

Bridge 7.0tm

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MS-DOS version

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Bridge 7.0 is the latest release in a long line of bridge playing programs published by Artworx. You and your computer partner are joined by two computer opponents in playing contract bridge, duplicate bridge or the game that started it all, whist. The program consists of bidding for the contract, and playing out the hand. The bidding system used in the program is Standard American, 5 card major. Bridge 7.0 recognizes the Blackwood and Stayman conventions and allows you to choose either weak or strong 2-bids. If you have an EGA or VGA graphics card, you will see full color digitized card graphics. The program will respond to mouse or keyboard input. The screen layout has been optimized, building on years of experience and user suggestions, to be clear, logical and natural to use. You will find that a minimum of keystrokes or mouse button clicks are needed to enjoy all of the features that Bridge 7.0 provides. We have even added to the realism of the program by adding digitized speech in the bidding, with each player having their own personality.

Loading and Hard Disk Installation

Bridge 7.0 is supplied on either 5-1/4" high density (1.2M) or 3-1/2" double density (720K) disks. The program can be run from the floppy disk or from your hard drive. There is an INSTALL program on each Bridge 7.0 disk. Insert the Bridge 7.0 Disk #1 into your floppy drive and log onto that drive. Then type: **INSTALL** <Enter>. Repeat this procedure for each Bridge 7 disk. The program will create a sub-directory on the C drive called BRIDGE7. *[To manually install the program onto your hard drive, create a sub-directory for the program, log into that sub-directory and then copy the Bridge 7.0 disk(s) using the DOS XCOPY command. Note that the Bridge 7.0 disk(s) contain two sub-directories called CARDS and BIDS. To ensure that the contents of these sub-directories are copied properly, use the /S switch when using XCOPY. If you are copying the disk(s) from drive B, the command will look like this: XCOPY/S B:.*]*

Any new information regarding the program can be found in a file called README.TXT on the program disk. To access this file, use the DOS **TYPE** command.

If you run the program from the floppy disk, log onto the drive and type: **BRIDGE7** to start the program. Note that the BIDS sub-directory must be on the disk in the drive in order to hear the digitized sounds.

If you are running from a hard drive, change to the bridge sub-directory and type: **BRIDGE7** to start the program.

The operation of the game should be intuitive. If you are using a mouse, all you have to do is point and click at the "button" you wish to activate. With keyboard input, just enter the bold character(s) on the button and press the 'Enter' key. Similarly, to play a card, just point and click with the mouse or enter the card characters (see below).

The Main Menu

The Main Menu consists of a 'control panel' made up of seven choices. You will always end up at this menu when a hand is finished. The choices are as follows:

- 1> **Hand Number:** Use this selection to enter a particular hand. You will be asked for a hand number; enter any positive number from .0000001 to 9999999. Then press a key for the opening bidder. You will get the same hand every time you enter the same number. This option requires keyboard input; press the 'Enter' key after typing in the hand number. Type **S**, **W**, **N** or **E** for the opening bidder. Do not press the 'Enter' key after typing in the opening bidder; the program will proceed as soon as the key for the opening bidder is pressed.
- 2> **Opening Hand:** Select this option to ensure receiving an opening hand. You can specify the minimum point count for your hand up to 25 points. Note

that the program must continue dealing out random hands until it finds one with the point count you have requested; you will have to be patient for all point counts above 20.

- 3> Play:** This option will randomly deal out a hand. Since the hands are generated by a random number

generator, the "seed" for the random number generator is noted in Bridge 7.0 as the 'Hand number' and will be displayed at the top right of the screen. You can always replay a particular hand by noting its Hand Number and using it in Option 1 (see above).

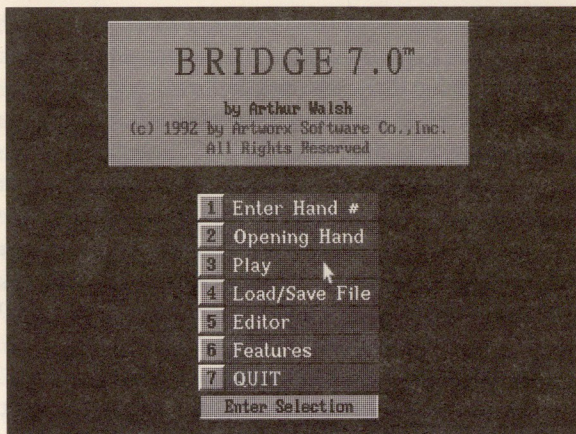
- 4> Load/Save Hand:** Bridge 7.0 allows you to save hands to disk and load them for play at a later time. This option gives you three choices. Select your choice by typing the number or pointing to the selection with the mouse cursor and clicking the left mouse button.

