

TOM THROOP'S

*Bridge*

**BARON II**™

**User's Manual**



**Great Game  
Products**

# Welcome to the Bridge Baron!

Bridge players at any skill level, novice or expert, can now improve their bridge and enjoy the nation's prizewinning computer bridge program.

## Dear Bridge Enthusiast:

Congratulations on deciding to purchase the BRIDGE BARON—the WINNER of the First Computer Bridge Tournament and the finest computer bridge playing program available.

You will have hours of fun with the BRIDGE BARON, but best of all, you now have assured yourself of many years of the best bridge programs, since Great Game Products is dedicated to providing you the very best in computer bridge software through continuing research and development.

After many years of creating good computer bridge algorithms, I am proud of the BRIDGE BARON, which is the strongest program available for the popular microcomputers. The BRIDGE BARON, efficiently written in approximately 1200 lines of code, has handily defeated a 30,000 line main frame program under development at Bell Laboratories.

The BRIDGE BARON offers you the opportunity to practice just your bidding, just your play, or both. Further, any deal can be "redealt" at any time allowing you a chance to rebid and/or replay the hand or compare your bidding/play with your arch rival!

In versions for some machines you may compare your play to that of the computer by, for instance, having the computer bid and play the hand you first bid and played.

If you have any questions or comments about the program, as well as any desired features for future releases, please let me hear from you.

Meanwhile, happy bridging!

*Thomas A. Shroop*

Tom Throop's  
**BRIDGE  
BARON II**



***Great  
Game  
Products***

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# TABLE OF CONTENTS

<b>1. INTRODUCTION</b>	1-1
<b>1.1 Keyboard Input Notation</b>	1-3
1.1.1 Entering Your Bid	1-3
1.1.2 Entering Your Play	1-4
<b>2. USING BRIDGE BARON ON YOUR IBM PC, MACINTOSH, OR ATARI ST</b>	2-1
<b>2.1 Loading Instructions</b>	2-1
2.1.1 IBM PC and Compatibles	2-1
2.1.2 Macintosh	2-2
2.1.3 Atari ST	2-2
<b>2.2 OPTION MENU</b>	2-2
2.2.1 Deal Source	2-3
2.2.1.1 Random Deals	2-3
2.2.1.2 User Entered Deals	2-3
2.2.1.3 Disk Entered Deals	2-5
2.2.2 Best Hand Option	2-5
2.2.3 Rubber Bridge Scoring	2-5
2.2.4 Weak 2-Bids	2-6
2.2.5 Two-Person Mode	2-6
<b>2.3 BIDDING AND PLAYING THE DEAL</b>	2-6
2.3.1 Determining the Contract and Opening Lead	2-6
2.3.2 High Card, Low Card Feature	2-7
2.3.3 BARON's Recommended Action	2-7
2.3.4 Claiming or Conceding Tricks	2-7
2.3.5 Automatic Bid or Play Mode	2-8
2.3.6 Reviewing Previous Trick	2-8
2.3.7 Abort Current Operation	2-8
2.3.8 Peeking at Other Hands	2-8
<b>2.4 NEXT ACTION MENU</b>	2-9
2.4.1 Play a New Deal	2-10
2.4.2 Review This Deal	2-10
2.4.3 Review Score	2-10
2.4.4 Replay This Deal	2-10
2.4.5 Save Deal to Disk	2-11
2.4.6 Change Options	2-11
2.4.7 Exit Program	2-11

<b>3. USING BRIDGE BARON ON YOUR APPLE II OR COMMODORE 64/128</b>	3-1
<b>3.1 Loading Instructions</b>	3-1
3.1.1 Apple II	3-1
3.1.2 Commodore 64/128	3-1
<b>3.2 OPTION MENU</b>	3-1
3.2.1 Deal Source	3-3
3.2.1.1 Random Deals	3-3
3.2.1.2 User Entered Deals	3-3
3.2.2 Bid/No Bid	3-4
3.2.3 Two-Person Mode (Apple II Only)	3-4
3.2.4 Sound On/Off	3-4
3.2.5 Weak 2-Bids (Apple II Only)	3-4
3.2.6 Rubber Bridge Scoring	3-5
<b>3.3 BIDDING AND PLAYING THE DEAL</b>	3-5
3.3.1 Determining the Contract and Opening Lead	3-5
3.3.2 High Card, Low Card Feature	3-6
3.3.3 BARON's Recommended Action	3-6
3.3.4 Automatic Play Mode (Apple II Only)	3-6
3.3.5 Reviewing Tricks Already Played	3-6
3.3.6 Abort Current Operation	3-7
3.3.7 Peeking at Other Hands	3-7
<b>3.4 NEXT ACTION MENU</b>	3-7
3.4.1 Play a New Deal	3-7
3.4.2 Review This Deal	3-8
3.4.3 Replay This Deal	3-8
3.4.4 Change Options	3-8
 <b>APPENDIX A. BIDDING SUMMARY</b>	 A-1

## LIST OF TABLES

Table 1 - Editing Keys for User Entered Deals	2-12
Table 2 - Special Function Keys	3-9
Table A - Bidding Summary	A-2

## A WORD ABOUT COMPUTER BRIDGE

*BRIDGE BARON* is recognized by bridge experts as the best computer bridge game available. The development of *BRIDGE BARON* is an on-going project. Each new release will have new features and play a bit stronger game.

Beginning and even experienced bridge players will learn a great deal from the experience of playing against *BRIDGE BARON*. Not only is a game with *BRIDGE BARON* enjoyable--it is an opportunity to improve your bridge game by practicing your skills against an always willing opponent. And if you and another person use *BRIDGE BARON's* new *Two-person Mode*, you can practice your partnership understandings or, if you choose, compete against one another.

