BRIDGE 4.0^{tm}
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BRIDGE 4.0 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. BRIDGE 4.0 "shuffles" the cards by using the random number generator in your computer. Some versions of the program will require the user to enter a "seed" number to start the random sequence. Using the same "seed" value will produce an identical sequence of cards -- use this to replay interesting hands at a later date. Since all hands are computer-generated, you are assured of virtually a limitless number of hands to play.

LOADING:
Atari (8-bit):	Insert disk and turn on computer.
Atari-ST:	Boot BASIC (be sure you are in medium resolution). Load and run 'BRIDGE'.
Apple:	Insert disk and turn on computer.
Commodore:	Insert disk, type: **LOAD"*",8,1** ‹Return›
IBM:	Boot system. Insert disk and type: **BRIDGE** ‹Enter›
Macintosh:	Insert disk and turn on computer, or select **BRIDGE** icon.

BIDDING: Once the cards are shuffled and dealt, your hand (SOUTH) is displayed, ordered and sorted into suits. To enter a bid, 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; 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.

BRIDGE 4.0 incorporates the main ingredients of Goren's point-count bidding system. Your partner (NORTH) will open with a bid of one in a suit if that hand contains a minimum of 13 high card points. An opening bid at the two level shows at least 22 points. NORTH will open with one notrump if the hand contains between 16 and 18 points with even suit distribution. NORTH will respond to your opening bid as follows: A simple rebid in your suit ('2H' to your opening '1H') indicates a hand containing less than ten points but with support for your suit. A one notrump response indicates six to nine points with little support in your suit. A simple overcall ('2D' to your opening '1H') indicates a hand with at least ten points and strength in the suit bid. A jump bid in your suit ('3H' to your '1H') shows a hand with good support in your suit and at least 14 high card points. A jump shift ('2S' to your '1D') shows more than 18 points.

After the opening bid and rebids, it becomes more difficult to extract information

from your partner. In general, NORTH will attempt to find the best suit for the partnership. If you open a second suit, NORTH will do its best to select the suit which is strongest for the partnership; it will either rebid its suit, support either of your suits, bid notrump, possibly open a second suit, or pass. Also, NORTH has been programmed to respond properly to the Blackwood Convention. Enter a bid of '**4NT**' to begin the Blackwood sequence.

Bidding is completed after three successive passes. The program then determines the winning contract and the declarer of that contract. A review of the bidding is shown for your information. When you are ready to play, press the <Return/Enter> key or click the mouse.

PLAY: During play, your hand (SOUTH) is displayed along with the dummy's hand. The display will also show the bid and current trick count for WE and THEY. Use the same procedure for selecting cards to play as in bidding. To play the king of spades, type '**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.

You may terminate a hand during play by entering one of the following commands when it is your turn to play a card:
>   **QU** - (QUit) terminates hand without affecting score.
>   **CL** - (CLaim) ends play and awards all remaining tricks to WE.
>   **CO** - (COncede) ends play and awards all remaining tricks to THEY.

If you have a Macintosh, these commands are accessed by clicking the BRIDGE MENU. For the Atari-ST, these commands will be displayed by clicking the <u>right</u> mouse button.

SCORING: **BRIDGE 4.0** 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 should 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 most versions of the program, when replaying a hand, you will be given the option of switching any player's cards with another.

   At the start of the game, the Macintosh, Atari-ST and Amiga versions of the program will offer the option of being dealt opening hands all of the time. If you select 'YES', every hand that you get will have at least 14 high card and distribution points. Selecting 'NO' will give you whatever cards you would normally get from a random deal.

   Atari 520ST users who do not have TOS in ROM will have to make enough room for BASIC <u>and</u> **BRIDGE 4.0** by clicking <u>off</u> the buffered graphics feature from the RUN window before loading the program.