

07e63228-0

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Chapter 1

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1.1 "

Welcome to Smoke'em Poker, a freeware game of five-card draw poker.

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1.2 Quick Start!

Smoke'em Poker is a freeware game of five-card~draw~poker. You play against up to 5 opponents simulated by the computer.

Requirements: Workbench 2.04 or later, with an overscan preferences setting of at least 704x240. May be slow on 68000-based Amigas (turn the speech off and disable card-sorting to speed it up). To get synthesized speech, you need the AmigaDOS speech software from WB 2.0x or earlier releases.

You can change the game~settings at the start of each game.

Each hand proceeds as follows:

- ante and dealing
- opening bets (no minimum hand to open)
- discarding cards (1 discard of up to 3 cards)
- closing bets
- the showdown (where you win, lose, or tie)

All standard poker hands are allowed, including low-ace straights (A-2-3-4-5). Check-raising~(sandbagging) can be prohibited. If a computer player runs~out of~money, they're out of the game. If you run out of money, you can end the game or let the other players continue.

After any hand, you can view statistics~and~graphs of the current game.

For more details, see the other~topics in this documentation.

For information on what's new in this version, see Version~History.

Just Deal It!

1.3 Introduction

Welcome to Smoke'em Poker. Ante up and deal it, Tex!

The game is five-card draw (for rules, see About~Five-Card~Draw). You play against five other simulated players who would like nothing better than to "smoke" you on a big pot.

(Yes, this is real multi-player poker, not another lame "video poker" game. The best thing about poker is matching wits with conniving opponents, not playing a glorified slot machine. So there.)

Smoke'em Poker uses a standard Amiga user interface, although the graphics are spartan (for now). If you've played real poker before, you should have no problem playing Smoke'em Poker.

1.4 System Requirements

Smoke'em Poker requires an Amiga with the following:

- Workbench 2.04 or later (so upgrade, already!)
- at least 2 megs of memory (I'm not too sure of this, though)

Smoke'em Poker uses a custom overscan screen of 704x240. Your Workbench preferences for overscan should be set to at least this size so that the Smoke'em Poker screen can open normally. If your Workbench isn't that big, you'll only be able to see part of the Smoke'em Poker screen at once and you'll get that annoying "auto-scroll" effect. (Sorry about this - I assumed that I could force open an overscan screen, but apparently not. Unfortunately, it's a major pain to rearrange everything to fit on a standard (640x200) screen. Sigh...)

To get synthesized speech, you must have the AmigaDOS speech synthesis software. This was part of the system software up to WB 2.0x, but Commodore (in their finite wisdom) removed it from later system releases. If you have WB 2.1 or later, you just need to get your hands on the 2.0x speech software (narrator.device, "Say", etc.). How you get it is your business.

Smoke'em Poker does speech by sending arguments to the "say" program, which it expects to find in the Utilities drawer of your boot volume (sys:). So, if your "say" program is elsewhere, move or copy it to "sys:utilities".

While Smoke'em Poker should run on any model of Amiga, it can be sluggish on slower (68000-based) Amigas. To speed things up, turn the sound off (see Controlling~Sound~And~Speech) and make sure that card-sorting is turned off (see Setting~Preferences).

1.5 About Five-Card Draw

Poker comes in hundreds of different flavours, but five-card draw is probably the best known and simplest form. Here's how it goes:

After paying an initial ante, each player is dealt five cards down (visible only to that player).

After the cards are dealt, the opening round of betting starts with the player to the left of the dealer. Betting continues clockwise around the table until all players have matched the highest bet or folded out of the hand. There is NO minimum hand required to open the betting. If no bets are made (that is, everyone checks), then the hand continues normally - everyone gets a free discard.

All players who pay the opening bet can then discard UP TO THREE cards from their hands. These cards are replaced by the same number of new cards from the deck.

A closing round of betting follows, starting with the player who last raised in the opening round. All players who pay the final bet then reveal their hands in the "showdown". The player with the best hand wins the "pot" (the accumulated money bet during the hand). In case of a tie (which is rare), the winners split the pot.

For more information on using Smoke'em Poker's interface to play a round of five-card draw, see Playing~A~Hand.

1.6 What Beats What?

For those of you who keep forgetting, here's the order of poker hands (from worst to best):

Runt (nothing, nada, e.g. 2-4-7-J-K)

Pair (e.g. 2-2-7-J-K)

Two Pair (e.g. 2-2-7-7-K)

Three of a Kind (e.g. 2-2-2-J-K)

Straight (e.g. 2-3-4-5-6, but different suits)

Flush (e.g. five hearts, but not consecutive)
Full House (e.g. 2-2-2-7-7)
Four of a Kind (e.g. 2-2-2-2-7)
Straight Flush (e.g. 2-3-4-5-6, all of same suit)
Royal Flush (10-J-Q-K-A, all of same suit)

Smoke'em Poker automatically displays which of these hands you have. It's up to YOU to make money with it.

