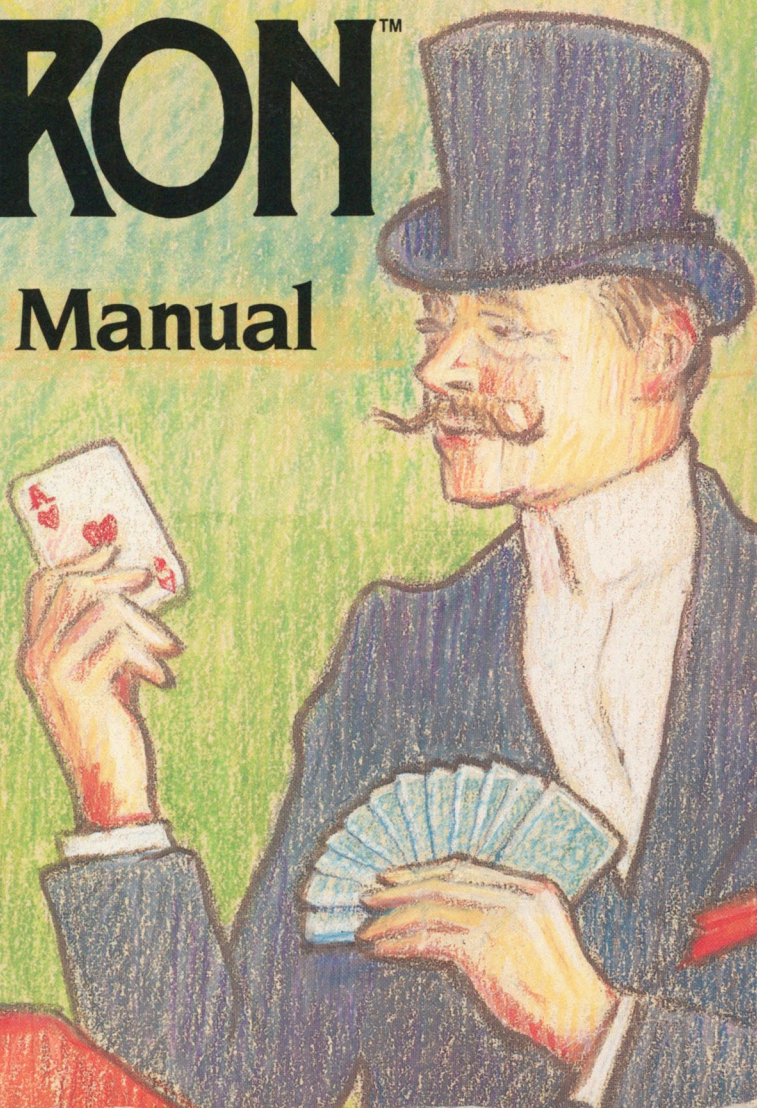


TOM THROOP'S

Bridge BARON™

User's Manual



Welcome to the Bridge Baron!

Bridge players at any skill level, novice or expert, can now improve their bridge and enjoy the nation's prizewinning computer bridge program.

Dear Bridge Enthusiast:

Congratulations on deciding to purchase the BRIDGE BARON—the WINNER of the First Computer Bridge Tournament and the finest computer bridge playing program available.

You will have hours of fun with the BRIDGE BARON, but best of all, you now have assured yourself of many years of the best bridge programs, since Great Game Products is dedicated to providing you the very best in computer bridge software through continuing research and development.

After many years of creating good computer bridge algorithms, I am proud of the BRIDGE BARON, which is the strongest program available for the popular microcomputers. The BRIDGE BARON, efficiently written in approximately 1200 lines of code, has handily defeated a 30,000 line main frame program under development at Bell Laboratories.

The BRIDGE BARON offers you the opportunity to practice just your bidding, just your play, or both. Further, any deal can be "redealt" at any time allowing you a chance to rebid and/or replay the hand or compare your bidding/play with your arch rival!

In versions for some machines you may compare your play to that of the computer by, for instance, having the computer bid and play the hand you first bid and played.

