

ACTIVISION™

BRIDGE

INSTRUCTIONS



You have in your possession the ultimate solitaire bridge game! Bridge by ACTIVISION™ deals you hundreds of millions of hands at random, provides a computer partner who bids by the rules, and even plays as your opponents after you've established a contract. You can play the same hand over and over again until you're satisfied or keep dealing until you find a hand you want to play. Best of all, you'll never again be without a game with Bridge by ACTIVISION™. Look inside to see how it's done.

ACTIVISION™

A NOTE TO BEGINNING BRIDGE PLAYERS...

Bridge by ACTIVISION™ was designed for people who already know how to play the game. It won't teach you the basics—you'll want to read a good instructional book or take some classes for that. But it will give you virtually unlimited opportunities to practice what you learn and sharpen your game—at your own pace.

BRIDGE BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then try steps 1–3 again.
4. Plug in left Joystick Controller (it's the only one you'll need). Hold it with the button at the upper left.
5. Set both difficulty switches at **b (down)** to begin.

Note to owners of Sears Tele-Game™:
On your Sears System, difficulty switches are called **skill left (or right) player** and **a (or up)** is expert and **b (or down)** is novice.

SELECT YOUR GAME

6. Select game with game select switch. The game number will appear at the top center of screen.

If you want to bid and play:

Game 1: 21 team points or more

Game 2: 25 team points or more

Game 3: 29 team points or more

If you want to play without bidding (you set the contract):

Game 4: 13 team points or more

Game 5: 21 team points or more

Game 6: 25 team points or more

Game 7: 29 team points or more

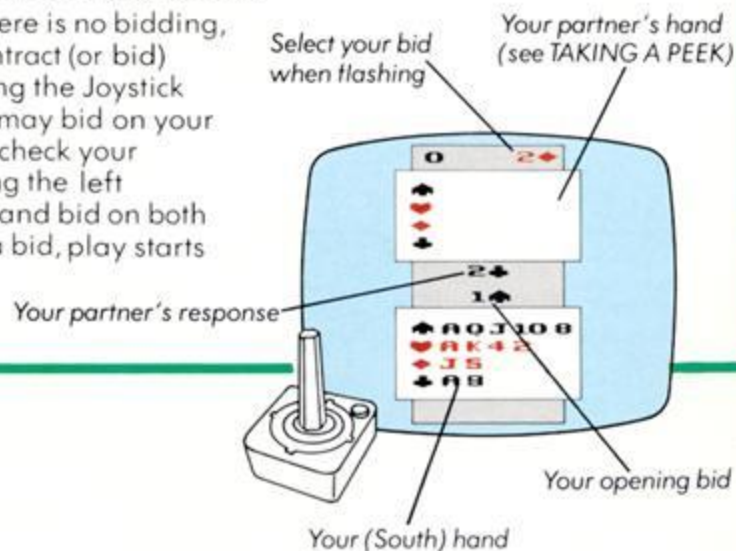
(Point counts above are based on the standard American point count system popularized by Charles Goren and represent the total combined team points of your hand and your partner's.)

DEALING A HAND

7. Deal a hand by pressing the game reset switch. Your hand will appear at the bottom of the screen. Every time you press game reset, you will get a new and completely different hand with at least the minimum team point count for the game you have selected.

BIDDING (GAMES 1-3)

