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Brief Summary of the Rules

Bridge is played by 4 players. All cards are dealt so each player has 13 cards that are kept hidden from the other players. In the program, you are always considered to be SOUTH. Your partner plays NORTH, and your opponents are EAST and WEST. A hand of bridge is divided into 2 parts: bidding and play. During bidding you try to describe your hand to your partner and make a claim to the number of tricks you can take. During play you try to make the contract that you bid.

Evaluation of the Hand

To determine the strength of your hand, give yourself:

4 points for each ace; three points for each king, two points for each queen and one point for each jack.

Assume you pick up:

S	AQ5	= 6 points
H	J874	= 1 point
D	K87	= 3 points
C	AQJ	= 7 points

You have a grand total of 17 high card points (HCP).

In addition to your HCP, you are allowed to add points for length when BIDDING a suit.

Add 1 point for each five card suit; 2 extra points for each six card suit; 4 extra points for a seven card suit.

Assume you pick up:

S	AQ543	= 7 points (one for length)
H	K2	= 3 points
D	AJ987	= 6 points (one for length)
C	2	= 0 points

Adding HCP to distributional points you have a total of 16 points.

In addition, add 1 extra point if your hand contains two or three four card suits.

Assume you pick up:

S	AJ87	= 5 points
H	K5	= 3 points
D	A1076	= 4 points
C	876	= 0 points

You have 12 HCP but you can add 1 point because you have two four card suits. Your hand should be valued at 13 total points.

In order to open the bidding you need 13 total points (HCP plus distribution).

HAND EVALUATION WHEN SUPPORTING PARTNER'S SUIT

When supporting partner's suit, do NOT count any length points, count for SIDE SUIT SHORTNESS.

When raising partner with FOUR (or more) trump, add:

5 points for a void; 3 points for a singleton; 1 point for each doubleton

Assume partner bids 1S and you hold:

S	AJ65	= 5 points
H	85	= 1 point
D	J98764	= 1 point
C	2	= 3 points

In support of spades your hand is worth 10 points.

When supporting partner with THREE trump, add:

3 points for a void; two points for a singleton, and 1 point for a doubleton.

Assume partner bids hearts and you hold:

S	A8	= 5 points (4 for the ace; 1 for the doubleton)
H	J87	= 1 point
D	KJ432	= 4 points
C	765	= 0 points

You have 10 points in support of hearts.

Hand value when bidding a suit = HCP plus length points.

Hand value when supporting a suit = HCP plus shortness points.

Minimum point count necessary for game.

3NT	25/26 HCP if both hands are balanced
4H or 4S	25/26 HCP (including short suit points)
5C or 5D	28/29 HCP (including short suit points)

Bidding Primer

The dealer has the first chance to bid, but the first player to actually open the bidding is called opening bidder. Once the bidding has been opened, bidding proceeds in a clockwise manner around the table. In bridge, suits have rank and the rank of the suits must be memorized:

No trump
Spades
Hearts
Diamonds
Clubs

The reason rank is so important is that each bid must be higher than the previous bid. For example, if your right hand opponent opens the bidding at 1H, you can bid 1S if you like because spades are higher ranked than hearts. However, if you wish to bid clubs or diamonds, you must bid at least 2C or 2D because hearts is a higher ranking suit than either clubs or diamonds.

Once the bidding has been opened, the bidding continues around the table until there are three consecutive passes. Assume the bidding ends in a contract of 3H. The first player to mention hearts plays the hand and is called the declarer. The player to declarer's left makes the opening lead. Once the opening lead is on the table, the partner of the declarer, the dummy, places her cards face up on the table and does nothing more. The declarer then plays a card from dummy, the partner of the opening leader plays a card and finally declarer plays a card.

Whichever hand has played the highest card takes the trick and leads first to the next trick. Each hand contains 13 tricks, and the idea is to take as many tricks as possible whether you are declaring or defending.

THE VALUE OF THE SUITS FOR SCORING PURPOSES

No trump	40, 30, 30, 30, etc.
Spades	30 Each
Hearts	30 Each
Diamonds	20 Each
Clubs	20 Each

What this chart means is this: If your final bid is 1 no trump, you have to take 7 tricks to fulfill your contract (add the number six to your final bid to determine the number of tricks you need to make the bid). If you take exactly 7 tricks you get a score of 40. If you were to take 8 tricks, you make a score of 70, thirty for the extra trick. Hearts or Spades, the major suits, are worth 30 each and Diamonds or Clubs, the minor suits are worth 20 each.

