Bezique
Version 1.0
Released 7/29/92

Introduction.

The Bezique program can be run on any Macintosh computer. It requires 300K of memory and is 32-bit clean.

Bezique is a card game for two people. A game consists of a series of hands, and it ends when a player accumulates 1000 or more points. Then, the player with the higher score is the winner.

If you do not know the rules of Bezique, you can learn them from almost any book on card games, which you can obtain from your local library or bookstore. I will also explain the rules below as I explain how to use the program.

The product names mentioned in this document are the trademarks or registered trademarks of their manufacturers.

The following tells you how to use this program.

Overview.

The deck for Bezique consists of two packs of cards, with the 2, 3, 4, 5 and 6's removed. The cards rank from high to low: ace, ten, king, queen, jack, nine, eight, and seven.
An ace or ten is call a brisque.

For each hand, you play a series of tricks. You may lay down one meld after each trick you win, as long as the stock pile is not exhausted.

You score points by laying down melds. The melded cards are still part of your hand. You can lead and play cards that you have melded, and you can use them to form other melds.

You can score 10 points in various ways for the seven of trumps. If you win the last trick, you score 10 points. At the end of a hand, you score 10 points for each brisque you have won in a trick.

Start a game.

When a new game starts, the computer will automatically cut the cards for each player to see who deals first. The player who cuts low must deal. Thereafter, the winner of each game deals the first hand of the next game. However, if you start a new game when the current game is not over, you will again cut for deal. You can start a new game or quit at any time by selecting the appropriate item from the file menu.

After the cards are cut, you should click the "deal first" button on the button bar at the bottom of the window or select the "deal new hand" item from the file menu. The first hand of the game will then be dealt.

Deal a hand.

The players alternate dealing the hands until the game ends.

When a new hand is dealt, each player gets eight cards. The next card is placed face up beneath the stock pile, slightly out jogged. Its suit becomes the trump suit for the hand. If it is a seven, the dealer scores 10 points.

The non-dealer starts by leading one of his or her cards.

Lead a card.

You can lead any card from your hand that you wish.

You must highlight exactly one card that you wish to lead. You then single click the "lead" button on the button bar at the bottom of the window or select that item from the action menu. The card that you highlighted will be played from your hand and placed face up on the discard pile.

As a shortcut for leading a card, you can hold down the command key and click once on the card you wish to lead. The highlighting of the cards in your hand is ignored in this case, and the selected card is led.

Play a card.

During the first phase of the hand, while there are still cards in the stock pile, you can play any card from your hand that you wish. During the second phase, after the stock pile has been exhausted, you must follow suit to the card led, and you must win the trick, if you can.

You must highlight exactly one card that you wish to play. You then single click the "play" button on the button bar at the bottom of the window or select that item from the action menu. The card that you highlighted will be played from your hand and placed face up on top of the card led by your opponent.

As a shortcut for playing a card, you can hold down the command key and click once on the card you wish to play. The highlighting of the cards in your hand is ignored in this case, and the selected card is played.

Win a trick.

The player who led to a trick wins the trick unless the opponent plays a card of the same suit of higher rank or plays a trump.

During the first phase of the hand, while there are still cards in the stock pile, whoever wins the trick can lay down one meld.

The winner of a trick leads a card for the next trick.

Meld.

You can claim only one meld after you have won a trick.

You first highlight the cards that form a meld. Then single click the "meld" button on the button bar at the bottom of the window or select that item from the action menu. Your meld will be placed to the left, apart from the remaining cards in your hand, but to the right of your other melded cards and slightly down jogged.

If you have nothing that you wish to meld, single click the "no meld" button on the button bar at the bottom of the window or select that item from the action menu.

The previous trick will be picked up by the winner and each player will receive one card from the stock pile. If the stock pile is exhausted, the players pick up their tabled cards, and the second phase of the hand begins.

Points.

Common marriage: 20   (King and queen of same suit)
Royal marriage: 40   (King and queen of trumps)

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Royal sequence:        250    (Ace, 10, K, Q, J of trumps)
Four aces:             100
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    Four kings:            80
    Four queens:           60
    Four jacks:            40
    Bezique:               40   (Q of spades, J of diamonds)
    Double bezique:       500

    Seven of trump:        10

    Each brisque won:      10
    Winning last trick:    10
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     You cannot claim a meld which has a card that you used
previously in a similar meld. If you claim a royal sequence at
once, you cannot later claim a royal marriage using the king or
queen from that meld. If you claim a double bezique at once, you
cannot later claim a single bezique.

Trump seven.

     If you turn up a seven as the trump card when you deal, you
score 10 points.