(In some cases, Smoke'em Poker may tell you that you have an inside straight, outside straight, "baby" flush, or "baby" straight flush. For more information on these special hands, see Four-Card~Hands.)

1.7 House Rules

Every poker gathering decides on a few "house rules". Here are the house rules for Smoke'em Poker:

Low-Ace Straights:

Normally, aces are high (valued above kings). The only exception to this is a low-ace straight (A-2-3-4-5), where the ace is the "one" card. If you get an low-ace straight, Smoke'em Poker automatically re-sorts your hand to put the ace before the 2. Note that an ace can only be high OR low (not both) in a given hand. You cannot create a "wrap-around" straight using an ace (for example, Q-K-A-2-3).

Splitting Pots:

Once in a great while, two or more players will tie at the showdown. For example, two players may have the same two pairs. In this case, the "kickers" (the remaining card(s) in their hands) determine the winning hand. If the kickers are also equal, the players divide the money in the pot equally. In case of tied flushes (for example, two players with king-high flushes), the suit is NOT used to break the tie - suits have no inherent value.

Check-Raising:

This house rule is configurable - see Setting~Preferences.

1.8 Four-Card Hands

As a convenience, in the opening round of betting (before you discard), Smoke'em Poker checks your cards for the following four-card hands:

- baby straight flushes - four-card straight flushes with no gaps
- baby flushes - four-card flushes (gaps or not)
- outside straights - four-card straights with no gaps (a.k.a. two-sided straights)
- inside straights - four-card straights with a gap between two of the cards, or one-sided straights (ace-low or ace-high)

These hands, while worth nothing in themselves, only need one card to make them into excellent hands.

Smoke'em Poker points out these promising hands for you, but only points them out BEFORE the discard (while you still have a chance to complete them).

When deciding how to label your hand BEFORE the discard, Smoke'em Poker follows these rules:

- inside straights are better than runs
- outside straights are better than pairs
- baby flushes are better than outside straights
- baby straight flushes are better than baby flushes

For example, suppose that you started with a hand of 3-4-4-5-6. Before you discarded anything, Smoke'em Poker would label your hand as an outside straight, since this is POTENTIALLY worth more than your pair. If you had this same hand AFTER the discard, however, the outside straight would no longer have a chance of becoming a real (five-card) straight, so Smoke'em Poker would label it as just a pair.

1.9 Setting Preferences

When you start a new game of poker, the preferences window appears, and Smoke'em Poker automatically loads any saved game settings from its icon. You can then set the following:

Your Name:

Enter your name (up to 12 characters). If you don't enter a name, you'll be called "Stranger". Defaults to blank.

Opponents:

Opens the opponents window in which you set your opponents' names, skill levels, and so on. For more information on this window, see Choosing Opponents.

Starting Cash:

The amount of money that every player starts with. Must be between \$100 and \$10000. Defaults to \$1000.

Ante:

The amount of money that each player chips in to play in each hand. Must be between \$1 and \$100. Defaults to \$10.

Maximum Raises:

The maximum number of raises (NOT including the first bet) that are allowed in each round of betting. Must be between 1 and 10. Defaults to 3.

Minimum Bet:

The smallest amount that a player can raise. Must be between \$5 and \$50, but must be smaller than the medium bet (see below). Defaults to \$10.

Medium Bet:

The in-between amount that a player can raise. Must be between \$10 and \$100, but must be larger than the minimum bet and smaller than the maximum bet. Defaults to \$25.

Maximum Bet:

The largest amount that a player can raise. Must be between \$15 and \$200, but must be larger than the medium bet. Defaults to \$50.

Allow Check-Raising (Sandbagging):

To allow check-raising (also known as sandbagging) in the game, select this option. Check-raising means that if player A checks, then player B raises, player A is allowed to re-raise the bet. Defaults to on.

You typically check-raise when you have a strong hand but want to see who else does too. Instead of making the first raise, you check (pass) the bet. When someone else raises, you can then raise them more. If you disallow check-raising, player A (in the example above) would not be allowed to re-raise - they would have to call instead.

Note: Call-raising (re-raising when you had previously called) is ALWAYS allowed.

Sort During Deal:

To automatically sort your hand as each card is dealt, select this option. If auto-sorting is slow on your Amiga, turn this option off - the hand will not be sorted until it is completely dealt. Defaults to off.