Your goal is to get 100 points (game) before your opponent does. This goal can be reached in one hand if you bid and make 3NT (100 points), 4H or 4S (120 points) or 5C or 5D (100 points). However, your goal can also be reached in two or more hands. Say you bid 2S and make three. You get 60 points towards game (and your extra trick is worth 30 but is not counted towards game).

so you need 40 more points). On the next hand all you have to bid and make is 1NT or two of any suit.

The team that bids and makes TWO games first wins the rubber and gets a 300 bonus if the opponents have also made a game; a 500 bonus if they have not.

The following sections offer some simple advice for bidding.

Opening Bids

Responses to partners opening bid

Partner bid 1NT

Opener's rebids

Opening Bids

The general rule is to open the bidding in your longest suit. If you have two suits of equal length, open the higher ranking with two five card suits; usually the lower ranking with two four card suits. In the modern game, most systems require at least five cards in hearts or spades (five card majors) to open the bidding in that suit. Therefore, if you have one or two four card majors you must find another opening bid, usually your longer minor or 1NT if you have 16-18 HCP or 15-17 depending upon system.

You hold: S AJ65 = 5 points
 H K104 = 3 points
 D J54 = 1 point
 C A54 = 4 points

Assume you are the dealer. You have 13 points and wish to open. Your longest suit is spades, a major, and you need five cards in the suit to open 1S. So you must choose your LONGER minor. With three cards in each minor, open ONE CLUB. If you had 3 more points you could open 1NT.

Response to partner's opening bid

With 6 or more points you are required to give partner at least one response. (Partner may have 19 or 20 points and there may be a game contract your way.)

Lacking support for partner's suit, you try to show your own longest suit. If you can show your suit at the one level, do it. However, if showing your long suit means going to the two level, you must have 10 HCP with a five card suit and 11 HCP with a four card suit. This means that you cannot always show your suit! When you cannot show your suit at the two level, and you do not have support for partner's suit, respond 1NT, a catch-all response:

You hold: S 87 H AJ654 D Q43 C 986

If partner opens 1C you can respond 1H; if partner opens 1S you must respond 1NT because you are not strong enough to bid 2H, a response that requires at least 10 HCP with a five card suit.

With three card support for partner's major suit raise partner to the two level with 7-10 support points. With more, bid another suit first and then support partner.

With four card support for partner's major suit, raise from one to two with 7-9 support points; from one to three with 10-12 support points. With 13-15 support points, bid another suit and then jump to GAME in partner's major.

Other possible responses to an opening bid are:

2NT = a balanced hand (no singleton, no voids, no two doubletons)
13-15 HCP.

3NT = a balanced and with 16-17 HCP.

A jump shift: Jumping in your longest suit. Usually shows 17/18 HCP, minimum. With four or more cards in partner's suit, a jump shift can be made with as few as 16 HCP.

You hold: S AQJ876 H 4 D AJ5 C AJ5

If partner opens 1C, 1D or 1H, jump to 2S to show a powerful hand.

Responding to a 1NT Opening Bid

If partner opens 1NT showing 16-18 balanced, your responses should be on this order:

If your hand is also balanced (no singleton, no void, no two doubletons, no four or five major), stay in notrump.

With 0-7 HCP your bid is PASS.

With 8-9 HCP your bid is 2NT.

With 10-14 HCP your bid is 3NT (game)

If you have an unbalanced hand with a five or six card MAJOR:

See the Jacoby Transfer, the method most players use when responding to 1NT with a five or six card major.

If you do not play Jacoby (you should), and you hold a five or six card major, bid two of the major with 0-7 HCP and three of the major with stronger hands.

If you have one or two four card majors and 8+ HCP, respond 2C, Stayman. This is an artificial response asking partner for a four card major. If she has one, she bids it, if she doesn't she bids 2D. If you connect in a major, raise partner's major; if you don't retreat to 2NT with 8-9 HCP; 3NT with 10-14 HCP.