     If you meld a seven of trumps, you score 10 points and, if
the turned up trump card is not a seven, you get to exchange
your seven of trumps for that card.

     You can score 10 points by just playing an unmelded seven
of trumps during the first phase of the hand, when the stock
pile is not yet exhausted.

Kibitzer.

     If you select the "kibitzer" item from the special menu or
press its command key equivalent, the kibitzer will give you
advice, if it is your turn to lead a card, play a card, or meld.
The kibitzer will tell you his suggestion by using Macintalk or
by highlighting the relevant cards and the button to click,
depending on which boxes you checked for the kibitzer option in
the configuration dialog.

     If you want to use Macintalk, be sure to also check the
"on" box for the Macintalk option in the configuration dialog.

Skill level of computer.

     You can set the skill level of the computer to beginner,
intermediate or expert.

When "computer versus computer" is selected from the file menu, the skill level of the second player ("you") can be set differently than that of the first player ("me").

Highlight cards.

To highlight a card, click on it once. To highlight a range of cards, drag through them. In both cases, any previously highlighted cards will be unhighlighted. But, if you hold down the shift key when you click or drag, the newly highlighted cards will be added to the selection of the previously highlighted cards.

To highlight all cards, hold down the shift key and double click on any unhighlighted card.

Unhighlight cards.

To unhighlight a card, hold down the shift key and click on it once. To unhighlight a range of cards, hold down the shift key and drag through them.

To unhighlight all cards, hold down the shift key and double click on any highlighted card, or single click in the area that is just outside of your cards.

Arrange cards.

If you wish to arrange the cards in your hand, first highlight the cards you wish to move. Then, click on one of the highlighted cards, drag the cursor to the point where you want the highlighted cards to be moved, and release the mouse button. The highlighted cards will be sorted and moved to the new location.

As a shortcut, if you release the mouse button in the area that is just outside of your cards, the cards will be placed at the far left of your hand.

Thanks.

I wish to thank Barry L. Wolman for his freeware program SerialPrint II. I used it to print my program listings on a twelve year old Epson FX printer (which my sister gave me two years ago). It is connected to my Mac via a 9-pin Grappler parallel printer interface cable from Orange Micro Inc.

Credits.

       I wish to give credit to the following people for code that
they developed, which I used in my program.

       Dmitri Linde and Peter Kaplan provided C code and assembly
code to interface with Macintalk. You can obtain it by
downloading the info-mac/source/ctalk.hqx file from sumex-
aim.stanford.edu.

       Scott Knaster described C code to do offscreen drawing in
his book "Macintosh Programming Secrets."

Programming tools.

       I developed the Bezique program on a 2Mb/40Mb LC, with an
Apple 12" monochrome monitor. I used System 7. The following are
the tools that I used to develop the program:

       Think C 4.0 by Symantec.

       ResEdit 2.1.1 by Apple.

       MacsBug 6.2 by Apple.

       SoftPaint (A paint program on Issue #26 of Diskworld, one
of the monthly "magazine" disks by Softdisk Publishing).

       Word 4.0 by Microsoft.

       SuperGlue II by Solutions.

       SerialPrint II by Barry L. Wolman.

References.
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       1) Apple. "Inside Macintosh, Volume I."

       2) Apple. "Inside Macintosh, Volume II."

       3) Chernicoff, Stephen. "Macintosh Revealed, Volume
          One: Unlocking the Toolbox, Second Edition."

       4) Knaster, Scott. "Macintosh Programming Secrets."

       5) Knaster, Scott, and Rollin, Keith. "Macintosh
Programming Secrets. Second Edition."

6) Little, Gary, and Swihart, Tim. "Programming for System 7."

7) Mark, Dave, and Reed, Cartwright. "Macintosh
Programming Primer."

   8) Mark, Dave. "Macintosh C Programming Primer, Volume
      II."

   9) Matthies, Kurt W.G., and Hogan, Thom. "Macintosh C
Programming by Example."

   10) Mednieks, Zigurd R., and Schilke, Terry M. "C
Programming Techniques for the Macintosh."

Version History.

   Version 1.0 was released July 29, 1992.

My programs.

   The following are the programs I have released:

   1) Achi, version 1.0
      Achi is a board game for two people, similar to
      tic-tac-toe.

   2) Bezique, version 1.0
      Bezique is a card game for two people.

   3) Gin Rummy, version 1.2
      Gin Rummy is the well-known card game for two
people.

Your comments.

   You can send your comments, suggestions, and any program
bugs that you find to me at this address:

        William Hale
        7117 Sycamore
        New Orleans, La. 70118

   Or e-mail to pc0tmys@music.tcs.tulane.edu, where the third
character is a zero, not a letter.

   Please mention the name and version of the program that you
are writing about.