If you have any questions or comments about the program, as well as any desired features for future releases, please let me hear from you.

Meanwhile, happy bridging!

Thomas A. Shroop

**For the Apple II Family
For the Commodore 64
For the IBM PC Compatibles**

**Requires 48K and
One Disk Drive**

**Tom Throop's
BRIDGE
BARON™**

VERSION 1.0



**Great
Game
Products**

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A Word About Computer Bridge.

BRIDGE BARON is recognized by bridge experts as the best computer bridge game available. However, the development of computer bridge is still in its infancy, and even BRIDGE BARON will not always find the best play or even a good play.

Most bridge players will learn a great deal from the experience of playing against BRIDGE BARON: Not only is a game with the BRIDGE BARON enjoyable—it is an opportunity to improve your bridge game by practicing your skills against an always willing opponent.

You have purchased Version 1 of BRIDGE BARON, which we expect to follow up with more advanced versions. By filling out and sending in the warranty card that came with the BRIDGE BARON package, you will qualify for substantial discounts on future versions. We invite and welcome your comments.

Introduction

Tom Throop's BRIDGE BARON is a complete bridge playing program that allows you to bid and play hands with your computer. You bid and play the South cards, while the computer bids and plays the other hands as necessary. After the bidding, you may be the declarer or one of the defenders.

The deals you bid and play are normally generated by the computer's pseudo random number routine, although you may enter your own specified deals for bidding and/or play. The computer can generate more than one million different deals, more than enough to provide you with many hours of enjoyment. Any deal created by the program's random number routine can be "redeal" at any time.

There are three ways you may wish to play BRIDGE BARON:

1. Bid and play the deals,
2. Bid only, or
3. Play only.

OPTION 1:

You may, as South, both bid and play the deal. During the bidding, you bid your cards while BRIDGE BARON bids both for your partner and for your opponents. After the bidding is concluded, if you become the declarer you play the North-South cards while the program defends with the East-West cards. If North becomes the declarer, the hands are rotated two positions and you play the deal as though you held North's cards. If East or West becomes the declarer, BRIDGE BARON plays as declarer the East-West cards and also plays the North cards as the other defender.

OPTION 2:

You may, as South, practice and improve your bidding by having BRIDGE BARON bid as your partner. At the end of the bidding, the program will ask if you want to play the deal. Answer by entering N if you wish to bid another deal, or enter Y to play the deal.

OPTION 3:

You may, as South, practice and improve your declarer play by playing out deals where you are declarer. In this option you are given the stronger pair of hands. BRIDGE BARON suggests to you a recommended contract to play; if you wish you may specify a different one.

Getting Started

Loading Instructions—Apple II computers

BRIDGE BARON will run on any Apple II computer with 48K or more of memory. Turn the computer off, then insert the diskette into drive #1. Turn the computer on, and the program will automatically load in. On initial load, the program will present the option screen.

IMPORTANT: To run on Apple II computers with less than 128K of memory, BRIDGE BARON requires access to the BRIDGE BARON diskette during game play. Be sure to leave the diskette in the disk drive. If you have a full 128K of memory (any Apple IIc or an Apple IIe with auxiliary memory), you may remove the diskette from the drive after initial boot.

Loading Instructions—IBM PC or compatible computers

BRIDGE BARON will run on any IBM PC computer with 128K or more of memory. To create an Automatic Booting BRIDGE BARON disk, follow this one-time procedure: Boot your system disk. At the "A>" prompt insert your BRIDGE BARON disk in drive B, leaving the system disk in drive A. Now type "B:SETUP" and press RETURN. When the drives are through running, you will have an Automatic Booting BRIDGE BARON disk.

To load your Automatic Booting BRIDGE BARON disk, first insert the diskette into Drive A. Reset the computer (hold down Ctrl and Alt and press Del). In a few seconds the program will be loaded in. If you wish, you may remove the diskette from the drive after booting is complete and the busy light on the disk drive turns off.

