

STRIP POKER

Artworx™

Artworx Software Company, Inc.
150 North Main Street • Fairport, New York 14450

STRIP POKER

written by Roger Harnish and Dennis Zander
Atari graphics by Douglas McFarland
Apple graphics by Joanne Adams

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Welcome to Artworx STRIP POKER! This program requires an Atari or Apple computer with disk drive and, for the Atari version, the BASIC cartridge and one joystick (used in slot #1). The Atari requires 40K of RAM, the Apple 48K. Please note the following important loading instructions:

Atari: Insert Master Disk into disk drive and turn on computer; the program will load automatically. If you wish to play against an opponent on one of the optional Data Disks, you must still boot the STRIP POKER Master Disk and then select "other" as your opponent. Then insert the Data Disk and select your opponent.

Apple: Insert either the Master or Data Disk as desired and select your opponent. If you are using a Data Disk, you will have to insert the Master Disk after the opponent has been chosen. Once STRIP POKER has been loaded from the Master Disk, you will be instructed to return to the Data Disk. **IMPORTANT!** Do not write-protect the Apple Master or Data Disk.

With either version, the disk must remain in the disk drive during play.

You and your opponent will be playing draw poker. The house rules are as follows:

1. There are no jokers or wild cards.
2. You can open the betting with any kind of hand.
3. The value of the hands (highest to lowest) are as follows:
 - Royal flush
 - Straight flush
 - 4 of a kind
 - Full house
 - Flush
 - Straight
 - 3 of a kind
 - 2 pair
 - 1 pair
 - High card
4. A tie can only occur if all five cards in both hands are identical. In this case you get your money back from the hand and start fresh with a new hand.
5. STRIP POKER does not cheat!

There are six distinct poker playing strategies built into the program. Each opponent employs a particular strategy; you will get to learn each player's "personality" the more that you play.

STRIP POKER has a "modesty switch" built into it. If, for whatever reason, you feel it necessary to extinguish the screen display, press 'CONTROL-C' on the Apple, or the START key on the Atari. To retrieve your image, press the ESCAPE key on the Apple or the SELECT key on the Atari. You will then be able to continue from where you left off.

You are now ready to play STRIP POKER. Boot your disk and select your opponent. You are supplied with two opponents on the master disk: Melissa (who is a highly skilled poker player) and Suzi (who is rumored not to be as skilled). To play, you need use only the spacebar and the two arrow keys on the Apple, and only the joystick with the Atari. The space bar (Apple) and trigger (on the Atari joystick) are used to inform the program to proceed.

Selections are made by using the arrow keys (Apple) and joystick handle (Atari). Selections consist of betting choices (stay, bet, raise, drop); choosing the amount of a bet, and to indicate which of your cards are to be discarded. The arrow keys and joystick "wrap around" for your convenience.

At the beginning of a hand, each player must ante. The ante is always \$5 and is entered for you automatically. Both you and your opponent start the game with \$100. Your opponent's current holdings are displayed to the right of the screen, yours to the left. Your cards are then displayed at the bottom of the screen.

Whenever WAGER shows up on your side of the screen (the left side), it is your turn to bet. Use the arrow keys (Apple) or the joystick (Atari) to select your betting option and then enter that choice by pressing the spacebar (Apple) or trigger button (Atari). The betting options are as follows:

STAY - If you stay, it means that you are electing to do nothing for now and are waiting to see what your opponent does. If your opponent also stays during the first round, then the hand is redealt and another \$5 is added to the pot. You cannot stay if your opponent has bet or raised.

DROP - This means that you concede the hand and the money in the pot to your opponent. You can drop at any time it is your turn.

BET - This means that you want to put some money into the pot in the hopes that your opponent will do the same so that you can win it all.

RAISE - If you or your opponent has bet and you believe that you have the better hand (or you wish to scare your opponent into dropping), you can raise the amount of money in the pot. To bet or raise, use the arrow keys or joystick until you see the amount you want then press the spacebar or trigger.

Bets and raises have a minimum of \$5 and a maximum of \$25. They are made in increments of \$5 and there is a maximum of two bets or raises per person per round of betting.

CALL - You can only call if your opponent has bet or raised. Call means that you are willing to equal the amount that your opponent has put into the pot, but you do not want to raise any higher for now.

When betting is completed without a drop or two stays, you can draw cards. You always draw first you can draw up to 5 new cards. You will see a pointer over your first card. If you wish to discard that card, press the spacebar or trigger and the card will flip over. If you change our mind, simply press the spacebar or trigger again and the card will flip back. Move the pointer (using arrow keys or joystick) to the next card to be discarded and record it with spacebar or trigger. When finished selecting your cards, simply move the pointer off the screen (either to the left or right). The word 'FINISHED' will appear on the screen. Press the spacebar or trigger and you will see your new hand as well as be informed as to how many cards your opponent drew.

A new round of betting occurs after the draw. After the second round of betting, you are shown your opponent's hand, and are informed as to who won the hand and how much. Note: you do not get to see your opponent's hand if your opponent drops or you both stay.

Any time that either you or your opponent use up all of your money, \$100 must be borrowed against an article of clothing. This will be noted by the computer. If you win, you do not have to give up your clothing and your debt is cancelled, but if you (or your opponent) lose, the article of clothing which was borrowed against must be given up!

Clothing is won back anytime that winnings go back over \$100. When this happens, the clothing is returned and \$100 is subtracted from the winnings. Any time that you or your opponent lose all your clothes, the game is over!