

Amstrad

8256/8512

BRIDGE PLAYER

MANUAL

Loading Instructions

Switch your PCW 8256 or 8512 off and then on again. Insert your CP/M master disc, and press a key. After CP/M has loaded you will see the prompt A>. Remove CP/M master disc and insert bridge disc. Type BRIDGE (RETURN)

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If you should have any difficulty with loading this program, please return it direct to CP Software for our immediate attention.

8256 BRIDGE PLAYER

General Description

This program allows you to play rubber bridge without having to get in three friends for the purpose! Written entirely in super-fast machine code, the program allows one player to play a complete game of Bridge, with the computer controlling the other three hands. By using randomly dealt hands it simulates as realistically as is possible, allowing you first to bid your hand and then to play the cards, as declarer or defender according to the result of the bidding.

The program contains a number of special features, including:-

- * Random deal allowing any point count in the range 0-28 to be specified.
- * Bidding using the Acol system - included are the Blackwood, Stayman and strong two club conventions.
- * Take-out doubles (see detailed description of bidding).
- * Post mortem facility allowing any hand to be rebid/replayed as often as required.
- * All four hands are shown at the end of play and may be listed to your printer - the score to rubber is then displayed inclusive of doubles, redoubles and slam bonuses.
- * Hand can be abandoned at any time.
- * Speed of play can be selected.
- * Full on-screen information during play of cards as to the contract, how many tricks each side has won, vulnerability and the cards played to the last trick.
- * Fascinating 'self-play mode' - computer will select and play your cards.

DETAILED INSTRUCTIONS

After successfully loading the program, you will be asked to select:

1. The speed of play.
2. The point count (0-28) to be dealt to South.

The Bidding

You are always South, and your hand will be shown at the right of the screen, with the bidding to the left. To bid type two characters, the level 1-7, followed by the first letter of the suit,

- or D..... to double
 R..... to redouble
 Space..... to nobid
 E..... for new hand to be dealt

At the end of the bidding, if you wish to rebid the hand press the RETURN key, otherwise press any key to continue.

Opening Bids

- 1 of a suit ... 12-19 HCPs
INT ... 12-14 HCPs and a balanced hand
 (no singletons, voids or five card suits).
2 of a suit ... 20+ HCPs (2 clubs = 23+).
2NT ... 20-22 HCPs and a balanced hand.
3 of a suit ... 4-10 HCPs and at least seven cards in the suit
 bid.

Overcalls

- Suit ... 11 with a six card suit.
 12 with a five card suit.
 14+ jump overcall.
INT ... 15-17, a balanced hand and a stop in the called
 suit.
Double ... (for take out) 14+ HCPs and a singleton/void
 in the suit bid (below the three level). Partner
 must take out the double into their best suit.
 With >8 HCPs they must also jump. It is
 possible to pass if the suit doubled is their best
 (a double of a NT contract is always for
 penalties).

REPLIES

To one level bids: <6 HCPs ... no bid
Suit bid: <10 HCPs ... If you have a four card major that can be bid at the one level you must mention it.

Raise partners suit with 4 card support.

Bid your best suit at the one level.

Otherwise bid 1NT. Do not bid at the two level.

10-12 HCPs ... Any four card major.

With four card support, jump raise.

Bid your best suit or 2NTs with a balanced hand.

13+ HCPs ... Jump shift (16+) or

3NTs. Show support for partner with the next bid.

To one NT: If you have an unbalanced hand, you must either use the Stayman convention or make a takeout bid into your best suit (jump with 12+ HCPs). The takeout into a suit at the two level is regarded as a sign off.

The Stayman convention is used if you have 11+ HCPs and a four card major. You bid two clubs. Partner must then bid their best major if they hold more than three cards in either major or a diamond denial.

To two level bids: With <5 HCPs ... 2NT

To 2 Clubs: This is a conventional bid showing 23+ points and is no indication of a club holding. Bid 2 Diamonds with less than 8 points and 2NT with 8 points. You cannot pass as partner may be able to make game.

To three level bids: With <16 HCPs ... nobid

Opener's Rebid: If partner supported then with:

<16 HCPs Nobid

16+ HCPs Raise

If partner bid a new suit then you are obliged to keep the bidding open:

12-15 HCPs Support with a four card suit

Rebid with a six card suit (your own)

NT's or a new suit.

16+ HCPs As above with jump. A 2NT rebid requires 17-18 HCPs.

Blackwood Slam Convention

A check to see if the partnership is missing any aces before moving into a slam.

A bid of 4NT by the player will produce the prompt Blackwood? An entry of Y requires North to reply according to the number of aces held:

5C ... 0 or 4 aces

5D ... 1 ace

5H ... 2 aces

5S ... 3 aces

(HCPs = High card points: Ace = 4; King = 3; Queen = 2; Knave = 1).

The play of the cards

You are always South, but in order to avoid your being dummy and merely watching the play of the cards when your partner has become declarer, you will be able to play both the North and South hands whenever you (South) or your partner (North) are declarer.

In the play, to follow suit just enter the card:-

A K Q J T 9 8 7 6 5 4 3 2

To lead, discard or trump, press a second key with the first letter of the suit.

Please note that if a singleton is held in the suit led, it is automatically played, as is the final trick. The opening notrump lead is usually the fourth highest of the longest suit.

At the end of each trick, the computer waits for a key to be pressed before continuing.

If the SPACE bar is pressed, the computer will select a card for you.

At any time, the hand may be left by pressing E, and a new hand will be dealt.

Scoring, review of hand etc.

At the end of play, the hands are displayed, and the following options given:-

- P Reset the speed of play.
- S Set the number of points to be dealt to South's hand.
- L List the deal to your printer.
- R Start a new rubber.
- RETURN..... to rebid and replay the hand.

Any other keypress produces a fresh random deal, after the score has been displayed.