You have purchased *BRIDGE BARON II*, which is improved in many ways over *BRIDGE BARON I*, and we expect to follow up each year with a more advanced version. By filling out and sending in the warranty card that came with the *BRIDGE BARON* package, you will qualify for substantial discounts on future versions. (Moreover, if you made your purchase in a retail store, the warranty card is the link that will permit us to advise you of future developments.) We invite and welcome your comments, both on *BRIDGE BARON II* and on features you would like to see in future versions.

## 1. INTRODUCTION

Tom Throop's *BRIDGE BARON* is a complete bridge playing program that allows you to bid and play hands with your computer. You bid and play the South cards, while the computer bids and plays the other hands as necessary. After the bidding, you may be the declarer or one of the defenders. You may play alone, with the computer playing the three other hands, or with another person as your partner or opponent.

The deals you bid and play are normally generated by the computer's pseudo-random number routine, although you may enter your own specified deals for bidding and/or play. The computer can generate more than one billion different deals (more than a million in the case of Apple II and Commodore 64/128), enough to provide you with a lifetime of enjoyment. Any deal created by the random number routine can be "redeal" at any time.

There are three ways you may play *BRIDGE BARON*:

**1. Bid and Play.** You may, as South, both bid and play a deal. During the bidding you bid your cards while *BRIDGE BARON* bids both for your partner and for your opponents. If you become the declarer, you play the North-South cards while the program defends with the East-West cards. If North becomes the declarer, the hands are rotated two positions and you play the deal as though you held North's cards. If East or West becomes the declarer, *BRIDGE BARON* plays the contract with the East-West cards and, also, plays the North cards as the other defender.

**2. Bid Only.** You may, as South, practice and improve your bidding by having *BRIDGE BARON* bid both as your partner and as your opponents.

**3. Play Only.** You may, as South, practice and improve your declarer play by playing out deals in which you are declarer. *BRIDGE BARON* will suggest a contract. If you wish, you may specify a different one.



## 1.1 Keyboard Input Notation

Keyboard input notation in this manual is shown as <x>, where x is the specified key. Some examples are:

- <B> press B key
- <F1> press F1 function key
- <Ctrl-X> press Ctrl and X keys simultaneously
- <ENTER> press Enter (Return) key
- <ESC> press Esc key

(NOTE: The Macintosh has both <ENTER> and <RETURN> keys. For purposes of this manual, references to <ENTER> signify the Macintosh <RETURN> key. The <ENTER> key should never be used.)

At various points in playing *BRIDGE BARON* you will be asked questions that must be answered before play can proceed. Often the expected or "default" answer will be shown in brackets following the question. To give that answer simply press <ENTER>. To give a different answer, type your choice and then press <ENTER>.

### 1.1.1 Entering Your Bid

If you elect to bid a deal, the dealer will make the first bid. You may make any of the four positions the dealer or select *BARON*'s choice (except when you are in *Rubber Bridge Mode*). The program will bid for all players but you (and your human partner or opponent, if you are in *Two-person Mode*), and will stop when it is your turn to bid. To bid a suit or notrump, type a number for the level followed by the first letter of the suit; for example, 1S for one ♠, 2H for two ♥, 3N for three notrump. Enter P or PA for pass, D for double. Redoubles are not allowed by *BRIDGE BARON II*, since there are many ways of interpreting redoubles in different situations. When the bidding is over, you will be allowed to rebid the same hand if you wish.

NOTE: If a contract has been doubled, an asterisk (\*) will appear next to the contract when it is displayed on the game screen. For example, 4 ♥\* means four hearts doubled.

### 1.1.2 Entering Your Play

Whenever you are the declarer and it is time for a play from dummy (North) or declarer (South), the program will stop and prompt you for a card. When you are on defense, the program will play all the other hands but will stop when it is your turn to play. In the *Two-person Mode* the program will stop at each person's turn. Type in a card from the appropriate hand, designating first the rank and then the suit; for example, KH for *king of hearts*, AS for *ace of spades*, TD for *ten of diamonds*, and 8C for *eight of clubs*. (Note particularly that you enter "T" for ten, not "10"). Then press <ENTER>. To play a card in the led suit, you need enter only the rank. Whenever you have only one card left in the led suit, the program will make the play for you if you are in the *One-person Mode*. If you designate a card that is not in your hand or is not a legal play, the program will not accept it.

## 2. USING BRIDGE BARON ON YOUR IBM PC, MACINTOSH, OR ATARI ST

### 2.1 Loading Instructions

#### 2.1.1 IBM PC and Compatibles

*BRIDGE BARON II* will run on any IBM PC computer with 256K or more of main memory. If you have a hard disk, you may make a special directory and copy the *BARON* program to this directory. A standard configuration with the hard disk addressed as drive C and the first floppy drive as A requires the following commands:

```
C: > MD BARON
C: > COPY A:*. *\BARON
C: > CD\BARON
C: > BARON
```

When you are in the appropriate directory (or disk if you are using a floppy system), type *BARON* at the DOS prompt and press <ENTER>.

After the program is loaded, you will be asked whether you are using a monochrome monitor. If you have a color monitor, press <ENTER> for No and you will then be given the opportunity to select colors or a black and white display. If your monitor is monochrome, type Y and then press <ENTER>. The game is identical on any type of display; the monochrome graphics, though smaller, may be preferred by some even though an RGB/color graphics monitor is in use.

