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Voice, fax, Internet e mail

We encourage our users to provide comments and suggestions about this program.

This program is supported by voice, fax and Internet.

Starshine software's web site, www.starshinesoftware.com is your first and best resource for support. Available 24 hours daily, Starshine's web site contains detailed information on all Starshine products as well as technical support. You are almost certain to get the answer that you need by visiting our web site. There is no charge for support through our web site.

Internet

Support questions may be addressed to support@starshinesoftware.com. There is no charge for support via email.

Voice

Voice is available as follows (all times are in the Pacific time zone):

Monday through Thursday, 8:30am-12:00 noon and 1:00pm – 4:00 pm.

Friday, 8:30am-12 noon. You may call 310-886-1744 with your support questions.

VOICE SUPPORT IS SUBJECT TO A CHARGE OF \$5 PER INCIDENT THAT IS WAIVED FOR PROGRAM ERRORS.

Fax

You may fax us at 310-886-3517. There is no charge for support via fax.

ACKNOWLEDGMENTS

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YEAR 2000 READINESS STATEMENT

Our Y2K test and its results

TEST PROCEDURE FOR STARSHINE PROGRAMS

YEAR 2000 READINESS DISCLOSURE

Please read this information. It contains significant information on your legal rights and the license and warranty terms for this program as well as results of our Year 2000 simulation.

1. Starshine Software Corporation conducted a detailed test of this program on a machine which was operating Windows 95 properly, with NO other software on July

18, 1998. (The machines were manufactured by Gateway 2000). Definition: standard configuration: OEM setup of Windows 95 with minimum required drivers, and files installed by our program's install routine with no other files or programs.

2. The machine was connected to a printer and mouse, but no other peripheral devices.
3. The test consisted of installing the program properly in complete accordance with directions.
4. Operating the program and accessing all major functions, and all functions related to dates.
5. The program functioned nominally with the system date set to:
 - a. July 18, 1998
 - b. December 31, 1999
 - c. February 29, 2000
 - d. April 4, 2004
6. The following was **not** tested:
 - a. DDE/OLE with non year 2000 compliant programs
 - b. Operation with peripherals which are not year 2000 compliant
 - c. Operation of the program with other processes such as virus scanners loaded in memory.
 - d. Operation in any non-default system configuration such as insufficient GDI or operation on a system with Year 2000 compliance utilities.
 - e. Operation of the program in the year 2000 or beyond without proper installation.
7. Accordingly, if the program works properly before the year 2000 on your machine, the program itself will operate properly thereafter. However, we can provide no assurance of operation if your system has Year 2000 patches or is not in a properly configured condition.

8. Computer programs may experience bugs whether or not the year 2000 has arrived due to user error, such as deleting need files or libraries.
9. Catastrophic failure of a computer or operating system may cause all programs to cease to function.

This information is subject to change. Users addresses and contact information is being retained, and we will attempt to notify users of changes to this information.

LEGAL NOTICE:

The provision of this information does not alter the end user license and warranty terms for this program.

YEAR 2000 STATEMENT:

1. If any current shipping Starshine Software program is working correctly, then when the Year 2000 arrives our simulation testing shows that if all else is well, the program will continue to operate properly. IF A PROGRAM IS NOT SATISFACTORIALLY WORKING AT THIS TIME THE CHANGE OF CENTURIES WILL MOST LIKELY NOT CORRECT ANY PROBLEMS.
2. However, the program may still not work if the computer or any other hardware or other software makes year 2000 errors. It is possible for errors in the system to be reflected by a properly operating program.
3. If there are any infrastructure problems, such as interruption of electricity, the program will not work due to the lack of power.
4. If the program receives data from any other program or the operating system that is incorrect, it will probably not work correctly.

5. If you have created templates, forms or other output you should verify that the dates are acceptable to you.
6. Starshine programs are year 2000 capable.

If the assumption that the simulation represents actual operating conditions is incorrect, then your operation may be different.

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BRIDGE

Introduction

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 K2 = 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 Partner's Opening Bid

Responding to a 1NT Bid

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.

RESPONSES 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 levels, 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 no-trump.

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 re-bids 2S, your next bid is 4S, a game contract. If partner re-bids 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, you should re-bid 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, re-bid in no trump, 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 no trump 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.

For further descriptions of the conventions available in Bridge, refer to the online documentation.

Rubber Scoring

A rubber is played until one side has scored 2 games. Each game requires 100 points 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 made, 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

Exit (File Menu)

Bridge Deluxe for Windows will exit.

Rubber (Play Menu)

Begins a new game of bridge using Rubber scoring. For more information, see Rubber ScoringID_RUBBERScore.

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 is printed. Note that this feature is disabled during network or modem play.

MultiPlayer Option

The multiplayer option allows more than one person to play Bridge Deluxe for Windows on the same computer. The hands will be hidden between turns to allow for the switching of players without being able to see each other's 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, opponent's 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

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

Card Fronts

Bridge Deluxe for Windows 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.

