. The Amiga version was compiled using the Absoft BASIC Compiler. The Atari-ST version was compiled using the LDW BASIC Compiler.

Notes

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