

An overview of the different levels and modes of play in WIZBridge⁺

WIZBridge+ can be played in two modes – Practice or Strict Rules

- In Practice Mode, a player can skip hands, undo tricks, and view all four hands, and enter specific hands to play and/or replay.
- In Strict Mode, all the above functions are disabled. You cannot skip that bland 7Pt hand, undo the trick when you see the finesse failed, or cheat completely by seeing all the hands. You stand or fall on your own two feet.
- **Only 'Strict Mode' hands are accounted for in 'My Statistics'.**


Level 1

Entry level to WIZBridge+ It's really quite simple:

- Count and enter your points (follow on-screen instructions .. it's easy!)
- Your partners' hand will now be exposed to you. Decide on which is your best suit (normally the 'longest' suit in the two combined hands) and designate this as Trumps. If all the suits are fairly equal in 'length' and 'strength', consider choosing No Trumps. The aim of Level 1 is to make as many tricks as you can ... irrelevant of which suit is Trumps.
- One of your hands will become the 'dummy', and be exposed on the table for your opponents (East/West) to see. The player ahead of 'dummy' will lead a card. You must follow suit, and if you cannot, you may use a trump. Play continues until all 13 tricks are completed
- Once hand is over, compare how you did against the Robot's play.


Level 2

Quite a few 'Bridge' rules are now introduced: Suit ranks and Bonus points

- In a nutshell, from the 7th trick onwards, every trick in Clubs and Diamonds scores 20Pts, in Hearts & Spades it scores 30Pts, and in No Trumps trick #7 scores 40Pts, and rest score 30Pts each
- When you bid, and succeed in making a 'Game Call' (a contract that achieves 100pts+,) you are awarded a 300Pt Game Bonus. If you bid 'Part Score', you will be awarded a 50Pt bonus ... as long as you make the minimum of 7 tricks!
- 'Slam' bonuses of 800 and 1300Pts are awarded for making 12 or all 13 tricks. These hands are rare ... but fabulous when they turn up!
- See dedicated document in  which explains the suit ranks, bonus points and their implication on your decision for the final contract

Level 3

Same as Level 2, but now East/West are starting to 'interfere'

- Every now and then, EW will have the majority of the HCP's, and will lead the proceedings by calling a contract. You now have two options:
 1. Defend the contract. You, (and your trusted partner North) have to get as many tricks as you can to limit EW in their chosen contract, hopefully defeating them in achieving their goal. You will then be compared with the 'robot' NS who had to defend the same contract against the robot EW.
 2. You may opt to 'Steal' the contract from EW. Please read the dedicated document on 'Stealing'  It's fraught with danger ... but can be greatly rewarding when it works out.

Level 4

The top level of WIZBridge+, to test the skill of the most consummate Bridge player. We've taken 'artistic license' to veer from traditional Bridge scoring to make the game more interesting and challenging.

- Every bid counts!! Bonus points are incremented by 10 for every level, both below 'Game Call' and also above!
- So 1S scores 50Pts, 2S scores 60Pts, 3S scores 70Pts ... and 5S scores 310Pts.
- How many times have you bid 5S willingly at the Bridge table? Not often ... but in WIZBridge+ you'll need to! When 6S is unmakeable, and yet you fear that the robot will bid 5S, you'd better bid 5S or you'll lose by 10Pts.

Duplicate

The ultimate level of WIZBridge+, where you are not only competing with Robot, **but you're also competing with up to 7 other WiZBridge+ users** who have been given exactly the same set of hands, within the same time frame.

Duplicate is available in Levels 3 & 4 only. Everything is exactly the same as Strict Mode – a set of 8 hands, where you'll be scored against Robot. You have 90 minutes from joining a match to play the hands

At the end of the set, your results will be submitted to our server, and we'll compute the match results (on a Matchpoint basis) for the 'human' players only. **So irrespective whether you did 'well' or 'badly' against Robot, it's your performance, on a hand-by-hand basis, against the other competitors that counts!**

Read the dedicated Duplicate document for further details.