After the program is loaded in you will be asked to select Monochrome, RGB, or Color display. Press M, R, or C. The game is identical on any type of display, but the Monochrome graphics are smaller and somewhat plainer than the RGB/Color graphics.

Loading Instructions—Commodore 64 computers

BRIDGE BARON will run on any Commodore 64 with disk drive. Turn on the disk drive, then turn on the computer, then insert the diskette into the drive. Type LOAD "BB", 8 and press RETURN. A loader program will be read from the diskette. Then type RUN and press RETURN. A title screen will appear while more of the program is being loaded from disk. You must leave the diskette in the disk drive after loading, because the program will need to access the diskette during play.

Option Screen

The option screen allows you to select from several options. When the program is first loaded in, the options RANDOM DEALS, BID AND PLAY, SOUND ON, and PRINTER OFF are in effect.

Pressing the U key will allow for USER ENTERED DEALS. In this mode the computer will prompt you to enter the cards. **Pressing the R key** selects the RANDOM DEALS option. In this mode the computer asks you to select a deal number, and the computer will deal out the hands. The same deal number will always result in the same hands.

Pressing the B key will change the bidding option. The option BID AND PLAY always allows you to participate in the bidding, and then gives you the choice of playing out the hand afterwards. The PLAY ONLY option is for practicing declarer play. There is no bidding process when using this option, and you will always be playing as declarer.

Pressing the S key will change the sound option. The sounds in BRIDGE BARON occur when a card is played or when an improper entry is made. If you do not wish these sounds, press the S key and the SOUND OFF option will be in effect. To restore the sounds, simply press the S key again.

Deal Selection

If you select random deals, you will be asked to enter a deal number. BRIDGE BARON will suggest a deal number, which will be deal #1 when the program is first booted. At other times it will be the number of the previous deal plus one. You can accept this suggestion by simply pressing return. If you type in a number instead of pressing RETURN, then the number you

type will be the deal number selected. Type in a number in the range 1 to 1,048,575. If the same deal number is typed in later, it will result in the same cards being dealt to the same hands.

If you select USER ENTERED DEALS, the computer will prompt you to enter the hands for North, East, and South. The remaining cards will be placed in West's hand. Follow the instructions at the bottom of the screen. A User Entered deal is always identified as deal #0 on the bid and play screens.

Bidding and Playing the Deal

Determining the Contract

When the BID AND PLAY option is in effect, you may determine the contract in one of two ways. The computer asks you if you WISH FULL BIDDING? Enter Y for yes if you want to participate in the round of bidding. Enter N for no if you would rather specify the contract, the declarer, and the opening lead.

Specifying the Contract and Opening Lead.

By answering N to FULL BIDDING, you can shortcut the bidding process or force a particular contract you wish to play. You will also be allowed to specify the opening lead, if you wish to. If you want the computer to choose the opening lead, simply press RETURN when asked to enter the opening lead.

Entering Your Bid.

If you select FULL BIDDING, then the dealer will open the bidding. The dealer will be selected at random for each deal (or specified by you for a USER-ENTERED deal). The program will bid for all players but you, and will stop when it is your turn to bid. Enter "P" or "PA" for pass, "DB" for double. Redoubles are not allowed in BRIDGE BARON. To bid a suit or notrump, type the number of tricks followed immediately by a letter. For example, 2H for two hearts or 3N for three notrump. When the bidding is over, you will be allowed to rebid the same hand if you wish. You cannot specify the opening lead if you select FULL BIDDING.

NOTE: If a contract has been doubled, an asterisk (*) will appear next to the bid when displayed on the game screen. For example, 4H* means four hearts doubled.

Entering Your Play

Whenever you are the declarer, and it is time for a play from dummy (North) or declarer (South), the program will stop and ask you to select a card. When you are on defense, the program will play all of the other hands but will stop when it is your turn to play. Type in a card from the appropriate hand, using the notation described below, then press RETURN. Whenever you are required to follow suit and have only one card left in that suit, the program will make the play for you. If you designate a card that is not in your hand or is not a legal play, the program will instruct you to try again.