### 2.1.2 Macintosh

Turn on your Macintosh. Insert your *BRIDGE BARON* disk into the internal drive. When the desktop appears, point the mouse to the *BRIDGE BARON* icon and "double click" the left button.

### 2.1.3 Atari ST

Turn on a disk drive and insert your *BRIDGE BARON II* disk into the drive. "Double click" the left mouse button. Either a program icon or text line with the program name "Baron.prg" will appear. Move the mouse to the program icon or the text line and "click" the left button once. The program will begin to execute.

## 2.2 OPTION MENU

The *Option Menu* has five choices as follows:

OPTION	CURRENT SETTING
1. DEAL SOURCE	RANDOM DEALS
2. BEST HANDS	BARON CHOICE
3. RUBBER BRIDGE	NO
4. WEAK 2-BID	NO
5. ONE/TWO PLAYERS	ONE PLAYER

When either *Option 1* or *2* is selected, a submenu will be displayed from which to choose the desired setting. In the case of *Option 1* the settings are *Random Deals* (default), *User Entered Deals*, and *Disk Entered Deals*. In the case of *Option 2* the settings are *BARON Choice* (default), *North-South*, *East-West*, *North*, *East*, *South*, *West*. The setting determines which position(s) gets the best hand(s) in each *BARON* deal generated from a deal number. (The *Best Hand Option* does not affect *User Entered Deals* or *Disk Entered Deals*.) *Options 3, 4* and *5* have only two settings. These are toggled between the two settings simply by pressing the indicated key.

## 2.2.1 Deal Source

*BRIDGE BARON II* may be played using hands from computer generated *Random Deals*, *User Entered Deals*, or *Disk Entered Deals*.

### 2.2.1.1 Random Deals

You will be asked to enter a deal number. *BRIDGE BARON* will suggest *Deal #1* when the program is first loaded. At other times it will suggest the number of the previous deal plus one. You can accept this suggestion by simply pressing <ENTER>. If you type in a number before pressing <ENTER>, the number you type will be the deal number selected. Any number from 1 to 1,073,741,823 may be selected. If the same number is typed in later, it will result in exactly the same distribution of the cards.

### 2.2.1.2 User Entered Deals

If you select *User Entered Deals*, the computer will display a *Data Entry Screen* and prompt you to enter the hands for North, East, South, and West. You can enter data in either of two ways:

1. Specific cards: AKQJT98765432
2. Generic cards: defined by x's, which represent one of the unassigned cards in a particular suit.

Examples of the hands that can be defined are as follows:

1. A hand with specific cards, including a void.

```
S: AK965
H: JT9
D: KQ652
C: --
```

2. A hand with a combination of specific and generic cards.

```
S: AKxxx A,K, and any three unassigned spades
H: JT9
D: KQxx K,Q, and any two unassigned diamonds
C: x any unassigned club
```

The <C> and <D> keys have special functions during the entry of data for *User Entered Deals*. Pressing <C> clears the screen so that you can start over. Pressing <D> causes a check for errors and then generates a deal based on the user definition. You can then play the deal in the normal manner.

**Use of Cursor Keys**--When you enter your own hands, the cursor keys operate much as they do in many editors and word processors. A brief description of their functions (with the <NUM LOCK> key off) is shown in Table 1 on page 2-12.

**Use of Editing Keys**--A brief description for the editing keys that permit you to change, add, or delete cards in *User Entered Deals* is shown in Table 1 on page 2-12.

### 2.2.1.3 Disk Entered Deals

If this is your choice, the program will prompt you to specify the file name of a previously saved deal, which you may then bid and/or play in the usual manner.

### 2.2.2 Best Hand Option

*Option 2, Best Hand(s)*, permits you to determine which hand or partnership gets the best hand or pair of hands in a numbered *BARON* deal. The best hand in a deal is the one that has the most high card points.

If the current *Best Hand* setting is N-S and *One-person Mode* is in effect, the following question is asked: Switch N-S hands? [N]. If you enter Y, all four hands are rotated two positions so that the hands of the N-S and E-W partners are switched. This permits you to bid the North hand if you choose.

### 2.2.3 Rubber Bridge Scoring

Selection of *Option 3* of the *Option Menu* enables you to keep score in rubber-bridge fashion. After each hand, a display resembling a standard bridge scoresheet will appear on the screen. Points scored by North/South will be on the left, and East/West points will be on the right. Above-the-line scores for N/S and E/W are displayed in the two top rows of the scorepad. The first row shows the most recent N/S and E/W above-the-line scores. These premiums can be for slams, rubbers, overtricks, honors, or making doubled contracts. The other row shows the total of all the previous N/S and E/W above-the-line scores.

Points toward game are shown below the line for each game of the rubber. All partial scores are shown for the current game. A dotted line separates the total scores of successive games.

The *Totals* row shows the sum of all the N/S and E/W scores, both above and below the line, for the current rubber.

The *Running Totals* caption at the left of the screen shows the cumulative N/S and E/W scores for all previous rubbers and the current rubber.

Any time the *Rubber Bridge Score* is being displayed, you have the option to zero all the scores and start a new rubber.

#### **2.2.4 Weak 2-Bids**

Many players use opening 2-bids as weak opening bids showing a strong 6-card suit in an otherwise weak hand. *BRIDGE BARON* allows you to use these bids or strong opening 2-bids. How weak 2-bids are defined and the ways in which they affect the bidding are explained in Appendix A.

#### **2.2.5 Two-Person Mode**

You may play with another person as your partner or as your opponent by selecting *Option 5*. One person will always be South. You may specify the position of the second person as West, North, or East.