1- Save Hand to Disk: Save the current hand to disk. You will be asked to enter a name for the hand. Type any legal DOS file name up to 8 characters. Do not use extensions as Bridge 7.0 will append '.BRG' to the end of your file name. Pressing the Enter key at the prompt will return you to the file menu.

2- Load Hand from Disk: You will see a directory of all stored bridge hands. Choose a hand by typing in the name as found in the directory. Press the Enter key when you have typed in the file name. Pressing the Enter key without entering a file name will return you to the file menu. After typing the file name, you will then be asked for the opening bidder. Type **S**, **W**, **N** or **E**. Do not press the Enter key as the program recognizes your opening bidder as soon as it is typed. If you do not type an opening bidder, Bridge 7.0 will choose the player clockwise from the last opening bidder.

3- Return to Main Menu: Return to the Main Menu by pressing the '3' key or pointing to this line and clicking the mouse.

- 5> Editor:** You can enter your own hands, swap hands, or exchange individual cards with this option. You are given 5 choices:



The Bridge 7.0 Main Menu.

1- *Set-up Hand:* Select this option to enter your own hands. If you have an EGA or VGA graphics card, and a mouse, you will be shown all 52 cards arranged in order by suits. Follow the prompts to select the cards for each hand starting with South. Point to a card with the mouse and then click the left mouse button. That card will be selected and will be added to the hand being created at the bottom of the screen. Cards do not have to be selected in any particular order as the program will sort the cards prior to the play of the hand. If you make a mistake when selecting the cards, continue selecting the remaining cards and then edit the hand using selection 4 (below).

After you have selected the cards, for South, West and North, Bridge 7.0 will automatically create East's hand with the remaining cards. When finished, you will be returned to the Editor menu. If you are not using a mouse, or do not have an EGA or VGA graphics card, you will have to enter each hand by typing the cards from the keyboard.

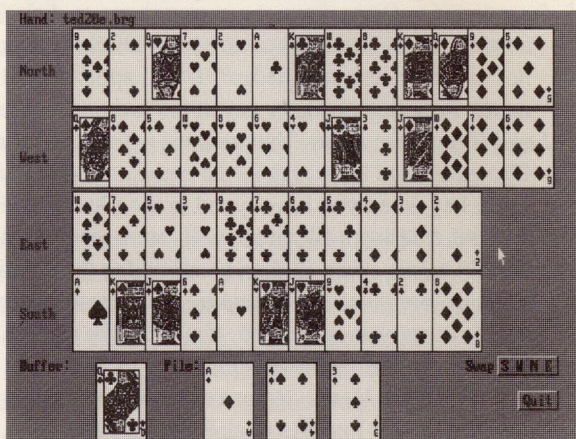
2- *Save Hand To Disk:* Save the current hand to disk. Enter any legal DOS file name. Bridge 7.0 will append a ".BRG" extension to the file name.

3- *Load Hand From disk:* Load a previously stored hand from disk. As in Main Menu selection #4, you will be asked for a file name and an opening bidder.

4- *Edit Loaded Hand:* Use this option to swap hands or switch cards from one hand to another. You must have a mouse and have EGA or VGA graphic capability to use this option.

Each of the four hands are displayed. To swap one hand with another, point and click on the swap buttons at the bottom right of the screen. To swap South's hand with East's for example, click on the 'S' button and then click on the 'E' button. Those two hands will be exchanged and the screen will be updated.