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.

CONNECT MODEM

Connect to a remote player using your modem. The remote player must have already done a Listen Modem from the Multiplayer menu. Add their name, number, and modem information into your directory. Select the player from that list to connect to, and click on OK. The connection will be established. Place the player in the appropriate seat. You are always SOUTH, so you can select either WEST, NORTH, or EAST. You can then choose which type of game you want to play.

Connect NETBIOS

Connect to a remote player on a NETBIOS network. You can connect to 1 to 3 additional players. The remote player must have already done a Listen Network from the Multiplayer menu. Choose the player's name from the list, and click OK. The connection will be established. Place the player in the appropriate seat. You are always SOUTH, so you can select either WEST, NORTH, or EAST. You can then choose which type of game you want to play.

Listen Modem

Allow a remote player to connect to you over a modem. Fill in the appropriate modem information. You will be notified when a connection is established. The player connecting to you chooses which game to play.

Listen NETBIOS

Allow a remote player to connect to you over a NETBIOS network. You will be notified when a player established a connection. The player connecting to you chooses which game to play.

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 is kept. These scores are kept and accumulated until you exit.

VIDEO TROUBLESHOOTING

Great care has been taken for Bridge Deluxe for Windows 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.

MULTIPLAYER SUPPORT

There are two types of players during the multiplayer support. One of these players is the dealer (who will deal the first hand, and decide what the scoring method will be), and the rest of the players are nondealers.

The first step is to have one or more non-dealers issue a listen command from the multiplayer menu. A dialog box will appear telling them that they are waiting for the dealer to connect. This box will remain until either the dealer establishes a connection with them, or they cancel. Once the connection is established, they will see a dialog box telling them that they are waiting for the dealer to deal the first hand.

The second step (once one or more players are at the waiting for dealer to connect dialog) is to have the dealer issue a connect from the multiplayer menu for each player she wishes to connect to. Upon connection, the dealer will be asked which seat (WEST, NORTH, or EAST) to place that player. Once all connections are established, the dealer can select the scoring method (either Rubber or Chicago) from the Play menu.

At this point, both players will be shown what the bidding systems and conventions are for each side. The North/South systems and conventions are

whatever South had set, and East/West systems and conventions are whatever West (or East, if there is no human West) had set.

COLORS

Change the number of colors used for display. Choose between 16-color artwork and 256-color artwork.

TCP/IP-CONNECT

Connect to a remote player on a TCP/IP network. You can connect to 1 to 3 additional players. The remote player must have already done a Listen TCP/IP from the Multiplayer menu. Choose the player's name from the list, and click OK. You could also enter the IP address (either numeric like 100.100.100.105, or the name of the machine like MYMACHINE.COM) in the box specified, and check the Manually entered address button. The connection will be established. Place the player in the appropriate seat. You are always SOUTH, so you can select either WEST, NORTH, or EAST. You can choose which type of game you want to play.

DIRECT CONNECTION-CONNECT

Connect to a remote player using a null modem cable. The remote player must have already done a Listen Direct Connection from the Multiplayer menu. You will need to specify the port where your null modem cable is, along with the line speed. You should be able to leave the line speed at the default setting of 128,000. The connection will be established. Place the player in the appropriate seat. You are always SOUTH, so you can select either WEST, NORTH, or EAST. You can choose which type of game you want to play.

DIRECT CONNECTION-LISTEN

Allow a remote player to connect to you over a null modem. Fill in the appropriate port and line speed of your null modem. You should be able to leave the line speed at the default setting of 128,000. You will be notified when a connection is established. The player connecting to you chooses which game to play.

TCP/IP-LISTEN

Allow a remote player to connect to you over a TCP/IP network. You will be notified when a player establishes a connection. The player connecting to you chooses which game to play.

QUIT SESSION

Quits the current game. This will return you back to the Bridge Deluxe for Windows title screen.

PLAYING BRIDGE OVER THE INTERNET

Bridge can be played by up to 4 people over an Internet connection. One player is the host (which we will refer to as Player A), and needs to issue Multiplayer->Connect->TCP/IP from the menu. All the other players will issue Multiplayer->Listen->TCP/IP.

To establish this connection, Player B will need to let Player A know their IP address. This is listed in the dialog box that is displayed when you issue a Listen->TCP/IP from the Multiplayer menu. Player B can convey their IP address to Player A using some form of Internet chat tool, or by using Internet mail. Player A then chooses Connect->TCP/IP from the Multiplayer menu, and enters Player B's IP address in the edit box at the bottom and clicks OK. You will then be prompted to seat the player, choosing either West, North, or East.

Once all players are connected, Player A can start the game by choosing one of the options in the play menu. You can open public chat at any time by choosing Chat from the Multiplayer menu.