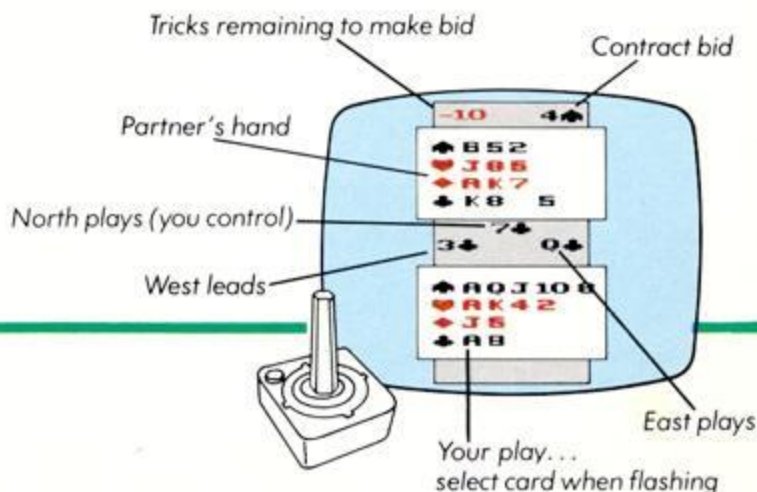
1. Select your bid with the Joystick. It's your bid when you see the bid option flashing on and off in the upper right hand corner of the screen. Push the Joystick forward to raise the bid and pull it toward you to lower the bid. Bids increase through normal suit rotation (Clubs, Diamonds, Hearts, Spades, No-Trump). Pass ("P", which flashes in red) is always the lowest bid.
2. When the bid you want is flashing on the screen, push the Joystick button to enter the bid. It will appear in the center of the screen above your hand.
3. Your computer partner will then respond. He recognizes most standard opening bids (see below) and uses Stayman and Blackwood conventions, where appropriate, to bid with you to establish a contract. Your opponents do not bid; assume that they pass every bid. **Note: Your partner will respond only to the following opening bids: 1 or 2 of any suit, and 1, 2, or 3 No-Trump. If you bid anything else, your partner will pass.** For more details on how your partner bids see "How Your Partner Bids in Bridge by ACTIVISION™", a special booklet included with this cartridge.
4. After your partner bids, his bid will appear in the center of the screen above your bid. Your next highest available bid will begin flashing in the upper right corner of the screen. You should bid again if you are still seeking a contract. The bidding continues until either you or your partner passes; the last bid before passing becomes the contract.
5. If you pass instead of opening the bidding on any hand, the computer will deal a new hand. Your partner will not open.
6. When a contract is established, four things happen: 1) the contract bid is displayed in the upper right corner of the screen; 2) your partner's hand appears (since one of you is now dummy); 3) the upper left corner of the screen shows how many total tricks you need to take to make your contract (in red, with a minus sign); 4) your opponent to the left of declarer leads a card from his hand and play begins.
7. In games 4-7, where there is no bidding, you simply select the contract (or bid) you want to play by using the Joystick as in steps 1 and 2. You may bid on your hand alone or you may check your partner's cards by moving the left difficulty switch **up** to **a** and bid on both hands. Once you select a bid, play starts as described next.



PLAYING (AFTER A CONTRACT IS ESTABLISHED)

1. Playing a hand in Bridge by ACTIVISION™ is like playing any game of bridge. After the opening lead, you control the play of both hands on the table, whether North (your partner) or South (you) is dummy. The computer plays East and West in proper order.
2. When it is North's or South's turn to play, one of the cards in that hand will begin flashing. Move the Joystick left or right until the card you want to play is flashing.
3. When the card you want to play is flashing, push the Joystick button. The card's number and suit will now appear in the middle of the screen.
4. After all four hands have played their cards on a trick, the card that took the trick will start flashing. If your team took the trick, the number of tricks remaining to make your contract will decrease (or your overtricks will increase, if you've already made your bid). After you've reviewed the trick, press the Joystick button again to take the cards off the table.
5. If your team won the trick, a card in the winning hand will begin flashing. You start the next trick by choosing a card to lead from that hand. Continue play as in steps 2 and 3 above. If East or West took the last trick, the computer will lead from the proper hand and the card will appear on the table. Continue play as above until all tricks are played.

After the last trick is played and you push the Joystick button to clear the table, your bid will appear just above your hand, and the number of undertricks (negative, in red) or overtricks (positive, in black) you made will be displayed in the upper left corner of the screen. If a zero (0) appears there, you made your bid exactly. Nicely bid and played! If you overbid or underbid and want to play the hand again, take a look at "Replaying a Hand" on the next page.



SOME SPECIAL FEATURES OF BRIDGE BY ACTIVISION™

REPLAYING A HAND

You can play any hand over again as many times as you like. Just start bidding again after the last trick is cleared by following the steps outlined in Bidding. If you don't want to replay the hand, press the Joystick button when the "P" is flashing, and the computer will deal a completely new hand.