To switch cards from one hand to another, point and click (using the left mouse button) on the cards to be switched; you can select up to 4 cards at one time. The selected cards will

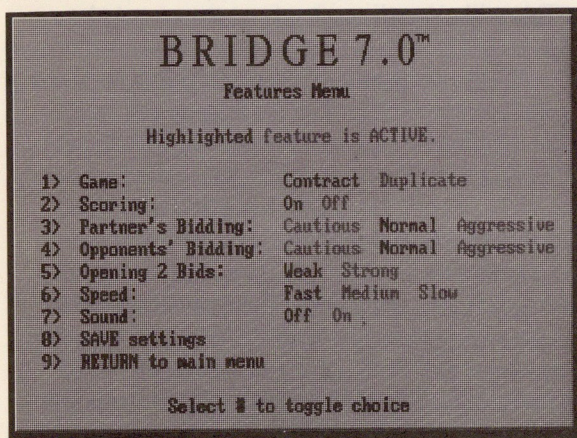


The Bridge 7.0 Editor allows setting up special hands, swapping hands or changing cards from one hand to another.

be removed from their hands and placed in a "pile" at the bottom of the screen. To take a card from the pile and place it into a hand, simply point and click on the desired card in the pile. It will be removed from the pile to the "buffer." Now all you have to do is position the mouse at the hand you want the buffer card to go in, and then click. It will be placed at the location the mouse is pointed. Note that a card does not have to be placed in any particular order within a hand. Though the hand may not appear sorted, Bridge 7.0 will indeed sort the cards before the hand gets played. However, you can of course, place the card in an ordered position. When finished swapping hands or switching cards, point and click on the 'Quit' button to return to the Editor Menu.

5- *Play Loaded Hand:* Select this option to play the loaded hand.

6- *Return to Main Menu:* Press this key to return to the Main Menu.



The Bridge 7.0 Features Menu gives access to some of the program's less used options.

6> Features: User preferences can be changed during play, or permanently by selecting the features menu.

Each feature is listed by a number. The current mode for each feature is highlighted in red.

Features are changed by typing the number of the feature. The current active mode for the feature will then toggle to the next mode. For example, to change the game from contract

bridge to whist, type **1**. The active mode will go from contract to duplicate. Type **1** one more time and the active mode will go from duplicate to whist. If you type **1** once again, the active mode will "wrap around" and go from whist to contract.

1- Game: Contract, duplicate or whist. The default game setting is for contract bridge. When in the contract mode, the score is taken into account when bidding. Honors are scored, as are slam and rubber bonuses. A running total of the score is kept on the scorepad, which is shown after each hand is completed, or during bidding by selecting the Score button.

The duplicate mode will deal a particular sequence of hands. It is an ideal way to test your bridge skills against another player, since each player

will have the same hands to negotiate. Bidding is not affected by the score. Begin your duplicate sequence by selecting *Option 1- Hand Number*, from the Main Menu. Enter a number. When each hand is completed, select *Option 3- Play*, from the Main Menu to start another game. You will notice that the hand number for each subsequent deal will increment by one. When another person plays, that player would start the duplicate sequence with the same hand number as you did, thus getting the same sequence of hands as you played. Each player should play the same number of hands. When finished, compare the running total of points from the duplicate scorecard to see who played best over the sequence.

As each duplicate hand is dealt, the vulnerability for each team is shown. Scoring is cumulative. You can reset the scorepad to zero by accessing the Features Menu and switching from one playing mode to another and back again. This will clear all scoring from the scorepad.

Whist, as in bridge, is played by two pairs of partners. However, there is no bidding for a contract. Rather, when the last card is dealt, it is turned over so all can see. That suit becomes trump. The dealer puts that card back in his hand and the player to the left of the dealer begins play. The hand is played out exactly as with bridge. Scoring consists of giving the partnership which took more than six tricks, a point for every trick made above six. Normally, the first partnership to win seven points, wins the game, but in Bridge 7.0, the scoring is cumulative.