In the bidding and play, each person's hand will be displayed when it is his or her turn to act. (It will be necessary for each person to refrain from looking at the screen while the other person is selecting a bid or play.) You may choose to print each person's hand on the printer. During play, each person will see his (or her) hand on the screen when appropriate.

### **2.3 BIDDING AND PLAYING THE DEAL**

#### **2.3.1 Determining the Contract and Opening Lead**

You may determine the contract in either of two ways. The computer asks you whether you wish to bid the deal. Simply press <ENTER> if you want to participate in the progressive bidding of the hand. In this event the contract will of course be determined by the bidding that follows. By pressing <N> you can shortcut the bidding process and specify the contract you wish to play.



If you are replaying a deal or playing a *User Entered Deal*, you will be asked to choose the opening lead. Either enter the opening lead or press <ENTER> to have the computer choose the opening lead. You may wish to peek at opponents' hands by pressing <Ctrl-O> before choosing the opening lead.

### 2.3.2 High Card, Low Card Feature

Instead of entering a specific card when it is your turn to play, you may direct the computer to play the highest card you hold in the suit led. You do this by pressing <H>. Similarly, you may play your lowest card in the suit led by pressing <L>.

### 2.3.3 BARON's Recommended Action

At any point during the bidding or play you can ask the *BARON* to suggest a bid or play. You do this by pressing <B> instead of entering a specific bid or play. The *BARON* will display what it believes is the best action. The *BARON* will also suggest a contract and declarer when you elect not to have bidding. You can accept the recommendation by pressing <ENTER>, or you can enter your own choice in the normal manner.

### 2.3.4 Claiming or Conceding Tricks

The remaining tricks of a deal can be claimed by pressing the <Up Arrow> or conceded by pressing the <Down Arrow> (<Ctrl-T> and <Ctrl-E> respectively on the Macintosh). A claim or concession will always be accepted if you are in *One-person Mode* or if the second human player is your partner (i.e., North). If, however, the second human player is your opponent, a claim may be either accepted or rejected. If it is rejected, play continues.

### 2.3.5 Automatic Bid or Play Mode

Whenever it is South's turn to bid or play, or to play from dummy, you may direct the *BARON* to bid or play all the hands by pressing <Ctrl-A>. The *BARON* will then enter *Automatic Bid or Play Mode*. Before each South bid or after each trick has been played, the program will pause. Press <Ctrl-A> to toggle out of *Automatic Bid or Play Mode*; press any other key to continue.

If all four hands are displayed via <Ctrl-Q>, you can watch the *BARON* in *Double-dummy Mode*.

### 2.3.6 Reviewing Previous Trick

If you wish to see the cards played on the preceding trick, you may do so by pressing <Ctrl-B> (<Ctrl-S> on the Atari ST). The cards played by all four hands will appear on the screen, with the winner indicated by " > ". This feature does not operate when you are in the *Automatic Play Mode*.

### 2.3.7 Abort Current Operation

If you wish to stop in the middle of bidding or playing a deal, you may do so by pressing <ESC> (<Ctrl-Z> on the Macintosh) whenever it is your turn to make a bid or play a card. This will end the current deal. If you were bidding you can rebid the hand. If you don't wish to rebid or you were playing the deal, then the *Next Action Menu* will be displayed.

### 2.3.8 Peeking at Other Hands

Various hands are hidden during bidding and card play, just as in actual play. During card play, dummy's hand will always be displayed. *BRIDGE BARON* provides a powerful learning tool by allowing you to peek at the other hands. If you (or Person #2) press these keys, display of the following hidden hands will be toggled on and off:

**Keys      Hands Displayed/Blanked Out**

< CTRL-O >	OPPONENT'S HAND
< CTRL-P >	PARTNER'S HAND
< CTRL-Q >	ALL HANDS

**2.4 NEXT ACTION MENU**

1. Play a New Deal
2. Review This Deal
3. Review Score
4. Replay This Deal
5. Save Deal to Disk
6. Change Options
7. Exit Program

The *Next Action Menu* is displayed in the following situations:

1. After all 13 tricks of a deal have been played;
2. After a claim or concession has been made;
3. When you have chosen not to play a hand or you enter < N > to signify that you do not wish to rebid the hand; or
4. When you press < ESC > to quit whatever you were doing.

### 2.4.1 Play a New Deal

If you choose *Next Action #1*, the program will generate a new deal or display the *Data Entry Screen* for a new *User Entered Deal* depending upon which deal source type is in effect. If you are playing random deals, you can enter any number from 1 to 1,073,741,823 or, by simply pressing <ENTER>, you can bid and play the next higher numbered deal. The bidding and play then proceed as described in Section 2.3.

### 2.4.2 Review This Deal

*Next Action #2* permits you to review the current deal. One screen shows the hands and the bidding sequence; a second screen shows the play. A greater-than symbol ( > ) indicates which card won each trick. If <ESC> was pressed during the play of the deal, or if a claim (or concession) was made, the bidding and card play up to the break point are displayed.

The review will be sent to the printer if you answer <Y> to *Send to Printer* question. Press <ENTER> to return to the *Next Action Menu*.

### 2.4.3 Review Score

*Next Action #3* permits you to review the score when rubber bridge scoring is in effect. You can zero all the scores at this time if you wish.

### 2.4.4 Replay This Deal

You may choose to replay the current deal by choosing *Next Action #4*. You will first be asked which hand should be South. Pressing <ENTER> will result in the same hand positions as before. Or you may designate any of the three other hands as South, in which case all hands will be rotated to preserve the same relative positions. Then you will be asked whether the East–West hands should be shuffled; shuffling enables you to replay the deal against a different distribution of

the East and West cards. Bidding and play then proceed as before.

