

# COMPUBRIDGE

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**Artworx<sup>®</sup>**

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# COMPUBRIDGE™

The Educational Contract Bridge Program

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from material supplied by Shirley Silverman

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## INTRODUCTION:

COMPUBRIDGE is a superior program for anyone wishing to improve their bridge game, or for someone who has never played bridge before. Based on the popular bridge texts written by Shirley Silverman, the program includes tutorials and computer generated quizzes. COMPUBRIDGE takes you from elementary concepts to actual play of the hand (and everything in between). The quizzes allow you to practice what you have learned and are based on randomly generated bridge hands. This results in an infinite variety of deals to challenge your increasing knowledge.

## USING COMPUBRIDGE:

For the Apple and Atari versions of COMPUBRIDGE, insert the disk into the drive and turn on the computer; the program will load automatically. For the Commodore 64, turn on the drive and computer; insert the COMPUBRIDGE disk and type: LOAD "\*", 8 <Return> . After the program loads, type: RUN <Return> . When the program loads, you will be presented with a menu of ten tutorials and eight quizzes. You will be cued by the program as to how to respond. You may return to the menu from any tutorial by pressing the 'ESC' key on the Apple, the 'f7' key on the Commodore, or the 'START' key on the Atari. At the end of a tutorial, if a quiz is available for that material, you will be given the option of going directly to that quiz or returning to the main menu. During a quiz, you will be scored based on whether or not you matched the computer's answer. You should note that in some of the more advanced quizzes, there may be a possibility of more than one "good" answer. The computer will always respond with an answer prioritized on the basis of the tutorial. Therefore, you may have a reasonable answer which does not match the computer's answer. This is why humans are better bridge players than computers! Computers know the odds and potentially the best mathematical play in a particular situation, but humans can add to this kind of knowledge with intuition and a "feel" for the game. If you are able to, at times, out perform the computer based on a specific special lie of the cards, then you know that you are really coming into your own as a bridge player.

That's the story of COMPUBRIDGE; we hope that you will enjoy the program and also enjoy the difference that it will make in your bridge game.