STARTING OVER

One of the great things about Bridge by ACTIVISION™ is that you can start playing over again in the middle of a hand, if you don't like the way the hand is playing. To start over, you must first finish playing a trick, but, instead of simply pressing the button to clear the trick, pull the Joystick toward you and hold it there while pressing the button. The hand will reset at the beginning, and you can start the bidding over again. You may want to try this a few times to practice the procedure.

TAKING A PEEK

Use the left difficulty switch to determine whether your partner's hand is visible during the bidding:

a (up)— Displays both your hand and your partner's.

b (down)— Displays your hand only.

Use the right difficulty switch **after you have played a hand** to see what your opponents held. East will show on the top of the screen, West on the bottom. A flashing red "E" will appear beneath the East hand.

a (up)— Displays East and West hands after play is complete.

b (down)— East and West hands are not displayed at any time.

Note: As long as the right difficulty switch is **up** at **a**, you cannot deal a new hand by pushing your Joystick button. You must push game reset to deal a new hand.

HOW YOUR ACTIVISION COMPUTER PARTNER BIDS

A complete description of how your computer partner responds to your bids is discussed in a booklet titled "How Your Partner Bids in Bridge by ACTIVISION™" enclosed with this cartridge.

HOW BRIDGE BY ACTIVISION™ CAN HELP YOU SHARPEN YOUR GAME

Tips from Larry Kaplan, designer of Bridge.



Larry Kaplan has been playing bridge since high school. Like most of us, he frequently has had the experience of not being able to find a fourth, let alone a second or third, to play bridge. He has solved this problem with Bridge by ACTIVISION™. Larry is a senior member of the Activision design team and a veteran video game designer.

"Our game, like bridge with cards, has millions of possible hands. I calculate that our computer can deal over five hundred million different hands. None of us in the design group has yet seen the same hand twice, and we play almost every day.

"I can't give you tips on how to beat the game, because the point isn't to beat it. Its purpose is to let you have fun running through a wide variety of bidding and playing situations, with your choice of minimum partnership point counts, playing and replaying as many hands as you want without having to gather up other players to practice.

"Many people who have tried Bridge by ACTIVISION™ say that it can help partners better understand each other's bidding and interpretation of the point count system. Some of you may quarrel with some of my computer playing rules, but I tried to adjust the computer bidding and playing to reflect the way a vast majority of players would react. Bridge is a wonderfully flexible game, and most players develop their own style of bidding and playing. That's part of the fun of it.

"I hope you enjoy our game of Bridge. I'd love to hear from you with your comments. Good luck!"

"P.S. I would like to thank a good friend and a great bridge player, Jack Verson, for his invaluable assistance on Bridge by ACTIVISION™."

Look for more exciting video game cartridges by ACTIVISION™ wherever you buy video game cartridges. Drop us a note and we will add you to our mailing list and keep you posted on new ACTIVISION™ game cartridges as they become available.

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HOW YOUR PARTNER BIDS IN BRIDGE BY ACTIVISION™

Your ACTIVISION computer bridge partner follows a very precise series of steps when reviewing your bids and selecting his response bids. These steps are reprinted here so that you may understand what your partner is thinking and telling you when he bids. **We do not recommend that you try to follow these steps yourself when you are playing with a human partner.** They are limited, by necessity, for computer use only. This booklet is provided for your reference when playing Bridge by ACTIVISION.

Your computer partner uses an abridged form of the standard American point-count bidding system. He will not make opening bids and will pass any opening bid by you that is not 1 or 2 of a suit or 1, 2, or 3 No-Trump. He uses and recognizes the Stayman and Blackwood conventions.

Your partner counts his points and ranks suits as shown below and follows the steps outlined in each response category **in the order shown** until he finds a suitable bid.

COUNTING POINTS

The computer determines the total point count of his hand by adding high card and distribution points and subtracting discount points, as follows:

High card points: Each Ace = 4 points, King = 3 points, Queen = 2 points, and Jack = 1 point.

Distribution points: Each void = 3 points, singleton = 2 points, doubleton = 1 point.

Discount points: Singleton King, Queen or Jack = -1 point. Doubleton to Queen or Jack = -1 point. Tripleton to Jack = -1 point.

(Void means no cards in a suit; singleton, only one card in a suit; doubleton, two cards in a suit; and tripleton, three cards in a suit.)