- 2- *Scoring*: Choose from scoring ON or scoring OFF. This is most applicable for the contract mode. Its purpose is to let the program bid to the maximum without taking into account the score. With scoring off, there will be no partial score on the scorepad to affect the bidding. Normally, if there is no slam possibility, the program will pass a low bid if it is sufficient to make a game. The default setting is scoring ON.
- 3- *Partner's Bidding*: You can modify the way your partner (North) bids by choosing conservative, normal, or aggressive. This feature works by modifying the requirements to make a particular bid. The normal mode closely follows the Goren Point Count requirements for bidding to game and slam. In the conservative mode, several more high card points will be required for a particular bid. The aggressive mode will require slightly less points for a particular bid.
- 4- *Opponents' Bidding*: As above, but applied to East and West's bidding. The default setting is for normal bidding.
- 5- *Opening 2 Bids*: Weak or strong. Strong 2 opening bids will require a minimum of 22 points depending on suit and length. Weak 2 bids require at least a six card suit, with stoppers, and no more than 13 high card points. The default setting is for weak 2's.

6- *Speed*: Fast, normal or slow. The speed setting affects both the time taken between bids, and the time between the play of cards. The fast setting will allow the computer to make bids and play cards almost instantaneously. It's fine for getting through a hand quickly, but may be intimidating or appear unnatural to some players. The normal setting gives about a two second delay between bids and card plays. The slow setting is for more patient players who would like a pace of play more like actual playing conditions. It will take about 3 or seconds between bids and plays with this setting. The default setting is normal speed.

7- *Sound*: On or off. Bridge 7.0 has digitized speech for the three computer players, and the shuffling sound of the cards. Artworx has created its own proprietary digitized sound routines which do not require any add-on sound cards. The advantage to this is that any PC compatible computer will be capable of reproducing the sounds found in the program. The disadvantage is that the quality of sound reproduction cannot be as good as that with the add-on cards because of the small speakers found in the computer. Also, some computers may have difficulty reproducing these sound files. The sound files are stored in the BIDS sub-directory. If you run the program from disk and the BIDS sub-directory is not found, speech will not be heard. If you find the sounds distracting or eventually tire of them, the sound can be turned off. The default setting is for sound on. Note that since the speech files must be read from disk each time a bid is made, there may be a noticeable delay between the level of the bid and the suit (between the '2' and 'hearts' of a 2-heart bid). Since file access times are quicker from hard drives than for floppy disks, this delay would be more noticeable when running the program from floppy than from hard disk.

8- *Save settings*: Bridge 7.0 will normally start with the default settings as described above. To start the program with your modified settings, select this option to save the new settings to disk.

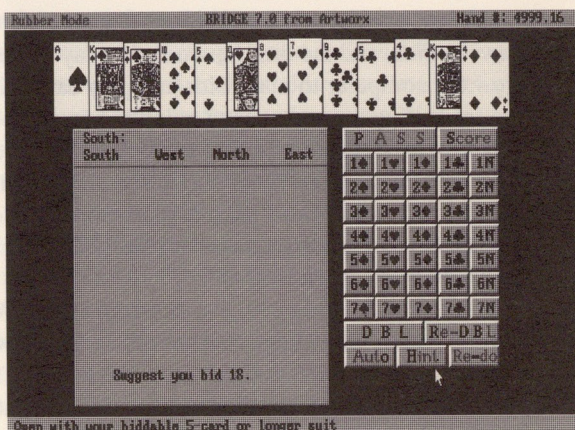
9- *Return to main menu*: Press the **9** key to return to the Main Menu when you are finished selecting new feature settings.

7> **Quit**: Press **7** or point and click on this line with the mouse to end your Bridge 7.0 session. You are returned to the DOS prompt.

Bidding

After selecting a hand to play, the bidding display appears. At the top of the screen is an information bar which displays the bridge mode: contract, duplicate or whist, and the file name or hand number you are playing. Note, that if you have selected an opening hand, no hand number is generated. If you want to save such a hand for play at a later time, you can select the SAVE/LOAD Game option from the Main Menu after completing the game.

Your cards are displayed below the information bar; remember that you are always 'South.' Beneath your hand is the display area for the bidding, and the bid select buttons and options. When it is South's turn to bid, select the appropriate button by pointing at it with the mouse and then clicking the left mouse button, or enter a bid from the keyboard by



The Bidding Display shows your hand along with the bidding and convenience buttons.

typing the level of the bid followed by the suit (or notrump). For example, to make a bid of 1 spade, type **1S**; to bid 3 notrump type **3NT** etc. To pass, click on the Pass button or type **P** or **PASS**; to double or re-double, point and click on the appropriate keys or type **D**, **DBL**, **R** or **RDB** etc.

