

32 Card Bridge

Press F1 to learn how to use help



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Some card combinations can bring you extra points. They are known as 'announces'.

Warning: a given card can belong to only one announce at a time.

They are listed below ranking from highest to lowest:

• 4 of a kind



4 cards of the same value:

- 4 Jacks: 200 Points
- 4 Nines: 150 Points
- 4 Ace: 100 Points
- 4 Tens: 100 Points
- 4 Kings: 100 Points
- 4 Queens: 100 Points
- 4 Sevens or Eights are void.

Note: A 100 points value 4 of a kind ranks higher than a fifth.

• Fifth



A sequence of 5 cards of the same suit taken from the following order: Ace, King, Queen, Jack, Ten, Nine, Eight, Seven.

Value: 100 points.

• Fourth

A sequence of 4 cards of the same suit.

Value: 50 points.

• Third

A sequence of 3 cards of the same suit.

Value: 20 points.

• Declaration

Each player declares his announces when playing his first card (don't forget it!).

When the first card of the second trick is played, then it's time to see which announces are best. As a matter of fact, only the announces of the partnership showing the highest one will be scored.

In case of tie (e.g. Third vs Third), the announce with the highest card is high: a King high third beats a Ten high third.

If they still tie, the trump suited announce is high.

If they tie again, it is a definitive 'Tie' and all announces are made void.

• Defeat

If the declarer is defeated, all his announces are taken and scored by the defense.

• Renegé

'Renegé' is when a player is unable to show the cards he announced: the opponent scores then the announced points.

• Belot

The 'Belot' (for the name of the supposed author of this game) is a special bonus awarded for a player holding both the Queen and the King of trumps. Value: 20 points. Particularities:

- it is announced when the first of the both cards is played and then, optionally, when the second is played ('Rebelot'),
- it can't be beaten since it is not involved in the announces round,
- it can't be taken by the defense even if the declarer is defeated.

Rules: cards values and rankings

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Cards rankings and values depend on whether the suit is trump or not:

TRUMP		OTHER	
	20		11
	14		10
	11		4
	10		3
	4		2
	3		0
	0		0
	0		0

You can see these values again by clicking on the medal displayed on the winning card at the end of a trick. If you can't see the medal, make sure the 'See trick Winner' option is checked.

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Rules: quick rules

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Four players (North/South vs East/West) meet in a 3000 points game. Each player is dealt 8 cards from a 32 card deck including: 7, 8, 9, 10, Jack, Queen, King and Ace of Spades, Hearts, Clubs and Diamonds.

Each deal is divided into two major phases: bidding and play.

• Bidding

During the bidding, which takes place first, each player can either pass or bid an amount followed by a suit like '80 Spades' for example, which means that the player plans to catch 80 points with the Spades suit used as trump. The quantity must be a multiple of 10, at least 80 and must be higher than any previous one. The full deck is worth 162 points but players can also take into account any possible card combination - known as 'announce' - that could bring extra points.

Players may use 'conventions' to respond to their partner's bids..

The last bid becomes the contract.

• Play

During play, the declarer tries to fulfill the contract made in the bidding.

Play starts with the player on the dealer's right and proceeds counter-clockwise around the table. Each player plays a card respecting the following rules:

1. You must follow suit, which means playing a card of the same suit as the one led.

2. If you are void (have none of that suit), two different cases can occur:

- if your partner is high (he played the highest card played so far): you are free to play whichever card you want: you may discard (a played card of a different suit than the one led is called a discard.) or trump.

- if he's not or if he hasn't played yet, you must trump. You may discard only if you lack of trumps or if you can't overtrump (see 4. below).

3. If trump is the lead suit, you must cover with a higher trump whenever it is possible. In case you can't, you can play a lower trump card of your choice.

4. Again, if a trick has been trumped and you must trump too, then you are required to overtrump if you can. Otherwise, you are free to discard and save your trump for another trick.

A trick is won by the highest card of the suit led unless trump is played: then the highest trump would win the trick.

Note: A 10 points special bonus known as 'Last 10' is awarded to the partnership taking the last trick. In case of Slam, this bonus is raised to 100 points.

