

## BridgePal User Manual

After the first card is played on a trick, a snowflake (\*) will appear in South's hand next to the suit that was led. After a card has been played by each of the four hands, BridgePal will determine the winning card. A "<" symbol will point at the winning card.

You may decide during the play of the hand to let the computer finish playing the hand for you. BridgePal will "AUTOMATICALLY FINISH" the hand if you key in "AF" and push ENTER. You can also press the ESC(ape) key to quit the hand. If you are playing the SOLO option, you will have the choice of repeating the hand, or dealing again and playing a new hand.

### SAVING THE SCORE

You can save the score at the end of any hand, before the rubber is finished. The score will be written to your diskette or hard disk, along with the type of game (for example, SOLO), who was dealing next, etc. At a later time, you can select PRIOR GAME on the Main Menu and resume the game at the point where you left off.