If partner opens 1NT and you hold: S AJ65 H 54 D KJ54 C J43

Your response is 2C, Stayman. If partner rebids 2S, your next bid is 4S, a game contract. If partner rebids 2D, denying a four card major, your next bid is 3NT, also a game contract. You know the hand belongs in some game contract because you have 10 HCP and partner has at least 16.

Opener's Rebid

After you open the bidding and partner responds in a different suit, you must bid again. ANY NEW SUIT BY THE RESPONDER FORCES THE OPENER TO BID AGAIN AND AGAIN AND AGAIN.

As opener you try to describe your hand as best you can. If you have a six card suit or longer, rebid the suit. If you have a second suit of four or more cards, bid that. If you have three or four card support for partner's suit, raise partner. If you do not have support for partner's suit, a long suit of your own or a second suit to show, rebid in notrump, do something, anything, don't pass as partner can have a very good hand.

When rebidding your own suit or supporting partner's suit, make a minimum rebid with a minimum hand of 12-15 HCP. If you are stronger, make a jump rebid; either jump in your suit or jump in partner's suit.

With a balanced hand, jump in notrump with 18-19 points.

Opener	Responder
1C	1H
1NT	(Opener has 12-15 HCP)
2NT	(Opener has 18-19 HCP)

Opener	Responder
1H	1S
2H	(Opener has six hearts and 11-15 HCP) Remember opener can have 11 HCP with a six card suit because the six card suit is worth 2 points)
3H	(Opener has six or seven hearts with 16-17 HCP)
4H	(Opener has six or seven hearts with 18-19 HCP)

Opener	Responder
1H	1S
2C	(Opener is presumed to have five hearts and four clubs with 12-18 HCP)
3C	(Opener is presumed to have five hearts and four clubs with 19+ HCP)

Opener rebid of 3C, a jump shift, is forcing to game; the rebid of 2C can be passed.

Opener	Responder
1D	1H
2H	Opener shows a hand in the minimum range (12-15

support points), with three or four hearts.

3H	Opener shows 16-18 support points with four hearts
4H	Opener shows 19-20 support points with four hearts

Conventions

A convention is an artificial bid that does not necessarily promise anything in the suit that has been bid. For example, when responding to 1NT, a response of 2C, Stayman, asks partner for a four card major and is a completely artificial bid. Responder may have a singleton club! Conventions are decided upon between the partners BEFORE play begins. All such agreements must be announced to the opponents. NO SECRETS.

The following are very brief descriptions of the conventions available in *Starshine Bridge*.

THE TAKEOUT DOUBLE

The most common usage of this bid is by second hand after the bidding has been opened. The bid "double" announces opening bid values, with support for the unbid suits. The range in HCP for a takeout double is 11+.

STAYMAN

A 2C response to an opening bid of 1NT or a 3C response to an opening bid of 2NT asking opener for a four card major.

BLACKWOOD

After the partners have agreed upon a suit, a bid of 4NT by either player asks the other for the number of aces she has. The responses to Blackwood are:

5C 0 or 4 aces
5D 1 ace
5H 2 aces
5S 3 aces

After aces have been shown, a rebid of 5NT by the 4NT bidder asks for kings. Responses are the same only one level higher. Note: As a practical matter the responder to Blackwood is not going to have 4 aces because the stronger hand usually does the asking.

GERBER

A jump to 4C after partner has bid 1NT or 2NT asks partner for aces. Responses to a Gerber 4C leap are:

4D 0 or 4 aces
4H 1 ace
4S 2 aces
4NT 3 aces

After aces have been shown, a rebid of 5C by the 4C bidder asks for kings. Responses to a 5C

king ask are:

5D 0 or 4 kings
5H 1 king
5S 2 kings
5NT 3 kings

THE WEAK TWO BID

An opening bid of 2D, 2H or 2S which describes a hand with a reasonable six card suit and 7-9 HCP. It is a preemptive or weak opening bid mean to obstruct the opponents. When playing Weak Two Bids, an opening bid of 2C is reserved for very strong hands in all suits.

THE STRONG TWO BID

An opening bid of 2C, 2D, 2H or 2S describes a hand with 21+ points and is forcing to game.

THE NEGATIVE DOUBLE

When partner opens the bidding and next hand overcalls a suit, a double by the responder is used as takeout. It tends to show four cards in any unbid major. The strength of the double depends at what level it is used.