#### 2.4.5 Save Deal to Disk

When play of a deal ends, you can save that deal to disk by selecting *Next Action #5*. You must specify a file name and a deal name. Do not add an extension; the *BARON* will add the extension "brn".

Deals will be saved on the logged drive. You can also save deals to another drive by prefacing the file name with the appropriate drive designation.

#### 2.4.6 Change Options

If you choose this action, the *Option Menu* will be displayed. You may then change any of the option settings currently in effect. For example, you may change from *Random Deals* to *User Entered Deals*, or from *One-person Mode* to *Two-person Mode*.

#### 2.4.7 Exit Program

If you choose this action, the *BRIDGE BARON* program will terminate. Control will be returned to the operating system, and the system prompt will be displayed. The <ESC> key cannot be used to terminate the program.

TABLE 1 - EDITING KEYS FOR USER ENTERED DEALS

USE OF CURSOR KEYS	USE OF EDITING KEYS
<p><b>Right Arrow Key:</b> Moves cursor one position to the right.</p> <p><b>Left Arrow Key:</b> Moves cursor one position to the left.</p> <p><b>Down Arrow Key:</b> Moves cursor down to next suit in current hand, or to spade suit of next hand if at club suit.</p> <p><b>Up Arrow Key:</b> Moves cursor up to preceding suit in current hand, or to club suit of preceding hand if at spade suit.</p> <p><b>Home Key:</b> Moves cursor to first position in current suit.</p> <p><b>End Key:</b> Moves cursor to last entry in current suit.</p> <p><b>Enter Key:</b> Moves cursor to first position in next suit or to spade suit of next hand if at club suit.</p> <p><b>PgDn Key:</b> Moves cursor to first position of spade suit in next hand.</p> <p><b>PgUp Key:</b> Moves cursor to first position of spade suit in preceding hand.</p>	<p><b>Ins Key:</b> Toggles the entry of data between Insert mode and Replace mode. In Insert mode a new character is inserted at the cursor location; the character currently at the cursor and any characters to its right are moved one position to the right. In Replace mode a new character replaces the character at the cursor location without affecting other characters. The Data Entry Screen begins in Insert mode.</p> <p><b>Del Key:</b> Deletes the character at the current cursor location and moves characters to its right one position to the left.</p> <p><b>Backspace Key:</b> Deletes the character to the left of the cursor and moves characters to its right one position to the left.</p>

## 3. USING BRIDGE BARON ON YOUR APPLE II OR COMMODORE 64/128

### 3.1 Loading Instructions

#### 3.1.1 Apple II

*BRIDGE BARON* will run on any Apple II computer with 48K or more of memory. Turn the computer off, then insert the disk into Drive #1. Turn the computer on, and the program will automatically load. On initial load, the program will present the *Option Menu*.

**IMPORTANT:** To run on Apple II computers with less than 128K of memory, *BRIDGE BARON* requires access to the program disk during game play. Be sure to leave the disk in the disk drive. If you have a full 128K of memory, you may remove the disk from the drive after the initial boot.

#### 3.1.2 Commodore 64/128

*BRIDGE BARON* will run on any Commodore 64/128 with a disk drive. Turn on the disk drive, then turn on the computer, then insert the *BRIDGE BARON* disk into the drive. Type LOAD "BB",8,1 and press <RETURN>. A *Title Screen* will appear while more of the program is being loaded from disk. You must leave the disk in the disk drive after loading because the program will need access to it during play.

### 3.2 OPTION MENU

**Apple II** -- The *Option Menu* for the Apple II *BRIDGE BARON* offers the following six options:

OPTIONS	CURRENT SETTING
1. DEAL TYPE	RANDOM DEALS
2. BID/NO BID	BID AND PLAY
3. ONE/TWO PLAYERS	ONE PLAYER
4. SOUND ON/OFF	SOUND ON
5. WEAK 2-BIDS	OFF
6. RUBBER BRIDGE	NO

Option settings are changed simply by pressing the indicated numbered key. In the case of *Option #3*, repeated pressing of the <3> key allows you to choose West, North, or East as the second human player.

**Commodore 64/128** -- The *Option Menu* for the Commodore 64/128 offers the user the following choices:

<b>R = Random Deals</b>
<b>U = User-Entered Deals</b>
<hr/>
<b>B = Bidding ON/OFF</b>
<b>S = Sound ON/OFF</b>
<hr/>
<b>Currently Selected:</b>
<b>Random Deals</b>
<b>Bid and Play</b>
<b>Sound ON</b>

Type <U> for *User Entered Deals*; type <R> to return to *Random Deals*. <B> and <S> control the *Bid/No Bid* and *Sound ON/OFF* options, respectively.



### 3.2.1 Deal Source

#### 3.2.1.1 Random Deals

You will be asked to enter a deal number. *BRIDGE BARON* will suggest *Deal #1* when the program is first loaded. At other times it will suggest the number of the previous deal plus one. Simply press <RETURN> to accept the suggestion. If you type in a number before pressing <RETURN>, the deal corresponding to that number will be selected. Any number from 1 to 1,048,575 may be selected. If the same number is typed in later, it will result in exactly the same distribution of the cards.

#### 3.2.1.2 User Entered Deals

If you select *User Entered Deals*, the computer will display a *Data Entry Screen* and prompt you to enter the hands for North, East, and South. Beginning with spades, enter the rank of each card to be assigned to the hand in question (AKQJT9, etc.). As you finish specifying the South holding in each suit, the West hand will automatically be given the unassigned cards in that suit. When the hand is complete, you will be asked to specify which hand is to be the dealer. You can then bid and play the deal in the normal manner.

