

# Shareware Information

This set of opponents, complete with new sounds, graphics, and playing styles represents a significant investment of our time and energy. We are requesting that you pay a \$9.95 shareware fee.

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Thank you.

## Introduction

The game of hearts is an ancient game that dates back to the Greek city of Ephesus located on what is now the Turkish coast of the Aegean Sea. It was originally called "Leona" for Helen of Troy's sister who was as ugly as Helen was beautiful. To attract Leona's notice (the taking of hearts) was considered bad for a Greek's health, and to win her hand (the queen of spades) was considered lethal. One of Aristophanes' later comedies maintained that Leona's face could sink a thousand ships.

## HOW A COMPUTER PLAYS HEARTS

In much the same way that Santa's reindeer are able to fly, the "chip" inside your computer is able to think. 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.

## YOUR OPPONENTS

(READ THIS ONLY IF YOU DON'T LIKE MYSTERIES.)

**Rex**, a king in any other sense, has just rolled in off the Blues Funk Four world tour where he's been a roadie for a year. On the road he became a hopeless Hearts addict after starting a fantasy love affair with the base player. She left the tour in San Diego for drug rehab, and now he doesn't know where she is. He's joined you today in a good mood and old love song in his head, ready to win, win, win for his lady love.

Rex is the most conservative player at your table. He's been feeling burned his whole life, and isn't about to take a chance. Not even in a game.

**Liz**, a wold champion skeet shooter, checked her twelve gage at the door, and cracked open a new set of cards for an evening of Hearts. The only thing she enjoys more than the groan and grimace of a player shafted with the Queen of Spades is the boom of her shotgun and the resounding crack of the clay pigeon as the buckshot rips it apart. But really, she's very nice.

Liz learned from her skeet shooting competitions that it's all about control. She's got a mind like a steel trap. Watch out.

**Lou** spent his youth learning the ways of the Wise, but has just recently renounced their teachings, finding open, human interaction more appealing. He now prides himself on his conversation and empathic listening skills.

Lou will be your most unusual player. He'll take wild risks. Some say he's just a little crazy, or maybe he knows something they don't.

Depending on your own style, any one of your opponents could be the "best."