You can ask Bridge 7.0 to suggest a bid for you by pointing and clicking on the 'Hint' button or by entering **H** as your bid. The program will then indicate what it would bid under the circumstances and (depending on the bid level and other variables) the reason why it would make that bid. If you make a bid and then change your mind, you can restart the bidding by pointing and clicking on 'Re-do' or by entering a hyphen (-) as your bid.

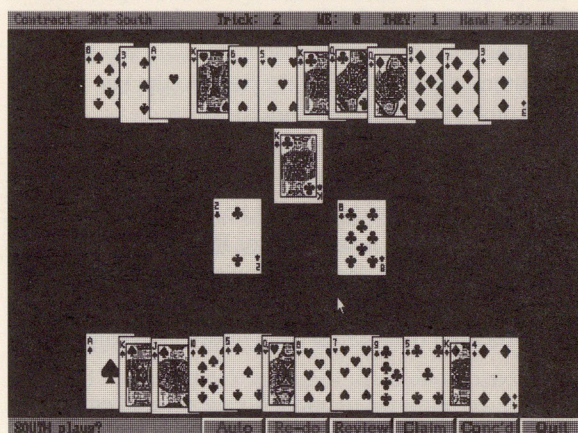
If you want the program to make a bid for you, select the 'Auto' key or type **O** from the keyboard. The program will select what it thinks is the appropriate bid for you. There is also a Full-Auto mode in which the program will do all the bidding until a final contract is reached. Type **AUTO** from the keyboard to access this mode.

To display the scorepad, point and click on the Score button or enter 'S' from the keyboard. When the scorepad is displayed, click the mouse button or press any key to bring back the bid button display.

Note that the keyboard equivalents for each button appear in black on the button while the rest of the word is in dark grey.

When bidding is completed, the final contract is displayed along with the declarer. At this point, you are given the opportunity to override the bid. This is particularly useful when entering hands from newspaper columns for instance, where the final contract may not be the same as with Bridge 7.0. To override the bid, press the 'O' key. Follow the prompts to enter the new contract and declarer

from the keyboard. You can also enter an opening lead if you want — the program will make sure that the specified card is in the hand, if not, it will make a lead in the normal manner. When ready, click the mouse button or press the Enter key to play out the hand.



The Play Screen: point and click on a card when using a mouse, or type the card characters from the keyboard. Various options are displayed at the bottom of the screen.

Play

The play screen displays your hand (South) at the bottom of the screen.

The dummy is displayed to the left if East is declarer; at the top of the screen if South is declarer, and to the right if West is declarer. Note that since you should not see the dummy until the first lead is made, when East is declarer you will not see West's hand until after you lead.

To play a card, point the mouse cursor to the card you want and click the mouse button. We recommend positioning the tip of the mouse arrow at the middle of the card to be selected. Since there is some "jiggle" in the placement of the cards on the screen for esthetic reasons, clicking on the very edge of one card may result in that card's neighbor being played instead. If you are using keyboard input, enter the card by typing the value of the card followed by the suit and then press the Enter key. For instance, to play the three of clubs, type **3C** and press Enter. To play the king of diamonds, type **KD**. *Note that to play a ten, you must type **T**, not **10** (i.e., **TH** for ten of hearts).* You are prompted at the bottom of the screen when it is South's turn to play or, if WE took the contract, South or North's turn to play. Remember, if you click on a card and nothing happens, you are probably trying to play a card from the wrong hand. If you select an incorrect card (*renege* — not following suit), the program will alert you with a polite buzzing sound. Note that when following suit with keyboard input, you do not have to enter the suit value, the program will assume that you are following suit. For instance, East plays the ace of hearts; if you want to discard the four of hearts, just type **4**, the **H** will be understood. Of course, if the 4H is not in your hand, you will hear that polite buzz informing you of that fact.

The play screen has several useful options activated by "buttons" at the bottom of the screen. As with the bidding options, the keyboard equivalents for the buttons are displayed in black text in contrast to the dark grey used for the other characters.

Auto (**O** or 'Enter' from the keyboard): Select 'Auto' to have the program choose and play a card for you. This is useful for lazy or curious or confused players. As in the bidding section, there is also a full-auto mode whereby the program will automatically play out the hand to the last trick. To access this mode, type 'Auto' when it is your turn to play.