SUIT RANKING

Rank order (lowest to highest) is Clubs, Diamonds, Hearts, Spades, No-Trump. The major suits are Spades and Hearts; minors are Diamonds and Clubs. The cheapest suit is the next suit in rank.

RESPONSES TO OPENING BIDS

First response to 1 of a suit opening

If computer's total points are:	And...	His bid is:
0-5 points	That's all...	Pass
6-9 points	You bid major; he has more than 4 cards in your suit and more than 1 distribution point	4 of major
	You bid major; he has more than 2 cards in your suit	2 of major
	He has suit that can be bid at 1 level and is longer than all other suits	1 of suit
	He has 2 or more suits that can be bid at 1 level that are equal in length...	
	Length = 4 cards	1 of lowest suit
	Length over 4 cards	1 of highest suit
	You bid minor; he has more than 3 cards in your suit	2 of minor
	His high card points are over 5	1 No-Trump
	None of the above	Pass
10-12 points	He examines suits other than one you bid and sees...	
	One suit longer than any other suit	Cheapest bid of suit
	Two or more suits same length:	
	Length under 5 cards	Cheapest bid of cheapest suit
	Length = 5 cards or more	Cheapest bid of highest suit
13-15 points	You bid major; he has more than 3 cards in suit	3 of major
	His distribution points = 0-1, high card points over 12	2 No-Trump
	None of the above.	Proceed as in 10-12 points
16-18 points	His distribution points = 0-1	3 No-Trump
	Otherwise	Proceed as in 10-12 points
19+ points		Proceed as in 10-12 points, but once he has a suit to bid, he jump shifts (bids one more than the next highest bid in that suit)

First response to 2 of a suit opening

If computer's total points are:	And...	His bid is:
0-5 points	He has more than 2 cards in your suit	Game (4 of major or 5 of minor) in suit
6+ points	He has anything else He has more than 2 cards in your suit Otherwise	2 No-Trump 3 of suit Proceed as in responses to 1 of a suit, 10-12 points.

First response to 1 No-Trump opening

If computer's total points are:	And...	His bid is:
0-7 points	He has more than 4 cards in a suit other than Clubs Otherwise	2 of suit Pass
8+ points	He has exactly 4 cards in one or both majors He has more than 4 cards in either major	2 clubs (Stayman) 3 of major
8-9 points	—	2 No-Trump
10-14 points	—	3 No-Trump
15-16 points	—	4 No-Trump (Note: not Blackwood)
17-18 points	—	6 No-Trump
19-20 points	—	5 No-Trump
21+ points	—	7 No-Trump

First response to 2 No-Trump opening

If computer's total points are:	And...	His bid is:
0-1 points	That's all...	Pass
2+ points	He has exactly 4 or 5 cards in one or both majors He has more than 5 cards in a major	3 clubs (Stayman) 4 of major
2-8 points	—	3 No-Trump
9-10 points	—	4 No-Trump (Note: not Blackwood)
11-12 points	—	6 No-Trump
13-14 points	—	5 No-Trump
15+ points	—	7 No-Trump

First response to 3 No-Trump opening

If computer's total points are:	And...	His bid is:
0-6 points	That's all...	Pass
6+ points	He has exactly 4 or 5 cards in one or both majors	4 Clubs (Stayman)
	He has more than 5 cards in a major	5 of major
6-7 points	—	4 No-Trump (Note: not Blackwood)
8-9 points	—	6 No-Trump
10-11 points	—	5 No-Trump
12+ points	—	7 No-Trump

FURTHER RESPONSES

Once you have opened, your computer partner has responded, and you have bid again, he responds as follows:

—He will pass any bid of 5 clubs or more unless replying to a Blackwood bid.