• End of the hand

When the hand is finished, the scorecard displays the score with the detailed points earned for tricks, announces, contract made or defeat, doubling or redoubling.

• Hints and analysis

One of the most interesting features of the program is to give you a personalised hint when it is your turn to bid or play by clicking on the light icon.

You can also see why a particular bid is made or why the computer played that particular card by just clicking on it.

Rules: the deal

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32 Card Bridge is a partnership game for four players. Two of the contestants sit opposite each other and are partners; the other two participants, who also sit facing each other, are also partners. Thus, each player has an opponent on either side and a partner across the table. In this computerised version, the players are referred to by compass directions, so North and South are partners and play against East and West, who are also partners.

Dealing cards

Dealing is accomplished with a 32 card deck including: 7, 8, 9, 10, Jack, Queen, King and Ace of Spades, Hearts, Clubs and Diamonds.

At the beginning of the game, the dealer is chosen randomly. Cards are shuffled and cut by the player on the dealer's left. The dealer distributes three cards to each one starting with the player on his right, then two cards and then three cards again so that each player receives a hand of 8 cards. Then the bidding takes place.

The player on the dealer's right has got the 'lead': he's the first to bid and he'll play the first card. The deal moves round the table in a counter-clockwise fashion.

Very important!

Cards are cut but never shuffled between hands except if both sides agree. Yet the program will shuffle after 4 hands have been dealt without any contact being made.

Rules: the bidding

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• The bidding

After the deal, the hand proceeds with the bidding where each player says what the contract should be (starting with the player on the dealer's right).

The bidding passes in turn counter-clockwise giving each player a chance to either:

- 'pass' , indicating that a player does not want to bid,
- 'bid', with a number followed by a suit like '80 Spades' which means that the player plans to catch 80 points with the Spades suit used as trump. The quantity must be a multiple of 10, at least 80 and must be higher than any previous one. Example of a bidding round: N: "80 Spades," W: "90 Hearts", S: "110 Spades", E:"Pass", N: "Pass", W: "Pass". Players may use conventions to respond to each others.
- 'double' the stakes if the opponent contract seems too ambitious. The declarer may 'redouble' if he believes that the contract will be made after all: the points will be then scored four times. After a contract has been doubled or redoubled, no standard bid can be made.

• End

Bidding ends after each player has had a chance to bid and there have been 3 passes in a row.

• Contract

The contract is the highest bid made. A contract will be fulfilled if the following requirements are met:

1. The declarer catches more points than the defense.
2. The declarer catches at least the number of points bid.

• Note

- Points include not only the points of the taken tricks but also points of the announces. Therefore should anyone take his announces into account when bidding.
- The minimum contract is actually 82 points high since there are 162 points in the deck: if the declarer catches only 81 points, then the defense catches 81 points too and the contract is defeated as requirement #1 is not met. That rule has been extended to other amounts: thus a 120 points contract requires actually 122 points to earn.

Rules: the play

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After the bidding has ended and the contract has been determined, the player to the dealer's right makes the opening lead; he plays the card of his choice which indicates the lead suit. Each player in turn, proceeding counter-clockwise around the table, plays then a card respecting the following rules:

• Rules

1. You must follow suit, which means playing a card of the same suit as the one led.
2. If you are void (have none of that suit), two different cases can occur:
 - a- if your partner is high (he played the highest card played so far): you are free to play whichever card you want: you may discard (a played card of a different suit than the one led is called a discard.) or trump.
 - b- if he's not or if he hasn't played yet, you must trump. You may discard only if you lack of trumps or if you can't overtrump (see 4. below).
3. If trump is the lead suit, you must cover with a higher trump whenever it is possible. In case you can't, you can play a lower trump card of your choice.
4. Again, if a trick has been trumped and you must trump too, then you are required to overtrump if you can. Otherwise, you are free to discard and save your trump for another trick.

• End of trick

When all four players have played a card, the four cards in the middle of the table constitute a trick. A trick is won by the highest card of the suit led unless trump is played: then the highest trump would win the trick, since any trump outranks any card in a different suit.

