

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 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:

L - Atari ST:	Boot BASIC (be sure you are in medium resolution) Load and run 'BRIDGE'.
L - Apple:	Insert disc and turn on computer.
L - Commodore (disc):	Insert disc, type:LOAD""",8,1 and return.
S - Commodore (cass):	Type LOAD and press RETURN key.
L - IBM:	Boot system. Insert disc and type: BRIDGE (Enter).
S - Spectrum:	Type LOAD"" and press ENTER key.
L - Amiga:	Load kickstart disc and insert BRIDGE disc.
L - 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 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 reTrump 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 in your suit ('3H' to your '1H') shows a hand with good support in your suit and at least 154 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.