

FOR THE
Macintosh
COMPUTER

Bridge 6.0

Your Bid For Entertainment



Artworx

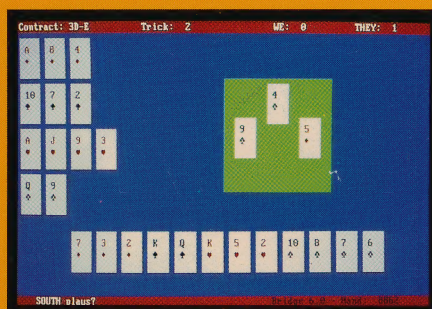
Bridge 6.0 by Arthur Walsh

Your Bid For Entertainment

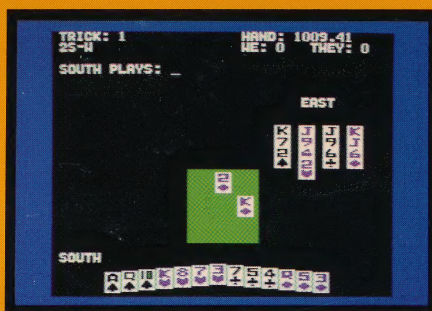
Bridge 6.0 is a comprehensive contract or duplicate bridge-playing program which allows you and your computer partner to bid against two computer opponents and then play out the hand. Bidding is based on the five-card major approach and utilizes the *Stayman* and *Blackwood* conventions. Bidding and the play of the hand have been significantly improved and many new convenience features have been added to further refine this classic program.

- Upon request, Bridge 6.0 will deal an opening hand of up to 25 high card points.
- Interesting hands can be replayed at any time.
- When asked, the program will make a bid or play a card for you using its auto-bid and auto-play features.
- You can enter your own hands and save them to disk (available for all versions except the Apple II).
- **Bridge 6.0** can deal *millions* of different hands!
- Play either *contract* or *duplicate* bridge. When in contract mode, the program keeps score and takes into account partial scores when bidding. The duplicate mode deals the same hand twice, switching positions to allow the user to play both offense and defense and scoring both.

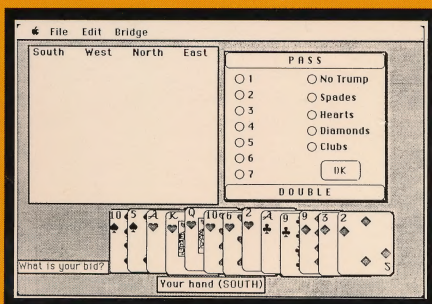
Bridge 6.0 is the ideal way for the novice to improve his or her game, and for the more advanced player to get into a game without having to round up three additional players.



IBM



Apple II



Macintosh

Program Requirements:

The IBM and Macintosh versions of **Bridge 6.0** require a minimum of 512K memory. No extra memory or accessories are needed for other computer systems.

Artworx[®]

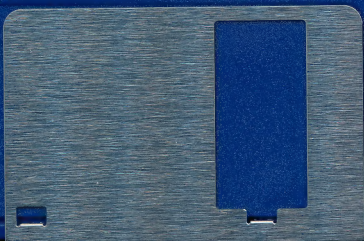
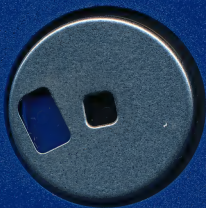
Artworx Software Company, Inc.
1844 Penfield Road, Penfield, NY 14526

Bridge 6.0

Artworx[®]

1844 Penfield Road • Penfield, NY 14526

KL0J16M1



BRIDGE 6.0 tm

Written by Arthur M. Walsh

Macintosh version programmed by R. Hommel

Apple IIGS version programmed by R. Harnish

Amiga version programmed by C. Barrett and C. Smith

Published by Artworx Software Company, Inc.

Copyright 1983, 1986, 1987, 1989, 1990 all rights reserved.

BRIDGE 6.0 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. The bidding in **BRIDGE 6.0** is Standard American, five card major. The program recognizes the Blackwood and Stayman conventions. If you are a bridge novice, we strongly recommend that you first read any of the excellent books on the subject. Artworx also publishes a bridge tutorial, **COMPUBRIDGE**, which is an ideal way to use your computer to learn to play bridge.

LOADING: Insert the **BRIDGE 6.0** disk and select the **BRIDGE** icon. You can also run the program by booting your computer directly with the **BRIDGE 6.0** disk. Amiga users with only 500K *must* boot the disk directly. *Artworx does recommend that you make a back-up copy of the BRIDGE 6.0 disk and that you put the original disk away for safe-keeping. We do ask that you respect our copyright on this software by using any back-up disk on your own computer, for your personal use and enjoyment.*

HARD DISK INSTALLATION: To install **BRIDGE 6.0** onto a hard disk, create a folder and copy (drag) the **BRIDGE** file (icon) to that folder. Amiga users should follow the instructions given in the **README** file on the **Bridge 6.0** disk. Apple IIGS users must copy the **BRIDGE6.SYS** 16 file and **C** subdirectory to the hard drive's *main* directory.