A medal is displayed on the winning card at the end of a trick. You can click on it to see why that card is taking the trick.

The player who has won the previous trick leads to the next one.

When all 8 tricks have been completed, the score for the deal is determined.

• Note 1

Announces are to be declared when the first trick is played and shown with the second one.

• Note 2

A 10 points special bonus known as 'Last 10' is awarded to the partnership taking the last trick. In case of Slam, this bonus is raised to 100 points.

Rules: scoring

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When the hand is finished, the scorecard screen displays the score with the detailed points earned for tricks, announces, contract made or defeat, doubling or redoubling.

- **Last 10**

A 10 points special bonus known as 'Last 10' is awarded to the partnership taking the last trick. In case of Slam (i.e. if the opponent takes no trick), this bonus is raised to 100 points, raising the total points in the deck from 162 to 252.

- **Contract made**

The declarers score the points earned (tricks + announces) added to the amount bid.

The defenders score the points they caught too.

Note: the value of a trick is the total value of the 4 cards that constitute it.

- **Defeat**

The declarers do not score any points except the possible 'Belot' bonus.

The defenders score 160 points + the amount bid + the points of their announces + the points of the declarers announces.

- **Contract doubled**

The points are doubled.

- **Contract redoubled**

The points are increased fourfold.

- **End of game**

A partnership wins a game by being the first side to reach 3000 points.

Rules: conventions

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During the bidding, players are given the possibility to communicate some informations about their respective cards using 'conventions'. A convention is a bid which is carrying an additional meaning to the natural one. Each partnership is free to decide which conventions they want to use.

The program uses the most common conventions. It will respond to your bid based upon the following:

- **Partner holds the Nine of trumps (headed by at least another trump).**

+ 10 points

- **Partner holds the Jack of trumps**

+ 20 points

- **Partner holds 2 Aces outside the trump suit**

+ 20 points

- **Partner holds 3 Aces outside the trump suit**

+ 30 points

- **Partner holds a 100 points announce**

+ 70 points

- **Partner holds a 150 points announce**

+ 120 points

- **Partner holds a 200 points announce**

+ 170 points

Notes

- These points can be added to each others.

- You can add up to 10 more points to beat the opponent bid if necessary (but not more).

- These conventions are valid only for the first response. If you are given the opportunity to bid a second time, you can bid freely, based upon your other announces (belot, fourth, third) or anything you like.

Example

Our partner North bids '80 Spades'. East bids '110 Hearts'. We hold the Nine of Spades and 2 other Aces, which makes +30 points (+10+20). We should normally bid '110 Spades' but we have to add 10 points to go over East's bid making it '120 spades'.

See also: ['call'](#).

Rules: rules options

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'32 Card bridge' is the english version of the game named 'Belote Bridgée' heavily played in France with some rules changes from one site to another. Only the main changes are presented in this program so as not to confuse you.

- **Play without announces**

Announces are no longer valid except for the 'Belot'.

- **Game in: xxx points**

Sets the number of points required to win a game.

- **Future versions:**

'No trump' bids.

Your suggestions.

Overview

32 Card Bridge is the english version of the 'Belote Bridgée' (named after the supposed author Belot) which is the most popular card game played in France. The game is highly appealing because it requires many skills such as reasoning, memory, and planning. Besides, an exciting element of luck is provided by the random distribution of cards to each player as well as the ensuing card combinations.



32 Card Bridge vs Bridge

Some of the rules are common to the Bridge game:

- it is a partnership game for four players,
- each hand is divided into two major phases: the bidding and the play:
 - during bidding you make a claim to the number of points you can earn,
 - during play you try to make the contract that you bid.
- players may use some conventions when bidding,
- trump is the suit of the highest bid,
- a contract may be doubled and redoubled.

Yet there are many differences too:

- it is played with a 32 card deck,
- the contract is committed for a number of points instead of a number of tricks,
- trump cards rankings are different from the other suits,
- there is no dummy in the card play,
- some card combinations can bring extra points.