Pre-select Discards:

To automatically pre-select the cards to discard from your hand, select this option. When it's time to discard, Smoke'em Poker evaluates your hand and selects the cards that it thinks you should discard. Defaults to on.

Note: Smoke'em Poker always tries to fill outside straights and four-card flushes (or straight flushes) instead of keeping a pair.

This feature is particularly convenient when used in conjunction with key shortcuts (see Key~Shortcuts).

Reveal Skill:

To reveal each opponent's skill level during the game, select this option. The skill level is shown beside the player's name in short form (for example, "Dave (b)" means that Dave has a skill level of "bonehead"). Defaults to off. For more information on skill levels, see Choosing~Opponents.

Reveal All Hands:

To show the other players' hands face-up, select this option. This is useful for figuring out how the simulated players bet, or for just plain cheating. Defaults to off.

Reset To Saved:

Reloads saved values from Smoke'em Poker's tooltypes (stored in its icon). Useful if you've mucked around with the game settings in the window and then decide to cancel your changes.

Reset To Defaults:

Resets all values in the preferences window and the opponents window to their default values.

Note: If Smoke'em Poker cannot load its game settings from its icon, it automatically resets all values to their defaults.

Save & Start:

Exits from the preferences window, saves your game settings, and starts the new game.

Note: If Smoke'em Poker cannot save its game settings to its icon, an error window warns you of this before starting the new game.

A Note About Icon Tooltypes:

Smoke'em Poker saves your game settings by storing them as tooltypes in its icon (.info file). To change the game settings, I recommend that you take the easy route and use the controls in the preferences window and opponents window.

However, if you want to manipulate the tooltypes directly in Workbench (using the "Information" command), note the following:

- If Smoke'em Poker doesn't find or understand a tooltype, it uses the appropriate default value.
- If a numeric tooltype (like StartingCash) contains a value outside its legal range, Smoke'em Poker uses the appropriate minimum or maximum value instead.

1.10 Choosing Opponents

From the preferences window, you can click the Opponents button to open the opponents window, which lets you customize the computer players for the next game.

In this window, the computer players are arranged as they will appear in the game. For each player, you can set the following:

Active:

To include the player in the game, select this option.

If you turn it off, the other controls for the player are automatically disabled. This makes it possible for you to play a game with fewer than five opponents. Defaults to on (for all five opponents).

Male:

Determines the sex (male or female) of the player. This helps Smoke'em Poker supply appropriate names for unnamed players, and to set appropriate male/female voice settings. Defaults to male or female at random.

(Socially Correct Disclaimer: Having a Male/notMale option (as opposed to a Male/Female option) is NOT intended to be chauvinistic - it simply saves some room in the window.)

Name:

Enter the name of the computer player.

If you supply a name of your own, make sure that you have set the Male option to agree with the name (so that the voice matches the player's sex).

If you leave the Name field blank, Smoke'em Poker supplies a random name each time you start a new game. The name will be male or female depending on the Male option. Defaults to blank.

Skill:

To set the skill of the computer player, click repeatedly to cycle through these skill levels:

- Bonehead - Can barely distinguish good hands from bad ones, but bets anyway (duh).
- Fair - Bets based on the value of his/her own hand only.
- Good - Bets based on the value of his/her own hand and the amount of betting so far in the round.
- (Random) - For each new game, this selects a random

skill level (Bonehead, Fair, or Good).
The random skill level is only revealed
if you select the Reveal Skill option
in the preferences window.

Defaults to (Random).

In upcoming releases of Smoke'em Poker, I hope to add higher skill levels - see Future~Enhancements.

Done:

Exits the opponents window and returns to the preferences window.

Note: The settings in the opponents window are saved automatically along with the settings in the preferences window.

1.11 Playing A Hand

Paying The Ante And Dealing:

To deal a new hand, click the "Deal" button. Each player automatically pays the ante for the hand, and the cards are then dealt by the next dealer. The dealer is outlined in pink while dealing, and the dealer's name is highlighted in pink throughout the hand.

Note: Even if a player's cards are shown face-up on the screen (using the "Reveal All Hands" option), players cannot see each other's cards until the hand is over.

Opening Bets:

When the betting comes around to you, you can do one of the following:

- "Check" (or pass) your bet if no one else has bet yet.
The "Check" button does not appear if someone has made a bet before you.
- "Fold" your hand to get out of the current hand without matching the current bet.
The "Fold" button does not appear if no one has made a bet yet.
- "Call" the current bet by paying enough to match it.
The "Call" button does not appear if no one has made a bet yet.
- "Raise" the current bet by matching it and then increasing it by a certain amount.