JACOBY TRANSFER

When partner opens 1NT or 2NT and responder has a five or six card major, responder bids the suit BENEATH her major, which requests the opener to bid responder's major.

Opener	Responder
1NT	2H (asks opener to bid 2S)
2S	?

Responder can now pass, raise spades, bid notrump or show a second suit.

Opener	Responder
2NT	3D (asks opener to bid 3H)
3H	?

Responder can now pass, raise hearts, bid notrump or show another suit.

ONE NOTRUMP FORCING

A one notrump response to an opening bid of 1H or 1S is forcing for one round and shows 6-11 HCP. Using this method, a two over one response to an opening bid of 1H or 1S is a game force.

STRONG GAMBLING THREE NOTRUMP OPENING BID

An opening bid of 3NT to show a solid six, or more likely, seven card minor with stoppers in at least two of the other three suits.

TEXAS

Similar to Jacoby, these are also transfers over 1NT:

4D shows at least 6 hearts.

4H shows at least 6 spades.

UNUSUAL NO TRUMP

Over an opponent's opening of 1 of a major, 2NT shows at least 5-5 in the minors. This not an attempt to in play in the NT.

WEAK JUMP OVERCALL

Over an opponent's opening bid, a jump overcall is weak (similar to a weak2).

Rubber Scoring

A rubber is played until one side has scored 2 games. Each game requires 100 pts below the line. If a side has won a game, they are then 'vulnerable'. (This increases the penalties if they are later set in a contract).

If a slam is bid and make, additional bonuses are awarded as follows.

	Not Vulnerable	Vulnerable
Small slam (12 tricks)	500	750
Grand slam (13 tricks)	1000	1500

You must win 2 games to end rubber. Additional bonus points are then scored:
700 additional points if your opponents won no games, otherwise 500.

For each trick by which the declarer fails to make the contract, opponents score the following points (above the line):

	Not Vulnerable		
	Undoubled	Doubled	Redoubled
First undertrick	50	100	200
For each additional	50	200	400

	Vulnerable		
	Undoubled	Doubled	Redoubled
First undertrick	100	200	400
For each additional	100	300	600

If declarer makes a doubled contract, he receives an extra 50 points "for the insult".

Honors Scoring

TRUMP BID

(Honors are A, K, Q, J, and 10)

Hold 4 of 5 trump honors	+100 points
Hold all 5 trump honors	+150 points

NT BID

All 4 aces in one hand	+150 points
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EXIT (FILE MENU)

Starshine Bridge will exit.

RUBBER (PLAY MENU)

Begins a new game of bridge using Rubber scoring. For more information, see [Rubber Scoring](#).

Saved Hand (PLAY MENU)

Plays a previously saved hand. You are prompted for the name of the file. You can create a saved hand by **Entering a Hand** or by **Saving a Hand**.

Opening Hand (PLAY SPECIAL HAND MENU)

Choose one of the sides (North, South, East, or West) to be dealt at least an opening hand.

1 NT Opening (PLAY SPECIAL HAND MENU)

Choose one of the sides (North, South, East, or West) to be dealt at least the minimum NT hand for the system being played. It will not be dealt a 5 card major.

Big Hand (PLAY SPECIAL HAND MENU)

Choose one of the sides (North, South, East, or West) to be dealt a strong opening hand.

Long Major (PLAY SPECIAL HAND MENU)

Choose one of the sides (North, South, East, or West) to be dealt at least a 5 card major.

Long Minor (PLAY SPECIAL HAND MENU)

Choose one of the sides (North, South, East, or West) to be dealt at least a 5 card minor.

Weak 2 (PLAY SPECIAL HAND MENU)

Choose one of the sides (North, South, East, or West) to be dealt a hand suitable for opening with a Weak 2.

Note: You should have the Weak 2 convention turned on for this person or else this hand will not bid as a Weak 2.

Preempt (PLAY SPECIAL HAND MENU)

Choose one of the sides (North, South, East, or West) to be dealt a hand with few points, but at least a 7 card suit.

Numbered (PLAY SPECIAL HAND MENU)

Continue to play numbered hands. The same hand will always be dealt for the same number. Any number between 1 and 9999 may be specified, giving 9,999 different numbered hands.