ESC Key (F1 Key on Commodore 64)

If you wish to stop in the middle of bidding or playing a deal, you may press the ESC key whenever it is your turn to make a bid or play a card. This will end the current deal prematurely and you will be asked if you wish to replay the current deal or select another deal.

PEEK Key (CTRL-P)

If at any time during the bidding or play, you wish to PEEK at the hands not visible, you may press CTRL-P and all hands will be displayed. Pressing CTRL-P again will hide all hands except yours. During play (after the opening lead) dummy's hand is also visible at all times. If you wish all hands to be visible at all times, simply press CTRL-P at the beginning of the deal.

Keeping the PEEK option off allows you to see just what you would see in an actual bridge game, and is recommended when you play a deal for the first time. Keeping the PEEK option on, you will see all four hands at all times, as in a bridge column or book. This mode is recommended when you wish to replay a deal and study the bidding and play by all four hands.

REVIEW Key (CTRL-R) (Apple II computers only)

If you wish to see a REVIEW of the cards already played during the current deal, press CTRL-R when it is your turn to play a card or when you are prompted to press the SPACE BAR. If the PRINTER ON option is in effect, the review is always printed out on the printer, and may or may not appear on the video screen, depending on the type or printer equipment you have attached to your Apple.

Summary Printout

Apple owners who have a printer connected to their systems may get a

printout of the deal just completed by answering "Y" when they are asked if they "WISH PRINT SUMMARY?" The deal of the cards, the bidding, if any, and the play of the hand will be printed out.

IBM owners who desire a printout may press the **PrtSc** key if they are playing using the Monochrome screen. The Commodore version has no printout feature.

Notation

The thirteen cards in each suit are identified as A, K, Q, J, T, 9, 8, 7, 6, 5, 4, 3, and 2. The four suits are designated by S, H, D, and C. A play is designated by giving the rank of the card followed by the suit, such as KH for the King of Hearts and TD for the Ten of Diamonds (note especially to use "T" and not "10")

Bidding Summary

BRIDGE BARON employs a Standard American style of bidding, based on strong opening 1NT bids (16–18 high card points), five card major suit opening bids in first and second position, strong opening 2-bids (22–24 high card points for 2NT opening bid, 22 or more total points for opening 2 of a suit, or 21 if a seven card suit).

In terms of bidding conventions, BRIDGE BARON plays the Stayman, Blackwood, and Gerber conventions. The Stayman convention (that is, a bid of 2C in response to partner's 1NT opening bid) is used to look for a 4-4 major suit fit. The Blackwood and Gerber conventions are used to ask for aces and kings when thinking of bidding a slam. A 4NT bid is always Blackwood. A jump to 4C in response to partner's opening 1NT, 2NT, or 1 of a major suit, or after a trump suit other than clubs has been agreed upon, is Gerber. In response to the Blackwood 4NT bid, a response of 5C shows no aces, 5D one ace, etc. The Blackwood bidder then bids 5NT if he is interested in kings, and the responder shows his kings in the same manner. In response to the Gerber 4C bid, a response of 4D shows no aces, 4H shows one ace, etc. The Gerber bidder then bids 5C if he is interested in kings, and the responder shows his kings in the same manner.

The program knows both takeout and balancing doubles. It is rather cautious with its penalty doubles. Redoubles are not used, because there are many different types of redoubles, each with different partnership understandings as to what is meant. Similarly, the BRIDGE BARON does not employ cue bids in arriving at a game or slam contract, which again are subject to various different partnership understandings.