32 Card Bridge for Windows

32 Card Bridge for Windows provides an easy-to-use interface featuring a lot of useful functions. One of the most spectacular aspect of the program is the verbose analysis it can generate about any particular situation.

This is due to the 300 Kb artificial intelligence -hardly ever seen in a computerised card game- and can be used either to receive a detailed hint or to understand why the computer made a particular bid or played a particular card.

32 Card Bridge for Windows is highly attractive for any card games lover, with special regard to Bridge players who will have to get rid of their habits, as well as other players afraid of the complexity of the Bridge but willing to do a step towards that great game.

'One of the best card game available for PC', french users said.



Shareware

This game is provided as shareware which means 'Try before you buy'. The evaluation version is fully fonctionnal but limited to the novice skill for complete games.

With the advanced skill you can play unlimited duplicate and edited hands.

You can evaluate the expert skill by playing 20 duplicate hands from the 'Practice' menu, or as many hands as you wish from the 'Edit hand' menu.

If you want to enjoy the full version and have hours of fun challenging three expert players, a registration fee is needed (See ' [Registration](#) ').

(You may better use ORDER_AU.TXT)

AUSTRALIA ORDER FORM

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Registration can be by one of the following methods:

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AUSTRALIA  
Phone: (02) 9905-2960  
Fax: (02) 9905-6251  
E-mail: jpaulj@ibm.net

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Signature \_\_\_\_\_

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Thank you for registering.

## Tips & Tricks



### The bidding

This is in most cases where a hand is won or lost. Beginners tend to undervalue their cards. What is it worth being dealt nice cards if the opponent wins (and then fulfills) the contract ?

Here is what you should carefully examine: number and value of trumps in your hand, void suits (you should trump the Ace), high cards (Aces and Tens), long suits (3 cards and more of the same suit: when the opponents trumps are all drawn, these are remaining winners), have the lead or not, number of sure tricks and possible tricks, announces (but think they could be beaten), possible slam, current score (take risks or not)...

If you have no idea of what to do with a four of a kind, you can probably make the most of it by doubling the opponent's bid (points x2).

Use the 'End Play' function to practice your bidding: you bid and you let the computer play the cards to see the result.



### The play

On most cases, the play has less effect on the issue of a hand provided you follow some principles:

- **Declarer's play**

The declarer usually holds more trumps than the other players with some other high cards (Aces, long suits). Therefore he **MUST DRAW TRUMPS** as soon as possible. Doing this, he takes some points but, above all, he prevents the opponents from trumping unexpectedly whereas he remains able to do it.

- **Defender's play**

To the opposite, defenders should try to play their aces as soon as possible to save them. As a matter of fact, the declarer will tend to discard the losers of a given suit so as to further trump the ace of that suit. The defenders should **NOT** lead trump except in some particular cases.

- **Last 10**

Don't forget that the last trick is worth 10 points more. It may guide you.

- **Call**

When your partner is going to take the trick and you must discard, you can do a 'call' to indicate that you hold a winner in a given suit by discarding a low card of that suit.

- **Ace call**

Suppose you hold the Ace and the Ten of suit you want a 'call' to, the best is to 'call' with the Ace:

- it is worth one point more for your partner taking the trick,
- playing a Ten may confuse your partner wondering if it is a 'call' or a save.

## Interface

The 32 Card Bridge interface has been designed to be easy to use.

Note: when you are asked to 'click' on something, it might mean 'press and maintain the left mouse button'.



### How to play

[Play a hand or a new game](#)

[The bidding](#)

[The play](#)

[Shortcuts](#)

[Multiplayer](#)



### How to get informations

[Current hand](#)

[Hints](#)

[Analysis](#)

[Help](#)



### Menus

[Game](#)

[Practice](#)

[Options](#)

[Help](#)

## History

- **Version 1.5 - 01/98**

- First english version starting with 1.5 so as to follow the french versions.

- **Version 1.6 - 03/98**

- Improved biddings by taking more risks
- Games history file
- Fixed a bug that appeared on some computers "Illegal function call".
- New distributors

- **32 Card Bridge for Windows**

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- **Microsoft® Visual Basic (TM) Version 3.00**

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## Troubleshooting & Installation



### Installation

Since you are reading this, you have probably already installed the program. You should be aware that the main executable is 32BRIDGE.EXE..