Re-do (**-** from the keyboard): You clicked on the wrong card, or the finesse didn't work, or the computer played a card in Auto mode which you didn't like; select Re-do to take back the cards and start that trick over again. Note that once the last card has been played, it is too late for Re-do.

Claim (**CL** from the keyboard): If you have a 'lay-down', simply claim the rest of the tricks by selecting Claim. Note that ALL remaining tricks are awarded to WE, so it should be used only when you legitimately can win all the tricks.

Concede (**CO** from the keyboard): If you want to end a hopeless hand early, select Concede and give up all the remaining tricks to THEY.

Quit (**QU** from the keyboard): If you are playing a hand in which you have lost interest (or made too many mistakes), you can quit that hand and have it not affect the scoring by selecting Quit. This is different from Claim or Concede, which are scored.

Review (**R** from the keyboard): Select Review to see what was played on the last trick. It will be displayed at the bottom left of the screen, in text format, for approximately three seconds. If that is not enough time, select review again.

Bridge Mode BRIDGE 7.0 from Artwork Hand #: 4999.16

Review of bidding				Review of play			
South	West	North	East	Trick	S	W	E
1S	PASS	2H	PASS	1	4C	AC	3C
2NT	PASS	3NT	PASS	2	5C	2C	6C
PASS	PASS			3	6H	2H	5H
				4	AS	4S	3S
				5	7H	4H	6H
				6	JS	7S	8S
				7	KS	9S	3D
				8	TS	2D	6H
				9	SS	6D	7D
				10	6H	7C	AH
				11	9C	JC	4C
				12	XD	AD	9D
				13	4D	TD	4D

Contract: 3NT
Declarer: SOUTH
Result: Made contract plus 2

Show Replay Review Menu

When the hand is completed, you can review the bidding and play, and print the results.

When the hand is finished, the scorepad is displayed (if the score option is active) and you are given several more option buttons at the bottom of the display.

Show (S from the keyboard): Select Show to display all four hands.

Review (V from the keyboard): This will display the bidding and all the tricks played (Claimed or Conceded hands will not show the unplayed tricks).

You are also given the option of sending this information to a printer. To do so, just type 'P' when the printer prompt is on the screen (in the message area at the bottom of the display). To return to the previous screen, press Enter or click the left mouse button.

Replay (P from the keyboard): Select Replay if you want to replay the last hand. It will start again from the bidding display.

Menu (M from the keyboard): Returns you to the Main Menu.

Additional notes

Cheat Mode: In addition to the above options, there is a key-activated option that lets you peek at any of the hidden hands. Press the 'f1' key to peek at West's hand, the 'f2' key to see your partner's hand (North) and the 'f3' key to peek at East's cards.

Escape Key: You can return to the main menu at any time during bidding and play, by pressing the Escape key (or the right mouse button during bidding).

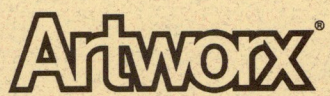
Mouse Drivers: Bridge 7.0 assumes that you are using a Microsoft® compatible mouse and mouse driver. If you are using a three-button mouse and experience problems using the mouse with Bridge 7.0, be sure that the mouse driver is set for the Microsoft® two-button mode.

Color Toggle Switch: If you do not have an EGA or VGA graphics adapter, the program display uses character graphics for the cards and has no mouse input. When running in this mode with a monochrome monitor, some computers may produce a display that is hard to see. If this seems to be the case, try running the program with the Color-switch; type: **BRIDGE7 C** when starting the program (note the space between the 7 and the C). This will force the color palette into a true black and white display.

Card Jiggle: To add to the visual realism of the program, the cards are displayed with a random amount of "jiggle" so that they do not precisely line up with each other. If you prefer a more ordered and tidy display, you can remove the jiggle by running the program with the Jiggle-off switch; type: **BRIDGE7 J** when starting the program (note the space between the 7 and the J). This will remove the random jiggle when the cards are displayed.

Version: Press the **V** key when the Main Menu is displayed. The release number for your version of Bridge 7.0 will be displayed below the Bridge 7.0 logo.

Notes



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