—If you bid Blackwood (4 No-Trump), he responds as follows:

He has	He bids
0 or 4 Aces	5 Clubs
1 Ace	5 Diamonds
2 Aces	5 Hearts
3 Aces	5 Spades

—If you have bid 4 No-Trump (Blackwood) and then bid 5 No-Trump, he responds as follows:

He has	He bids
0 or 4 Kings	6 Clubs
1 King	6 Diamonds
2 Kings	6 Hearts
3 Kings	6 Spades

—If his last bid was 4 No-Trump (Blackwood), then he adds the number of aces you promised by your bid to those in his hand and proceeds as follows:

If a total of	He bids
0, 1 or 2 Aces	Pass if at agreed suit; 5 of agreed suit if he can; or 5 of next suit in rank
3 Aces	6 of agreed suit
4 Aces	5 No-Trump (ask for Kings)

—If his last bid was 5 No-Trump (Blackwood), then he adds the number of Kings you promised by your bid to those in his hand and proceeds as follows:

If a total of	He bids
4 Kings	7 of agreed suit
Otherwise	Pass if at agreed suit; 6 of agreed suit if can; or 6 No-Trump

If none of the preceding holds true, he must make two decisions before bidding next:

1. Does the partnership have enough points for game or slam? (See below)
2. Has a suit (or No-Trump) been established?

He estimates your points by reviewing the bidding as follows:

Your opening:	Your second bid:	Your Minimum-Maximum Point Range:
2 of a suit	—	22-25
1 No-Trump	—	16-18
2 No-Trump	—	22-24
3 No-Trump	—	25-27
1 of suit	Cheapest No-Trump	13-15
1 of suit	Jump in No-Trump	19-21
1 of suit	3 of same suit (if not cheapest bid of suit)	16-18
1 of suit	3 of different suit	19-21
1 of suit	Jump shift	19-21
1 of suit	2 of different suit and second suit is higher	19-21
1 of suit	Cheapest bid of same suit	13-15
1 of suit	Single raise of computer suit	13-15
1 of suit	Double raise of computer suit	16-18
1 of suit	Triple raise of computer suit	19-21
1 of suit	No further bids yet	13-18
1 of suit	More than 2 bids	13-15

Once the computer has estimated your minimum and maximum points, he computes the total estimated partnership points by adding your points to his.

The total partnership points needed to bid to game or slams are as follows:

To bid:	You need:
Game	26 points for major suit or No-Trump; 29 points for minor
Small Slam (6)	33 points for any suit or No-Trump
Grand Slam (7)	37 points for any suit or No-Trump

Once total points are estimated, he then estimates the number of cards in your suit, as promised by your bidding:

Your bids:	Length promised:
You opened 2 of major suit	6 cards in your suit
You opened 2 of minor suit	5 cards in your suit
You opened 1 of major suit	5 cards in your suit
You opened 1 of minor suit	4 cards in your suit
You rebid a suit	1 more card for each rebid in your suit

Your bids:	Length promised:
You supported his suit directly	4 cards in his suit
You supported his suit, but not directly	3 cards in his suit

Once points and suit lengths have been estimated, he uses the following rules:

- If total length (yours promised plus his hand's length) in a major totals 8 or more cards, he will bid major (see below).
- If he has not shown you his complete length in one of his majors (whether or not he has previously bid it), he will bid as follows:

0-11 points	Cheapest bid in major
12+ points	Jump in major, or cheapest if above 4 level
- If total length in a minor is 9 or more cards, he will bid minor (see below).
- If you bid No-Trump, or if he has stoppers (honor cards that have not been discounted) in all unbid suits, he will bid No-Trump (see below).
- Otherwise, if there are enough points for game, he will bid the cheapest bid in the longest minor.

BIDDING AN AGREED SUIT OR NO-TRUMP

- If the maximum of partnership points exceeds 32, bid 4 No-Trump (Blackwood).
- If the minimum number of partnership points exceeds 25 for major or No-Trump or 28 for minor, bid game (3 No-Trump, 4 major, 5 minor).
- If the maximum partnership points exceed 25 for major or No-Trump or 28 for minor, bid one less than game, if possible; if not, bid game. Otherwise, bid cheapest bid in suit. If bid is at game level, pass if last bid was in same suit.
- Otherwise, bid cheapest bid in suit. If last suit bid was same suit, pass.

TO SUMMARIZE FURTHER BIDDING

- If there is an agreed-upon suit, go to slam or game if enough points.
- If no agreed suit, try No-Trump.
- Otherwise, if you have enough points for game, keep bidding until you get to game.

See **Instructions** for Bridge by ACTIVISION for full details on bidding and playing procedures.

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Activision, Inc., 759 E. Evelyn Ave., Sunnyvale, CA 94086