### Program Requirements

- Windows 3.1 or 95
- [VBRUN300.DLL](#)

### Removing the Program from your Computer

- Delete the main application directory
- Delete 32BRIDGE.INI in your Windows directory

That's it.



### Color troubles - The game is slow even in 'fast' game speed

Your display is probably set to 256 colors. Switch to a higher color mode.



### Some words on the screen are cut

Your display is set to the large font mode. There is no problem playing in this mode but if you want the screen to be correctly displayed, you'll have to switch to the small font mode.



### The deal seems to be uneven, with too many cards of the same suit in a given hand

You must bear in mind that the deck is not shuffled between hands (See: [The Deal](#) ) and that the cards are dealt 2 or 3 at a time, so that the cards can belong to the same trick of the last hand and can therefore be of the same suit. This is done deliberately to give players better hands: the game wouldn't be that much exciting if each player was dealt 2 cards in each suit...



### Support

Send your message to: [PELLENC](#).



**32 Card Bridge for Windows**  
**Version 1.5**

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## Informations



[License agreement](#)



[Current version](#)



[History](#)



[Copyrights](#)



[Author](#)

## **VBRUN300.DLL**

This is the runtime library for applications written in Microsoft Visual basic. You need to have it installed in your application directory or, better, in your Windows\System directory.

If you did not get it with this 32 Card Bridge archive, you should be able to download it from our [web site](#) or find it on most magazine CD's .

## Other fine products

Check out our [web site](#) for downloads and new versions.

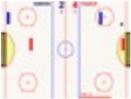
### • Bomb Golf (Available for Windows 95)



Bomb Golf is a miniature golf course unlike any you've ever experienced. Yes, you putt around scenic miniature golf courses, like the real game, but the ball you're batting around is a touchy time bomb that will send you to the big putting green in the sky if you don't complete the course in time. Bomb Golf features four courses with nine holes, and four different variations on the miniature golf game, including "Par or Die", "Time Bomb" and a special multiplayer version that supports up to four putters.

License: \$10.

### • Hockey Pong (Available for Windows 3.1 and 95)



HOCKEY PONG is a ultra fast ball game in which your goal is to score as much as possible.

Two teams meet three times for 20 seconds. Each team controls two bats: a forward and a goalkeeper. The artificial intelligence perfectly simulates human behaviors with a wide range of difficulty levels.

In addition, HOCKEY PONG provides a very powerful system of matches management, including teams and events editors (cups, leagues, olympic tournaments) allowing you to create and parameter your own tournaments.

Beyond the game, HOCKEY PONG is a perfect tool for sportsmen willing to improve their concentration skills.

License: \$15.

### • 5 Letter Word (February 98)

A game for words lovers.

## Interface: bidding

See also

[Rules: bidding](#)

[Interface: how to get informations](#)

[Interface: hints](#)

[Interface: analysis](#)

[End of turn](#)

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- **To pass**

Click on 'Pass'

- **To bid**

Click first on the desired quantity. If you wish to bid more than 250 points, click on 'Sup' until you can see the desired amount.

Then click on the suit you want to be the trump.

- **To double or redouble**

Click on the red cross.

## Interface: card play

See also:

[Rules: the play](#)

[Rules: announces \(first trick\)](#)

[Interface: how to get informations](#)

[Interface: hints](#)

[Interface: analysis](#)

[End of turn](#)

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- **To play a card**

Click on the card that you wish to play.

- **To declare an announce**

Click on the desired announce.

Warning! According to the rules, you can only do it when playing your first card - don't forget it!  
'Belot' is announced automatically.

## Interface: shortcuts

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You can use the keyboard for the following actions::

- **To select a card to play**

Arrow keys (including the numeric pad: 2,4,6,8 ) or E,S,D,X. A 'finger' pointing to the selected card will be then displayed.

- **To play that selected card**

Space bar or Enter

- **To pass**

Space bar , Enter or P.

- **End of turn**

Space bar , Enter or F.