Point Range (PLAY SPECIAL HAND MENU)

The side you choose will be given hands with an hcp value within the specified range. A dialog box will prompt you for the minimum and maximum points that you want. The minimum can be any number from 0 to 25, and maximum can be any number from the minimum number to 40. Once you select this, you must choose which side should get this hand.

Entering Hands

Entering a hand allows you to decide which cards are placed in which hands. If you want to see how to play a certain hand, you can enter it, and then choose **Saved Hand** from the **Play** menu.

The window to enter hands simply contains a pot in the center of the screen with all the available cards, and each of the hands (SOUTH, WEST, NORTH, and EAST). To add cards to a hand, click on the hand to which you want to add. Then click on the card in the pot that you want to add. To remove a card from the hand, click on the card in the hand that you want to place back into the pot. The status bar at the top of the screen specifies which hand you are editing, along with how many cards are currently in that hand. When you have added all the cards that you want to add, click on the Done button in the pot. All remaining cards in the pot will be used to fill any hands that do not contain 13 cards.

You will be asked if you want to save the hand. If you say yes, a dialog box will appear asking you for the dealer and vulnerability. Each time you click on the dealer button or vulnerability button, it will change to a different dealer or vulnerability. When the dealer and vulnerability are set as you would like, click on the OK button. You will then be requested to enter a filename. Type in any name you would like, and .HND will automatically be added as an extension. Once a name is chosen, you will be prompted for a description of the file. Enter this, and the file will be save to disk.

Editing Hands

Editing allows you to modify a previously saved hand. This can be a hand entered (see Enter - Hand Menu), or saved during game play (by choosing **Save** from the **Hand** menu).

You will be prompted for the name of the Bridge Hand to edit. Once selected you will be told the description of the file.

The window to edit hands simply contains a pot in the center of the screen with all the available cards, and each of the hands (SOUTH, WEST, NORTH, and EAST). To add cards to a hand, click on the hand to which you want to add. Then click on the card in the pot that you want to add. To remove a card from the hand, click on the card in the hand that you want to place back into the pot. The status bar at the top of the screen specifies which hand you are editing, along with how many cards are currently in that hand. When you have added all the cards that you want to add, click on the Done button in the pot. All remaining cards in the pot will be used to fill any hands that do not contain 13 cards.

You will be asked if you want to save the hand. If you say yes, a dialog box will appear asking you for the dealer and vulnerability. Each time you click on the dealer button or vulnerability button, it will change to a different dealer or vulnerability. When the dealer and vulnerability are set as you would like, click on the OK button. You will then be requested to enter a filename. Type in any name you would like, and .HND will automatically be added as an extension. Once a name is chosen, you will be prompted for a description of the file. Enter this, and the file will be save to disk.

Printing Hands

Print out the current hand to the default printer. The hand of all four players are printed. Note that this feature is disabled during network or modem play.

Bidding Systems

Starshine Bridge allows you to choose between Goren and Standard American bidding systems. Select the system for each side by clicking on either GOREN or STDAM. Once you select OK, you will then be prompted to set the Conventions.

If the bidding system is Goren, it includes:

- 16 to 18 HCP for opening NT

- Usually opens 5 card majors, but occasionally opens 4 card majors

- Bids longer minor suit with balanced hand, and poor 4 card major

- Standard conventions: TAKEOUT, STAYMAN, BLACKWOOD, and STRONG2

If the bidding system is Standard American, it includes:

- 15 to 17 HCP for opening NT

- Rarely opens 4 card majors

- Bids convenient minor with balanced hand, and no 5 card major

- Standard conventions: TAKEOUT, STAYMAN, BLACKWOOD, NEGDBL, NTFORCE, WEAK2, and GAMBLING

MultiPlayer Option

The multiplayer option allows more than one person to play *Starshine Bridge* on the same computer. The hands will be hidden between turns to allow for the switching of players without being able to see each others hands. A human always controls SOUTH, but you can choose whether you want a computer or human to control WEST, NORTH, and EAST. If there are multiple players playing, opponents cards will be hidden before it is your turn. The Kibitz mode is disabled if multiplayers are playing.

To toggle a side from human to computer, or computer to human, click in the box to the left of the side you want to change. A computer will be in the box if that side is played by computer, or a hand holding cards will be in the box if that side is played by a human.