## EDITING KEYS

- < Left Arrow > Move cursor one position to the left erasing the entry at that position.
- < RETURN > Move cursor to the first position of the next suit.
- < ESC > (Apple II) Move cursor to first position of previous suit.
- < f1 > (C64/128) Move cursor to first position of previous suit.

### 3.2.2 Bid/No Bid

The *Bidding Option* is governed by <B> on C64/128 or *Option 2* on Apple, which toggles between *BID AND PLAY* and *PLAY ONLY*. *BID AND PLAY* allows you to participate in the bidding and then play out the hand. The *PLAY ONLY Option* is for practicing declarer play. No bidding takes place; you always play as declarer after specifying the contract you wish to play. When this option is in effect, the computer will assign the stronger pair of hands to North/South.

### 3.2.3 Two-Person Mode (Apple II Only)

You may play with another person as your partner or as your opponent by selecting *Option 3*. One person will always be South. You may specify the position of the second person as West, North, or East.

In the bidding and play, each person's hand will be displayed when it is his or her turn to act. (Each person must refrain from looking at the screen while the other person is selecting a bid or play.)

### 3.2.4 Sound On/Off

The *Sound Option* is governed by *Option 4* on Apple and by <S> on C64/128. The sounds in *BRIDGE BARON* occur when a card is played or when an improper entry is made. To turn these sounds off, select *Option 4* (Apple) or press <S> (C64/128); sound may be restored in the same manner.

### 3.2.5 Weak 2-Bids

Many players use opening 2-bids as weak opening bids showing a strong 6-card suit in an otherwise weak hand. *BRIDGE BARON* allows you to use either these bids or strong opening 2-bids. How weak 2-bids are defined and the ways in which they affect the bidding are explained in Appendix A.

### 3.2.6 Rubber Bridge Scoring

Selection of this option enables you to keep score in rubber bridge fashion. After each hand, when you choose *Next Action #1 - Play a New Deal*, a display resembling a standard bridge scoresheet will appear on the screen. Points scored by North/South will be on the left, and East/West points will be on the right. Above-the-line scores for N/S and E/W are displayed above the double broken line. The top row shows the most recent N/S and E/W above-the-line scores; the second row shows the total of all previous above-the-line scores. These premiums can be for slams, rubbers, overtricks, honors, or making doubled contracts.

Points toward game are shown below the line for each game of the rubber. All partial scores are shown for the current game. A broken line separates the total scores of successive games in a rubber.

The *Totals-Rubber* row shows the sum of all the N/S and E/W scores, above and below the line, for the current rubber.

The *Totals-Running* caption at the left of the screen shows the cumulative N/S and E/W scores for all previous rubbers and the current rubber.

## 3.3 BIDDING AND PLAYING THE DEAL

### 3.3.1 Determining the Contract and Opening Lead

If you have opted for *BID AND PLAY*, the contract will be determined by the bidding of the hand, involving both you as South and the computer (or you and another person and the computer if you are in *Two-person Mode--Apple II* only). If you have selected *PLAY ONLY*, the *BARON* will suggest a contract, which you may accept or override in favor of one of your own.

The opening lead will ordinarily be selected by the computer. However, you are permitted to select the opening lead when replaying a hand or when playing *User Entered Deals* if you have opted for *BID AND PLAY*.

### 3.3.2 High Card, Low Card Feature

When it is your turn to play, instead of entering a specific card you may direct the computer to play the highest card you hold in the suit led. You do this by pressing <H>. Similarly, you may play your lowest card in the suit led by pressing <L>.

### 3.3.3 BARON's Recommended Action

At any point during the play you can ask the *BARON* to suggest a play. You do this by pressing <B> instead of entering a specific play. The *BARON* will display what it believes is the best play. You can accept the recommendation by pressing <RETURN>, or you can enter your own action in the normal manner.

### 3.3.4 Automatic Play Mode

Whenever it is South's turn to bid or play, or to play from dummy, you may direct the *BARON* to bid or play all the hands by pressing <Ctrl-A>. The *BARON* will then enter *Automatic Bid or Play Mode*. After each South bid or after each trick has been played, the program will pause. Press <Ctrl-A> to toggle out of *Automatic Play Mode*; press any other key to continue in *Automatic Play Mode*. If all four hands are displayed via <Ctrl-P>, you can watch the *BARON* in *Double-Dummy mode*.

### 3.3.5 Reviewing Tricks Already Played

If during the play you wish to review the play of all tricks up to that point, you can do so by pressing <Ctrl-R>. The winning card at each trick will be marked with " \* ".

### 3.3.6 Abort Current Operation

If you wish to end the current deal prematurely, you may do so by pressing <ESC> (Apple II), or <F1> (Commodore 64/128), whenever it is your turn to make a bid or play a card. You will be able to rebid or replay the deal or select another deal.

### 3.3.7 Peeking at Other Hands

Various hands are hidden during bidding and card play, just as in actual play. (During card play dummy's hand will always be displayed.) *BRIDGE BARON* provides a powerful learning tool by allowing you to peek at the hidden hands. Pressing <Ctrl-P> will display all four hands on the screen; pressing <Ctrl-P> again will return the screen to its normal condition.

## 3.4 NEXT ACTION MENU

The following situations will display a *Next Action Menu*.

1. After all 13 tricks of a deal have been played;
2. When, after you have chosen not to play a hand, you enter <N> to signify that you do not wish to rebid the hand; or,
3. When you press <ESC> (Apple II) or <F1> (C64/128) to quit whatever you were doing.