- **To display all human players hands**

H

## Interface: multiplayer

See also:

[Shortcuts](#)

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You are usually placed in South at the bottom of the screen. The other three players, including your partner, are played by the computer.

### • 2 human players

A hand can easily be played with 2 human players placed in East and West. You just have to hide the left & right parts of the screen where the cards are displayed, with one player using the mouse and the other the keyboard.

### • 3 human players

The best is to use the peek buttons at the bottom left of the screen.

### • 4 human players

Buy a deck!

### • Network play

Just a few registered users until now have suggested to set up a network play option. It could be done but if you want it, please let us know!

## Interface: current hand

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- **Status Bar**

Displays the use of an item on the screen when you move the mouse cursor over it.

- **Information button**

You can move the cursor over it to display:

- current hand score and total game score
- the dealer's name
- the contract and the declarer's name
- the players skills

- **Peek buttons**

Click on any of the 4 buttons to display/hide the others players hands.

Click on the left arrow to peek at the last trick.

- **Announces**

Card combinations are shown when the second trick is played. If you can hardly see them, just move the cursor over them to zoom on them.

- **Trick winner**

A medal is displayed on the winning card at the end of a trick, unless you unchecked the "See trick Winner" option. You can click on it to see why that card is taking the trick.

- **Score card**

At the end of each hand, the score card shows:

- if the contract is made or not and why
- how is the score calculated
- the total game score

## Interface: hints

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One of the most interesting features of 32 Card Bridge is to give you a personalised hint when it is your turn to bid or play. The program not only tells you what it would play but also it explains why in a very detailed manner.

It shows how the computer is 'thinking'. A large number of particular cases have been taken into account, making the program's artificial intelligence one of the best ever met in computerized card games.

- **To receive a hint**

Click on the light icon on the bottom right of the screen.

## Interface: analysis

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The program can show you why a particular bid is made or why the computer played that particular card.

- **During the bidding**

Click on the computer's bid.

- **During the play**

Click on the card played by the computer.

## Interface: help

See also:

[Menu: help](#)

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Press F1 anytime for context sensitive help.

## Interface: game menu

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- **New**

Starts a new complete game in 3000 points.

Unregistered version: any computer player skill must be set to Novice.

- **History**

Pops up the games.txt file which keeps a record of all the complete games played

- **Load Game**

If a saved game is loaded, you'll replay the saved hand either at the start of the bidding or at the start of the play.

- **Save Game As...**

Saves a complete game.

- **Exit**

Bye.

## Interface: practice menu

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- **Edit hand**

You can build your own hand by selecting a card with the mouse and dragging that card to the hand to put the card in. To unselect a card, just left click on it.

You can select the dealer from the top left frame.

If you do not distribute every card or if you do not select the dealer, then the computer will do it for you randomly. It allows you to practice some particular hands: you can give yourself the four cards of a fourth and let the computer deal the remaining cards randomly.

Shareware version: if some of the computer players are set in the Advanced or Expert skill, then you have to deal every card of a hand. That way you can evaluate the artificial intelligence of the program.

- **Duplicate hand**

A duplicate hand is a hand with a unique drawing. The program lets you choose from 1 000 000 different hands (20 only in the unregistered version).

Duplicate hands allows you to compete with another player on the same hands, or to compare with what the computer would have done in your place.

- **Replay Cards**

Return to the start of card play so that it can be revisited.

- **End Cards**

The computer will play cards for you until the end of the hand. This allows to practice the bidding.

- **Replay Bidding**

Return to the start of the bidding so that bidding can be revisited.

- **End Bidding**

The computer will bid for you until the end of the bidding. This allows to practice the card play.

- **Play without help**

You are placed in the normal conditions of play: you have no more access to hints, analysis, you can't peek at the other's cards, you can't replay a hand.

## Interface: options menu

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- **Players**

This is where you set up the human players and computer opponents for the game. Each side has its own list of players. You can select the player's skills from Novice to Expert. Select 'Human' for the hands that you want to play. You can be up to 3 human players in West, South, East.

Unregistered version: set all non human players skills to Novice if you want to play complete games.