Display Order

Allows you to set the order in which the cards are displayed. Choose from the following four options:

S, H, D, C - Spades, Hearts, Diamonds, Clubs

S, H, C, D - Spades, Hearts, Clubs, Diamonds

S, H, D, C - Trump suit first, then the remainder of Spades, Hearts, Diamonds, Clubs

S, H, C, D - Trump suit first, then the remainder of Spades, Hearts, Clubs, Diamonds

Display Size

Allows you to set the display area used by the game. Choose from one of the three following options (note: your Windows display settings must be at least this large, or you will not be able to see the entire play area)

640x480

800x600

1024x768

Verbose

Verbose adds additional information (displayed with message boxes) to describe conventions being used. It's a good way to learn unfamiliar conventions but does slow down the game some. The menu item display a check mark next to it if verbose mode is on. Simply choose the menu item to toggle verbose on and off.

Card Backs

Starshine Bridge provides many card backs from which to select. Simply click on the card back that you would like used during play.

Card Fronts

Starshine Bridge provides two sets of card fronts to use. Simply click on the card front that you would like to use during play.

Kibitz

Choose which hands to reveal. Note that this destroys basic elements of the game, so should only be used for learning or practice. To toggle kibitzing, click on the card next to the side you wish to change. The card back will be displayed if the hand is not to be revealed, and the Ace of Spades will be displayed if that side is to always be revealed.

Note: Kibitz is disabled all multiplayer modes.

Background Music

Background music is the music you hear while bidding and playing a hand. There are six different songs available to be played during the game. When you choose the Background Music menu item from the Options menu, you are given a dialog box to select which of the six songs you would like to have played. If you select more than one, they will be played at random. You can also disable the background music by selecting the Disable background music check box. A check mark appears next to the menu item when background music is enabled.

Event Music

The music played when a hand is completed can be disabled. To disable the event music, choose the Event Music menu item. A check mark appears next to the menu item when event music is enabled.

Quit Game

Quits the current game. This will return you back to the *Starshine Bridge* title screen.

Save Hand

Saves the current hand to a file. You must enter the name of the file to save it to. Next, enter a brief description of the hand. Later, you can play the hand again by choosing **Saved Hand** from the Play menu on the title screen.

Explain Hand

Explain the current hand from the view of the current player. You are given bidding information, and the estimated HCP and distribution for each player.

Hint

If you are bidding, it gives you the suggested bid that you should make. If you are playing, it gives you a suggested card to play. It also places the cursor over the suggested card for you.

You can also obtain a hint by pressing the right mouse button.

Tutorial

Choose a course to begin with. Once you begin, simply read through the text, and click on the right arrow (>>>>) to move to the next page. You can move back to the previous page by using the left arrow (<<<<). Frequently you will be prompted to answer questions. Type in your answer in the edit field supplied. When you leave the tutorial, your current location will be saved so you can continue at the same point.

Rubber Scores

View the scores for rubber bridge for this session. The number of rubbers won, along with the total points for each side are kept. These scores are kept and accumulated until you exit.

Video Troubleshooting

Great care has been taken for *Starshine Bridge* to display properly on all video configurations. Some video systems have difficulty redrawing bitmaps. You will know if your system is experiencing this problem if during the first few tricks South's hand is incorrectly redrawn. To alleviate this problem, choose Video from the Options menu, and set "Repaint after each trick" to YES. Do not do this unless you are experiencing the problem, as the screen will be unnecessarily repainted, causing a slight flicker.

Audio Troubleshooting

If you have a sound card, and the music does not play, your MIDI configuration may not be set up correctly. Follow the directions below to set it up.

From the Main group, double click on the MIDI Mapper icon. You may have to click on Control Panel to find the MIDI Mapper. Check the information in the section "name." It should say something to the effect of Extended FM, or EXT FM, etc. If it does not, click on the down arrow and look for something to that effect. Select the appropriate Name, and click on the edit button. Channels 1-9 should be enabled with the Port set as OPL-3 driver, Voyetra OPL-3, or SuperSapi drivers.

IMPORTANT: Channel 10 must be configured as follows:

SrcChannel: 10

DestChannel: 16

Port: Same as the other channels

If this is not done, the DRUMS will not play correctly. Click on the OK button (if it asks if you wish to save, say Yes), and close the MIDI Mapper. The music should play correctly now.

