

Introduction

The game of hearts was invented in the 18th century by dog lovers. These estimable men were of the opinion that dogs did not participate in our "intellectual" games because they were so very boring. In Hearts they designed a game in which certain cards were to be fetched while others avoided. The thrill of the game, while not that of chasing rabbits, proved sufficient in rousing canine interest.

Unfortunately, dogs have tended to refuse to play humans as a rule because they feel that we jabber on like monkeys, but today they've made an exception.

YOUR OPPONENTS

Lon's movie career has soared in recent years. He's got that generic bad dog look, that "I'm gonna chase you down and eat you up" glint in his eye. Recently he's co-starred with the likes of Jim Belushi and Vinke Nostrec. He's currently writing a star vehicle for himself in which he plays a deep felt, soul tortured wolf.

Lathrop just got back from a "World's Best Digs" tour that took her and her travel companions to all seven continents. Her big score was finding a mastodon thigh bone under the frozen wastes of the Siberian snow fields. It now adorns her wall above the fireplace.

Trey has been trying to loose a few pounds by taking part in a regimented exercise schedule. In the few moments between sweating to the howlies he likes to get in a few hands of Hearts; it takes his mind off all those tasty doggy treats lurking in the cupboard.

HOW A COMPUTER PLAYS HEARTS

The computer doesn't play like you do, but rather as you think you do. It is a rule-based "Expert System" that uses human advice to make its own choices. It develops general rules based on specific examples, i.e., leading high hearts when not Shooting the Moon is bad policy.

These rules allow your computer to look at any trick, in the context of the whole game, and decide which card to play. This choice does not always turn out for the best. Most choices are gambles and sometimes the computer gambles poorly. The evaluation of these possibilities is how the different playing styles, discussed below, are achieved in **Hearts Deluxe**. A careful reading of the strategy guide will tell you much about how **Hearts Deluxe** plays hearts.

"You have a world model and you consider alternatives. If this thing could talk, it could describe this internal process, and it could tell you, 'Yeah..I considered going around there, but it didn't seem like a good idea because...'"

Hans Moravec

The telepathy window under the Show Me menu is an attempt to get "this thing to talk." I hope you find it interesting.