- **Rules options**

See: [Rules options](#).

- **End of turn**

- Right click: the program will wait for your right click before he sets up for the next trick.
- Wait x seconds: the program will wait for the selected number of seconds after each trick.

- **Game speed**

Sets the speed of the computer's play.

- **Confirm**

Activate or deactivate the confirmation message boxes.

- **Status bar**

Display or hide the status bar.

- **Backcolor**

For those who hate green.

- **Animate Cards**

The cards are animated when the trick is cleared from the table.

- **See Trick Winner**

Activate or deactivate the display of a medal on the winning card at the end of a trick. You can click on it to see why that card is taking the trick.

## Interface: help menu

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- **Help**

Opens the help file at the more appropriate page.

- **Rules - Card value...**

Opens the help file at a specific page.

- **Register**

Displays the register screen.

## Tutorial

This tutorial consists in a commented hand.

### • Running the game

If it hasn't been done yet, click on 'Continue unregistered'. Make sure you're in South (Human) and the three other players are set to Expert skill (menu Options, Players) - these are the default settings. From the 'Practice' menu, select 'Duplicate hand'. A message box displays the limitations of the unregistered version. Select hand # 902379.

### • Bidding

You are placed in South and the 8 cards you can see belong to you. The dealer is West so you're first to bid. As you have no idea of what to bid, you can ask for a hint by clicking on the light icon at the bottom right of the screen (press and maintain the left mouse button). Please note that the status bar indicates the use of this icon.

As you were not dealt nice cards, you are advised to pass by clicking on 'PASS'.

East passes too.

North, who is your partner (while East and West are your opponents), bids '80 Clubs', which means that he has planned to catch at least 80 points (out of the 160 in the deck) with the Clubs suit used as trump. Click on North's bid to see his 'thinking'. You can also peek at North's cards by clicking on the top arrow from the 'Peek' frame.

West passes.

You pass as you have nothing to respond to your partner.

East counter-attacks as he doesn't want to let you score some points easily (a 80 contract is rarely defeated): 90 Diamonds.

North, who hadn't taken any risk at first, raises to 100 Clubs.

West can help his partner in Diamonds: he holds the Nine of Diamonds (which is the second high trump) and, according to the 'conventions', he bids 110 Diamonds. (Read his analysis by clicking on his bid).

You really can't bid 120 Clubs with the cards you were dealt, so pass and see...

East passes.

This time, North is taking risks with this 120 Clubs bid: if the deal is not in his favour (e.g. only one opponent holding the 4 other trumps), then he will be defeated for sure. However, in the long run, this kind of risk pays off: it's up to you to know where to go and where to stop.

The bidding ends after three 'Pass' in a row and after every player has had a chance to bid.

### Contract

The contract is therefore '120 Clubs' and North is the declarer. You will now try to help your partner to make it.

### • Play

Right click to start the play.

#### Trick #1

You have the lead.

Before you play any card, you should declare your card combinations as they could bring you extra points. Move the cursor over 'THIRD': the status bar indicates 'Sequence of three cards of the same suit'. Lucky you! You hold the Ten-Jack-Queen of Spades so you can click on 'THIRD'.

You must now lead a card. Please read the (relevant) hint before you play your Seven of Clubs.

Other players can then play and a small medal appears on the North's Jack of Clubs: it is the winning card of the trick. You might not understand why. Simply click on the medal and see: in the trump suit, the Jack is the highest! This trick is worth  $20 + 10 + 3 + 0 = 33$  points.

#### Trick #2

Right click again to play the next trick.

North has the lead since he's the winner of the last trick.

Before you play your card, you might have noticed that the three cards of your third are shown to other players. You can move the cursor over it to zoom on it.  
You can read the hint before you play the Eight of Diamonds.  
The trick is taken by West; you can check it by clicking on the medal.  
By the way, why did East play the Seven of Spades rather than any other card ? To learn more about it, you just have to click on his card!

**Trick #3**

As expected, West leads a Spades.  
You must follow the suit led: play your Jack of Spades. East takes the trick (well done !).  
Well, how about the score ? Move the cursor over the information button at the bottom right of the screen. Great ! We are leading by 33 to 31, to which we can add our 20 points value announce.

