

BRIDGE PLAYER 2000 With Tutor

for

AMSTRAD PCW 8256/8512
IBM PC
ATARI ST

M A N U A L

LOADING INSTRUCTIONS

AMSTRAD PCW 8256/8512: Switch your PCW 8256/8512 off and then on again. Insert your CP/M master disc, and press a key. After CP/M has loaded you will see the prompt A>. Remove CP/M master disc and insert bridge disc. Type **BRIDGE <RETURN>**.

IBM PC and PC clones: Insert your MS-DOS disc and turn your machine on. After MS-DOS has loaded you will see the prompt A>. Remove the MS-DOS disc and insert bridge disc. Type **BRIDGE <RETURN>**.

ATARI ST: Insert the **BRIDGE** disc and turn your machine on.

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If you should have any difficulty with loading this program, please return it direct to CP Software for our immediate attention.

BRIDGE PLAYER 2000 WITH TUTOR

This program allows you to choose either a tutorial mode, or to play rubber bridge without having to get in three friends for the purpose. The bridge tutor consists of twenty set hands with detailed explanation and advice on the play of each hand.

The bridge player uses randomly dealt hands thus simulating bridge as realistically as is possible, allowing you first to bid your hand and then to play the cards as declarer or defender according to the result of the bidding. The bridge player incorporates every possible special feature and option to enhance your enjoyment of the game, and will provide you with useful practice of the techniques acquired using the tutor, and give both beginners and more advanced players an engrossing game.

After successfully loading the program, you will be asked to choose between the Tutorial section (1) and the Bridge Player (2).

DETAILED INSTRUCTIONS - BRIDGE TUTOR

If you choose (1) for the **BRIDGE TUTOR**, you will then be asked to select a fixed hand from 1-20. A bridge hand is then displayed below the bidding chart. This hand is yours (South). The ACOL bidding system is used, including a strong INT (16-18pts) opening. Blackwood and Stayman conventions are also used where appropriate. When it is your turn to bid the prompt "**ENTER BID**" will be displayed.

The computer will only accept the 'correct' (recommended) bid, and if you do not enter this, the "**ENTER BID**" prompt will remain until the correct bid is entered. If you need help, press "**Z**" and the recommended bid will be made. The bidding continues until there are three consecutive no bids. Bids are entered with two characters, the first giving the value of the bid and the second giving the initial of the trump suit, i.e. 1h for 1 heart, 2s for two spades, db for double, etc.

Play of the hand now follows. Since you (South) will always play the contract, West always makes the opening lead, dummy hand (North) is revealed, and it will be up to you to play from dummy. Cards are entered using a two character input, the "**ENTER CARD**" prompt informs you when to play. The first character represents the suit i.e. h,d,s,c, and the second character the value of the card.

Examples: to play **ACE** of **CLUBS** enter **CA**
to play **TWO** of **HEARTS** enter **H2**
to play **TEN** of **SPADES** enter **ST**.

If the card you enter is accepted, it will appear on the "card table". If it is not the recommended card then it will not be accepted, and the "**ENTER CARD**" prompt will remain on the screen. If you need help press **Z** and the recommended card will be played. Finally, after the card play, there is an explanation of the particular aspect(s) of the bidding and play that the hand was designed to illustrate. After this explanation there are the following options: Replay the hand - enter (1) New hand or exit to Bridge option - (2).

During the card play you can terminate the game and go back to the options menu by typing "XX".

DETAILED INSTRUCTIONS – BRIDGE PLAYER

If you have chosen option (2), the options for the Bridge player will be displayed. These are self-explanatory, and your choices will continue to apply until you enter "OP" at any later stage.

One of the options available relates to the distribution of high card points. As you will see, you can decide (perhaps because you prefer to the declarer than to defend) that you and your partner should always (option 1) or usually (option 2) have the majority of the points, or you can simply let the points be distributed at random (option 3). In fact, the hands are dealt at random anyway, but when option 1 or 2 is selected the computer will, having dealt the hands, in appropriate circumstances rotate them (East thereby getting the hand North would otherwise have held, etc.) so as to achieve the desired result.

By pressing the appropriate key when the various options are described, you can dispense with the bidding and go straight on the play of the cards. In this case you will have to nominate both the contract and the declarer. Having selected this option the computer would in the ordinary way play the East/West cards, but if you have elected to see all four hands you can, if you wish, decide to play from all four hands yourself.