There is no *Next Action Menu* as such in the Commodore 64/128 program. Upon completion of a deal, you are asked successively whether you wish to replay the deal or change options. If your answer to both questions is <N>, the program requests a number for the next deal.

### 3.4.1 Play a New Deal

If you choose *Next Action #1*, the program will generate a new deal or display the *Data Entry Screen* for a new *User Entered Deal*, depending upon which deal source type is in effect. If you are playing random deals, you can enter any number within the acceptable range or, by simply pressing <RETURN> ,

you can bid and play the next higher numbered deal. The bidding and play then proceed as described in Section 3.3.

### 3.4.2 Review This Deal

*Next Action #2* permits you to review the current deal. One screen shows the bidding; a second screen shows the play. An asterisk ( \* ) indicates which card won each trick. If <ESC> was pressed during the play of the deal, the bidding and card play up to the break point are displayed. Press <RETURN> to return to the *Next Action Menu*. You will be asked at this point whether the review should be sent to the printer.

### 3.4.3 Replay This Deal

You may choose *Next Action #3* to replay the current deal. You will be asked whether you wish to switch the North and South hands. Pressing <RETURN> will result in the same hand positions as before; entering <Y> will cause these hands to be interchanged. (In the case of the Commodore 64/128, switching hands is possible only if you are in the *Play Only Mode*.)

### 3.4.4 Change Options

If you choose *Next Action #4*, the *Option Menu* will be displayed. You may then change any of the option settings currently in effect. For example, you may change from *Random Deals* to *User Entered Deals*, or from *Bid and Play* to *Play Only*.

TABLE 2 - SPECIAL FUNCTION KEYS

BRIDGE BARON assigns special functions to certain keyboard characters. These special functions and the keys to be used for them are shown below. (FOR MACINTOSH USERS: The control key is the key on the lower left with the "clover leaf." Using a mouse to exit the program, select "Quit" from the "File" menu.)

FUNCTION	IBM	APPLE	C64/128	MAC	ATARI ST
See All Hands	< Ctrl-Q >	< Ctrl-P >	< Ctrl-P >	< Ctrl-Q >	< Ctrl-Q >
See Partner's Hand	< Ctrl-P >			< Ctrl-P >	< Ctrl-P >
See Opponents' Hands	< Ctrl-O >			< Ctrl-O >	< Ctrl-O >
Recommended Bid	< B >	< B >	< B >	< B >	< B >
Recommended Play	< B >	< H >	< H >	< H >	< H >
Play Highest Card	< H >	< L >	< L >	< L >	< L >
Play Lowest Card	< L >				
See Preceding Trick	< Ctrl-B >	< Ctrl-R >	< Ctrl-R >	< Ctrl-B >	< Ctrl-B >
See All Tricks Played		< Ctrl-A >	< Ctrl-A >		< Ctrl-A >
Automatic Play	< Ctrl-A >	< Ctrl-A >		< Ctrl-A >	< Ctrl-A >
Claim Rest of Tricks	< Up Arrow >			< Ctrl-T >	< Up Arrow >
Concede Rest of Tricks	< Down Arrow >			< Ctrl-E >	< Down Arrow >
Abort Current Activity	< ESC >	< ESC >	< F1 >	< Ctrl-Z >	< ESC >

## APPENDIX A - BIDDING SUMMARY

*BRIDGE BARON* employs a Standard American style of bidding, based on strong opening 1 notrump bids (16-18 high-card points), five-card major suit opening bids in first and second position, and strong opening 2-bids (22-24 high-card points for a 2NT opening bid, 22 or more points for an opening bid of 2 of a suit, or 21 with a seven-card suit). As an option you may choose to play weak 2-bids.

The *BARON* plays the *Stayman*, *Blackwood*, and *Gerber* conventions. The *Stayman* convention (that is, a bid of 2♣ in response to partner's 1NT opening bid) is used to look for a 4-4 major suit fit. (With both majors, the *BARON* will bid hearts first.) The *Blackwood* and *Gerber* conventions are used to ask for aces and kings en route to a possible slam. A 4NT bid is always *Blackwood*. A jump to 4♣ in response to partner's 1NT, 2NT, or 1 of a major suit, or after a trump suit other than clubs has been agreed upon, is *Gerber*. A response of 5♣ to the *Blackwood* 4NT bid shows no aces, 5♦ shows 1 ace, etc. The *Blackwood* bidder then bids 5NT if he or she wishes to inquire about kings, and the responder shows kings in the same manner. A response of 4♦ to the *Gerber* 4♣ bid shows no aces, 4♥ shows 1 ace, etc. The *Gerber* bidder then bids 5♣ to ask for kings, and the responder shows kings in the same manner.

The program knows takeout and balancing doubles. It is rather cautious with its penalty doubles. Redoubles are not used because there are many different types of redoubles, each with different partnership understandings as to what is meant. Similarly, in arriving at a game or slam contract the *BARON* does not employ cue bids, which again are subject to various different partnership understandings.

With regard to the most frequently occurring bids, the point and suit requirements for the *BARON* are given in Table A.