With regard to the most frequently occurring bids, the point and suit requirements for the BRIDGE BARON are as follows:

Opening Bids

Points	Bid
13 with 5 card major	1 of major
13 without 5 card major	1 of minor
16-18	1 NT
22-24	2 NT
25 or more	3 NT
] with No Trump distribution	
23 with 5 card suit	2 of suit
22 with 6 card suit	2 of suit
21 with 7 card suit	2 of suit

Responses to opening bid of one of a suit

6-9 with NT distribution	1 NT
13-15 with NT distribution	2 NT
16-18 with NT distribution	3 NT
6-18	1 of higher suit
10-18	2 of lower suit
19 or more	Jump in new suit

Responses to opening bid of one of a suit

6-9 with trump support	Single raise
13-16 with trump support	Double raise
17 or more	Gerber 4C for aces/kings

Responses to opening bid of 1 NT

8-9	2 NT
10-14	3 NT
Combined points greater than 30	Gerber 4C for aces/kings
Less than 9 with 5 card major	2 of major
9 with 5 or 6 card major	3 or 4 of major
8 with 4 card major	Stayman 2C bid

Overcalls and takeout doubles of 1 of suit

16-18 with NT distribution	1 NT
13 with 5 card suit	1 or 2 of suit
13	Double

Overcall and takeout doubles of 1 NT

13 with good suit	Overcall
16-18 with NT distribution	Double

NOTE: NT bids are based on notrump points; that is, 4 for each ace, 3 for each king, 2 for each queen, and 1 for each jack. Suit bids are based on total points, which are notrump points plus 3 for a void, 2 for a singleton, and 1 for a doubleton.

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If, during the period of ninety (90) days from the date of original purchase, a defect should occur in disk, it may be returned to Great Game Products for exchange after verification of the alleged defect. The purchaser's remedy in the event of a defect is limited to replacement of the defective disk as provided above. Should a defect occur after this ninety (90) day period has elapsed, replacement will be made by Great Game Products under the same conditions for a charge of \$5.00.

To establish proof of original ownership, please complete and mail the enclosed warranty card to Great Game Products within ten (10) days of the date of purchase.

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A Brief History of Bridge

From the Italian Tarot cards of the Venetians, who tradition tells us got their illustrated Chinese playing cards via either Niccolo or Marco Polo in the 13th century, through the early 16th century game of whist, the game of bridge has had an interesting genealogy.

Whist, with its rules finally codified in 1742 by Edmond Hoyle, was an enormously popular amusement for over three centuries. In France in the 1880s, the older game evolved into bridge-whist which introduced the elements of having a dummy, the dealer's side nominating trump, and the right to double.

Bridge-whist had a short life; in 1904 the auction principle was introduced, reportedly by the British colonials in India, adding the competitive feature of bidding resulting in auction bridge.

Meanwhile, the next major addition to the game took place in France where the game of *plafonde* made each side bid to the "*plafonde*", or ceiling. In 1925 yachtsman, Harold S. "Mike" Vanderbilt married the main virtue of *plafonde*, that one could not score a game or slam unless one bid it, with the basic game of auction bridge. He also increased the premiums and penalties to high numbers and rounded them off to the decimal system for ease of scoring. Thus, he created the modern game of contract bridge.

Vanderbilt tested his new game on three friends during a 10-day cruise from California to Havana during which they fine-tuned the scoring. Within two years of their return, the new game of contract bridge swept the world, replacing the older auction version.

In 1929, the American Auction Bridge League eliminated the word "Auction". And aided by the promotional skills of Ely Culbertson, "Contract" bridge made headlines all over the world. Ely Culbertson developed the honor-trick method of hand evaluation and a complete bidding system built around the honor-trick evaluation.

The next major enhancement, a refinement of the honor-trick method of evaluation, was developed by Charles Goren in collaboration with William Anderson in the early 1930s. This became known as the Goren Point Count System, around which Goren designed his complete bidding system, still commonly referred to as "Standard American Bidding". Subsequently, other bidding systems, such as the Roth-Stone, Kaplan-Sheinwold, and Schenken/Precision Club have been created, these still built upon the Goren Point Count. Today, almost all players use one of these bidding systems, or a combination thereof, as a basis for their bidding.

In 1984, over 50 years later, Thomas Throop has forged a new bridge frontier with his computer version of the Bridge Baron, a complete game of bridge offering random deals. Like its predecessors this computer bridge game will continue to evolve, always moving toward "The Perfect Game".