**Trick #4**

North trumped, since he's out of Diamonds. Play the King of Diamonds.

**Trick #5**

You are obliged to play your final Hearts.

**Trick #6**

You can optionally read the hint before you play the Queen of Spades.

**Trick #7**

Play your Queen of Diamonds and see why the low Nine of Hearts is taking the trick.

**Trick #8**

This is the last trick. Your partner did very well ! Let's check it.

**• Score card**

First we've got to find out if the contract has been fulfilled:  
Requirement #1: catch more points than the defense:151 (131 + 20 points for the third) to 31 : no problem.  
Requirement #2: reach the amount bid: 120 points (actually, it is 122 points - see 'The bidding' ) : it's all right.  
The contract has been made! Our partnership scores 270 points = 130 for the tricks (rounded to the closer tenth) + 20 for the announce + 120 for the bid.

**• End**

The hand is finished. You can replay it if something's not clear (click on 'Replay ...' ).  
You can now play the 19 other hands of this exciting game where you'll be guided by 'experts'. When you'll be ready to start a complete game in 3000 points, don't forget to set all the computer players skills to 'Novice' from the 'Options', 'Players' menu or, better, [register!](#)

Cards of the contract suit are called 'trumps'. When a trump is played it wins the trick unless it is covered with another higher trump.

## Interface: play a hand or a new game

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You can either:

- **Start a new game in 3000 points**

Menu 'Game', 'New'

- **Edit and play a hand**

Menu 'Practice', 'Edit hand'

- **Play a numbered hand**

Menu 'Practice', 'Numbered hand'

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### • What do you get when registering

- You can challenge experts to a 3000 points game.
- Any future version of 32 Card Bridge for Windows will be free for registered users. It will include:
  - 'No trump' bid,
  - corrections of any bug,
  - and of course: your suggestions.
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- That will be a great substitute to your solitaire games at work!

### • How to register

[United States - Canada](#)

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[Other countries](#)

[Compuserve SWREG](#)

### • Enter your code

The code generating is based on the letters of your name, so please enter your name and registration code exactly as they appeared on the instructions you received when you registered 32 Card Bridge for Windows. You cannot substitute a different spelling for your name or use a different name. If entered correctly, your name will appear in the "Registered to" box, and the registration reminder box will no longer be displayed when you start 32 Card Bridge for Windows. Please save this information for possible use with future upgrades, or in case you re-install 32 Card Bridge for Windows.

32 Card Bridge ID is 16711.

If you have a modem and a CompuServe account, the fastest and easiest way to register 32 Card Bridge is on-line through the GO SWREG service. The registration fee for 32 Card Bridge is \$15. Here are instructions to follow:

1. Go to SWREG Service.
2. Choose Register Shareware and read general registering conditions.
3. Select your geographic region.
4. In the "Select search criteria" dialog box, double click on "Registration ID".
5. Enter ID: 16711
6. Back in the dialog box, double click on "Display select titles".
7. When in 32 Card Bridge area, click on "Description" and then "Register".
8. Fill in the form.

Once you have registered 32 Card Bridge, the registration fee will be charged to your CompuServe account. CompuServe will inform us of your name and address and we will e-mail your code as soon as possible.

If you have any questions about the on-line registration procedure, send a message to the Shareware Administrator by selecting the "Provide Feedback" option at the main SWREG menu.

You can print these informations for help when online.



Telefax: 09822/298

E-Mail: [XLMSoft@compuserve.com](mailto:XLMSoft@compuserve.com)

Bon de commande de 32 Card Bridge  
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Si vous disposez d'une imprimante, veuillez passer de préférence par le menu ENREGISTREMENT du programme (Cliquez sur FRANCE).

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- First virtual

You can also register online through Kagi's payment server or its SSL secure version.All you need to provide is your credit card information (VISA, Mastercard, American Express, Discover, Diners) and a valid e-mail adress.There aren't any additional charges for using this service. We will e-mail your registration code as soon as payment is approved.

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