THE BIDDING

You are always South and your hand will be shown at the bottom of the screen, with the bidding above it. All legal bids are allowed, including doubling and redoubling. The ACOL system is used, with a weak, strong or variable no-trump as selected by you initially. (note that your opponents (East/West) always play the same no trump range as you are using at the time). Opening bids at the two level are strong, 2 clubs being conventional and showing, normally, 23 or more high card points. Opening bids at the three level are pre-emptive and weak. A bid at the two level over partner's 1 no trump is considered as a weak takeout.

The program understands and accepts Stayman (over INT and 2NT) and Blackwood, although it will not initiate them. Thus if the computer bids 2 clubs over its partner's 1 no trump, this is a weak takeout, not Stayman.

To make your bid when it is you (South's) turn to do so, enter first the level (1,2 etc) then the suit, i.e. S,H,D,C or N (for no trumps). Thus to bid 2 no trumps enter 2N, to bid 6 spades enter 6S. The remaining possible bids are entered as follows: – Pass (no bid) – PA, Double – DB, redouble – RD.

If you wish at any stage to restart the bidding, enter "BI" when it is your turn to bid.

THE PLAY OF THE CARDS

You are always South, but in order to avoid your being dummy and merely watching the play of the cards when your partner has become declarer, you will be able to play both the North and South hands whenever you (South) or your partner (North) are declarer.

Once the bidding is complete, the opening lead will be made, dummy's hand will go down and play will proceed.

When it is your turn to play, you can play any legally permissible card: revoking is of course not allowed. Note that if there is only one card which you can legally play (i.e. you hold a singleton in the suit led, or you have only one card left in your hand) the computer will, to speed up the game, automatically play this card for you.

The standard way of entering the card you want to play is to enter first the suit to be played (S,H,D or C) and then the card (A,K,Q,J,T (for 10), 9,8,7,6,5,4,3 or 2).

To speed up the play you can, if you wish, take advantage of the following facilities: –

(a) to play the lowest card held in any suit you need only enter the suit (followed by the "RETURN" key) indeed if you are following suit and want to

play the lowest card which you hold, you need only press the "RETURN" key and there is no need even to enter the suit.

(b) if you are following suit, you need not enter the suit itself but can simply enter the card. To take an example, the player on your right has led the Queen of Hearts. You hold the K,10,7,4 of Hearts. If you want to play the 4 of Hearts you can (because it is your lowest card of the suit led) simply press the "RETURN" key to play this card. If on the other hand you want to play the King of Hearts you can, if you wish, simply enter K and then press the "RETURN" key.

When you are on lead during the play of the hand you can review the bidding before playing your card (by entering "BI") see the play to earlier tricks (by entering "ET") or peep at the other players hands (by entering "PE"). This information will be deleted from the screen once you have played your card.

In addition, you can at any time claim the rest of the tricks by entering "ZI". The computer will accept your claim (even if unjustified!) and will score the hand accordingly. You can also at any time recommence the play of the cards by entering "RE".

SCORING, REVIEW OF THE HAND, ETC.

At the end of each hand the score on that hand will be shown in the customary format, together with the score brought forward from previous hands during that rubber. The scoring is the same as in normal rubber bridge and includes penalty points, honours, slam and rubber points. A replayed hand will not be scored, nor will a hand which has been abandoned.

At the end of a hand you have the option to see North's and South's (and if you wish, East's and West's) original hands, and can then rebid and/or replay the hand. Alternatively you can, if you prefer, go straight on to the next hand or back to the list of options.

PLEASE NOTE that you can, at any time when it is your turn to bid or play, abandon the current hand and go onto the next hand (**enter "NH"**), or revert to the list of options (**enter "OP"**).

KEYS TO USE IN ENTERING YOUR BID OR CARD ETC.

BIDDING

S Spades
H Hearts
D Diamonds
C Clubs
N No trumps
PA Pass (no bid)
DB Double
RD Redouble

PLAY OF THE CARDS

S Spades
H Hearts
D Diamonds
C Clubs
A Ace
K King
Q Queen
J Jack (knave)
T Ten

BI to review the bidding
ET to see the play to earlier tricks
PE to peep at the other hands
RE to recommence the play of the cards
ZT to claim the rest of the tricks.

AT ANY TIME NH Abandon current hand and proceed to next.
OP Abandon current hand and return to list of options.