TABLE A - BIDDING SUMMARY

<p><b>OPENING BIDS</b></p> <p><b>POINTS</b></p> <p>13-22 5-card major</p> <p>13-22 w/o 5-card major</p> <p>16-18 Notrump</p> <p>22-24 distribution</p> <p>25 up 5-card suit</p> <p>23 up 6-card suit</p> <p>22 up 7-card suit</p> <p>21 up</p>		<p><b>RESPONSES TO OPENING BID OF 1NT</b></p> <p><b>POINTS</b></p> <p>Under 9 5-card major</p> <p>9 up 5-card major</p> <p>9 up 6-card major</p> <p>8 up 4-card major</p> <p>8-9 w/o 4-card major</p> <p>10-14 w/o major</p> <p>15 up w/o major</p>	
<p><b>RESPONSES TO OPENING BID OF 1 OF A SUIT</b></p> <p><b>POINTS</b></p> <p>6-9 Single raise</p> <p>10-12 Bid new suit</p> <p>13-16 Double raise</p> <p>17 up Gerber 4C</p> <p>With Trump Support:</p> <p>With NT Distribution:</p> <p>Otherwise:</p> <p>6-9 1NT</p> <p>13-15 2NT</p> <p>16-18 3NT</p> <p>6-18 1 of higher suit</p> <p>10-18 2 of lower suit</p> <p>19 up Jump in new suit</p>		<p><b>OVERCALLS AND TAKEOUT DOUBLE OF 1 OF A SUIT</b></p> <p><b>POINTS</b></p> <p>16-18 NT distribution</p> <p>13-15 5-card suit</p> <p>16 up 5-card suit</p> <p>13 up w/o 5-card suit</p> <p><b>OVERCALLS AND TAKEOUT DOUBLE OF 1NT</b></p> <p><b>POINTS</b></p> <p>13-15 Good suit</p> <p>16 up</p>	
<p><b>RESPONSES TO OPENING BID OF 1 OF A SUIT</b></p> <p><b>BID</b></p> <p>1 of major</p> <p>1 of minor</p> <p>1NT</p> <p>2NT</p> <p>3NT</p> <p>2 of suit</p> <p>2 of suit</p>		<p><b>BID</b></p> <p>2 of major</p> <p>3 of major</p> <p>4 of major</p> <p>Stayman 2C</p> <p>2NT</p> <p>3NT</p> <p>Gerber 4C</p>	
<p><b>NOTE: Notrump bids are based on notrump points (i.e., 4 for an ace, 3 for a king, 2 for a queen, and 1 for a jack). Suit bids are based on total points (i.e., notrump points plus distribution points--3 for a void, 2 for a singleton, and 1 for a doubleton).</b></p>			

### Strong and Weak 2-Bids

As Table A indicates, a strong opening 2-bid requires 23 points with a 5-card suit, 22 points with a 6-card suit, and 21 points with a 7-card suit.

When weak 2-bids are in effect, *BRIDGE BARON* will make a weak opening 2-bid in spades, hearts, or diamonds with a 6-card suit headed by the ace or king, no outside 4-card major suit, and 6-12 total points. An opening bid of 2 notrump, when weak 2-bids are being used, shows 21 or 22 high card points (rather than the standard 22-24). All other strong hands are opened with 2♣; an opening bid of 2♣ followed by a rebid of 2N shows a balanced hand with 23 or 24 high card points. Opening bids are not otherwise affected by the selection of weak 2-bids.

The only forcing response to a weak opening 2-bid is 2N. Any other response (other than a *Blackwood* 4N) may be passed.

In response to a strong 2♣ bid, *BRIDGE BARON* will bid 2♦ on a poor hand (less than 1-1/2 quick tricks). A response of 2N is positive and shows at least 1-1/2 quick tricks. After the sequence 2♣-2♦-2N (showing 23-24 points and a balanced hand), 3♣ is the *Stayman* Convention asking whether partner has a 4-card major suit.

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# A Brief History of Bridge

From the Italian Tarot cards of the Venetians, who tradition tells us got their illustrated Chinese playing cards via either Niccolo or Marco Polo in the 13th century, through the early 16th century game of whist, the game of bridge has had an interesting genealogy.

Whist, with its rules finally codified in 1742 by Edmond Hoyle, was an enormously popular amusement for over three centuries. In France in the 1880s, the older game evolved into bridge-whist which introduced the elements of having a dummy, the dealer's side nominating trump, and the right to double.

Bridge-whist had a short life; in 1904 the auction principle was introduced, reportedly by the British colonials in India, adding the competitive feature of bidding resulting in auction bridge.

Meanwhile, the next major addition to the game took place in France where the game of *plafronde* made each side bid to the "*plafronde*", or ceiling. In 1925 yachtsman, Harold S. "Mike" Vanderbilt married the main virtue of *plafronde*, that one could not score a game or slam unless one bid it, with the basic game of auction bridge. He also increased the premiums and penalties to high numbers and rounded them off to the decimal system for ease of scoring. Thus, he created the modern game of contract bridge.

Vanderbilt tested his new game on three friends during a 10-day cruise from California to Havana during which they fine-tuned the scoring. Within two years of their return, the new game of contract bridge swept the world, replacing the older auction version.

In 1929, the American Auction Bridge League eliminated the word "Auction". And aided by the promotional skills of Ely Culbertson, "Contract" bridge made headlines all over the world. Ely Culbertson developed the honor-trick method of hand evaluation and a complete bidding system built around the honor-trick evaluation.

The next major enhancement, a refinement of the honor-trick method of evaluation, was developed by Charles Goren in collaboration with William Anderson in the early 1930s. This became known as the Goren Point Count System, around which Goren designed his complete bidding system, still commonly referred to as "Standard American Bidding". Subsequently, other bidding systems, such as the Roth-Stone, Kaplan-Sheinwold, and Schenken/Precision Club have been created, these still built upon the Goren Point Count. Today, almost all players use one of these bidding systems, or a combination thereof, as a basis for their bidding.

In 1984, over 50 years later, Thomas Throop has forged a new bridge frontier with his computer version of the Bridge Baron, a complete game of bridge offering random deals. Like its predecessors this computer bridge game will continue to evolve, always moving toward "The Perfect Game".