BRIDGE 6.0 "shuffles" the cards by using the random number generator in your computer. This assures you of a virtually limitless number of hands to play. In addition you can enter your own hands and save them to disk for replay at a later time. The program starts by displaying the main screen which provides the following choices from the menu bar:

OPENING HAND: (Displayed under the **PLAY** Menu for the **GS**). You can elect to be dealt a hand which has *at least* 13, 17 or 20 high card/distribution points. Select the minimum point count you would like by clicking on the appropriate button. If you request a point count greater than 17, you may have to be a bit patient as the computer must generate many hands before it can find that high a point count.

PLAY: Select 'Any', 'Play', or 'Start' if you do not want to use the other options. You will be dealt a hand at random. Any random hand can be saved to disk during play.

FILE MENU: (Found under the PLAY Menu for the GS and the Project Menu for the Amiga) This option allows you to load and save hands to disk and to set up a pre-determined hand by selecting the cards for each player. The cards do not have to be selected in any particular order; the program will sort them for you. When done playing, you can save that hand onto your disk by using the appropriate SAVE option. Any hand can be saved to disk. Save a hand during, or immediately after play (or after quitting, claiming or conceding the hand) but **before** a new hand has been dealt. When loading a hand, make sure that the appropriate disk is in the disk drive and then use the file requester to enter the proper identifier for the file.

QUIT: Select 'Quit' or 'Do Quit' to end your **BRIDGE 6.0** session.

OTHER OPTIONS: **BRIDGE 6.0** will play either *rubber* bridge or *duplicate* bridge. The default mode is rubber bridge with the game continuing until either WE or THEY win two games, at which time a winner is declared and the scorecard reset to zero for another rubber. To play duplicate bridge, select duplicate from the BRIDGE Menu for the Macintosh, the Options Menu for the Amiga, or the MODE Menu for the GS; the program will then toggle into the duplicate mode. When in the duplicate mode, a hand is dealt (or loaded from disk) and played out. The scorecard is displayed and you would then click on 'Yes' to the **Replay Hand** prompt. When the cards are re-dealt, they will be shifted one position clockwise around the table. You will now have EAST's cards, WEST will have your cards, NORTH will have WEST's and EAST will have NORTH's. Bid and play the hand in a normal fashion and when finished, the scorecard will indicate which team did a better job with the same cards. Note that when in the duplicate bridge mode, the opening hand option is disabled. The scorecard is set to zero whenever you go from one mode to the other.

BIDDING: Once the cards are shuffled and dealt, your hand (SOUTH) is displayed, ordered and sorted into suits. To enter a bid, simply move the mouse to the desired bid components and click. Bids may be doubled by clicking on 'DBL'. Doubled bids cannot be redoubled.

AUTO BID MODE: If desired, you can have the computer make a bid for you! Just point and click on the "AUTO" button.

SUGGEST MODE (Hint): The "Suggest" mode differs from the Auto mode in that a bid is just suggested, you still can bid what you wish or use the Auto mode after seeing the computer's suggested bid.

The bidding in **BRIDGE 6.0** is Standard American with five card major opening bids. The program responds to both the Stayman and Blackwood conventions.

PLAY: During play, your hand (SOUTH) is displayed along with the dummy's hand. The trump suit will be displayed to the left. The screen will also show the bid and the current trick count for WE and THEY. To select a card to play, just point to the card to be played and click.

AUTO PLAY MODE: As in bidding, an AUTO feature is available so that you can have the computer select a card to play. Just point and click on the "AUTO" box.

REVIEW LAST TRICK: You can recall the last trick by selecting *Show Last Trick* under the BRIDGE Menu for the Macintosh or under the Show Menu for the Amiga or by typing 'R' from the keyboard for the GS. The last trick will be displayed in this order: S - W - N - E. In addition, the Macintosh and Amiga versions can review the bidding and show the scorepad during play. You may wrap up a hand during play by selecting one of the following commands when it is your turn to play a card:

QUIT - terminates hand without affecting score.

CLAIM - ends play and awards *all* remaining tricks to WE.

CONCEDE - ends play and awards *all* remaining tricks to THEY.

SCORING: **BRIDGE 6.0** automatically keeps track of scoring. The scorecard 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 must click the 'close box' on the top left corner of the scoreboard window to continue). In the rubber bridge mode, partial scores are taken into account during bidding. The default mode for scoring on the Macintosh and Amiga is to score only those hands chosen randomly (selecting 'Any' as opposed to an opening hand). You are also given the choice of scoring ALL hands

or NEVER scoring. The latter choice would be for those who like the challenge of bidding aggressively since there would be no partial score to close off the bidding at a lower level.

OTHER ITEMS: When a hand is completed, you are given the option of displaying all four hands. Interesting hands may be replayed by clicking) 'Yes' to prompt: '**REPLAY HAND?**' at the end of each game. When in the duplicate bridge mode, replaying the hand will result in the hands being rotated one position clockwise around the table.

The Amiga version has a selection called 'Click' under the Options Menu. This option will enable or disable the mouse click at the end of each trick. If click is disabled, you will not have to click the mouse to go onto the next trick; this will be done for you automatically after a short delay. More Amiga-specific information can be found in the README file on the Bridge 6.0 disk.

NOTES:



Artworx Software Company, Inc.
1844 Penfield Road • Penfield, New York 14526

Bridge

By Arthur Walsh

ATX[®]

1990

Brigade 6-0

Antiwar®

Bridg Co.

By

Arthur Walsh

ArtWorx[®]

061

Brillig

Atlatl[®]