To raise, click the "Raise" button and choose from one of the three fixed amounts in the Raise window.

These amounts are determined by the preferences that you set for the game - see Setting~Preferences.

The "Raise" button does not appear if the maximum number of raises has already been reached, or if this would be a check-raise in a game where you have prohibited check-raising - see Setting~Preferences.

Discarding Cards:

To drop UP TO THREE cards from your hand, click the "X"-shaped discard pointer on the unwanted cards to mark them with an "X", then click the "Discard" button. The new cards are dealt from the deck and automatically sorted into your hand.

To "stand pat" (that is, to keep all of your cards), make sure that no cards are selected, then click the "Discard None" button.

Closing Bets:

Betting in the closing round is done exactly as it is in the opening round,

except that it starts with the player who last raised in the opening round.

The Showdown:

After the closing bets are done, the remaining players reveal their hands, starting with the player who made the final raise. The winner of the hand is outlined in gold (the colour of money) and collects the cash in the pot.

At this point, if a simulated player is out of money, they leave the game. If you are the last player left, you win the game. If YOU run out of money, you lose (see Running~Out~Of~Money).

1.12 Running Out Of Money

A player can keep playing until they run out of money. More precisely, a player can play a hand if they can afford the ante. They are permitted to go into debt (showing negative cash) while betting on a hand.

When one of your simulated opponents doesn't have enough money left to ante up for the next hand, they leave the table, and their name is shown dimmed. If you bankrupt ALL of your opponents, the game ends with you as the new poker champion (woohoo!).

If YOU run out of money, you can do one of the following:

- Start~a~new~poker~game (everyone gets a fresh bankroll), or
- Crawl into a hole and die (quit, that is), or
- If there are at least two other players left, you can let them continue the game without you (see Watching~The~Game).

1.13 Key Shortcuts

Most buttons have a keyboard shortcut (a key that you can press instead of using the mouse to click the button). For a given button, the key shortcut is the highlighted letter in the button (for example, S for the Sound checkbox).

In the raise window, you can choose a bet by pressing 1,2,3 or F1,F2,F3 (minimum, medium, and maximum respectively), or you can cancel the raise by pressing Esc.

When discarding, you can press 1-5 or F1-F5 to select the corresponding card.

In addition, you can use the Return or Enter keys to activate the current "default" button (marked by a sunken border). The default button changes depending on the stage of the hand, as follows:

- After a hand, Deal is the default action
- If there is no bet yet, Check is the default action
- If there is a bet, Call is the default action
- If some discards are selected, Discard is the default action
- If you shouldn't discard any, Discard None is the default action (for example, if you have a pat flush)

These "smart" shortcuts let you play a hand mostly by pressing Return or Enter. (Can you say "couch potato"? ;^)

You can exit from the stats window or the help window by pressing Esc.

You'll probably find that using key shortcuts (especially the "smart" Return and Enter keys) is faster and easier than continually mousing around and clicking buttons, especially once you get used to the game.

1.14 Controlling Sound And Speech

To turn the sound effects (shuffling, money clinking, etc.) on or off, click the Sound checkbox at the upper left corner of the screen. Sound is on by default.

To turn synthesized speech on or off, click the Speech checkbox at the upper left corner of the screen. Speech is on by default.

In this release, speech is rudimentary. For example, your opponents speak up when betting ("I call", etc.). Their voices are matched to their sex - see Choosing~Opponents.

To get speech, you must have the AmigaDOS 2.0x speech software. For more information, see System~Requirements.

While you can change the Sound and Speech settings at any time during a game, they are not yet saved as game~preferences.

Sound and speech are parts of Smoke'em Poker that I plan to improve in an upcoming release - see Future~Enhancements.

1.15 Generating Stats

For each poker game that you play, Smoke'em Poker keeps track of various statistics that can help you analyze your play (and your opponents' play).

To examine the stats for the current game, click the Stats button. This opens a stats window that shows a list of categories. Click on a category to display the corresponding stats.

Clicking the "Graph Of Winnings" category displays a line graph of each player's cash over the last 100 hands. The break-even point is shown as a horizontal grey line.

Note: In the first few hands of a graph, lines of different players may exactly overlap and obscure one another. Your hand is always plotted last so that it is never obscured.

To exit from the stats window, click the close box at the upper left corner of the window, or press Esc.

Note that you can't look at stats in the middle of a hand. The Stats button is only available between hands.

Statistics can be very useful in computer poker, since you typically play many more hands in a given time that you would in normal poker. This can turn up weaknesses in your play (for example, discovering that you are in too many

showdowns, which is a losing habit in the long run).

1.16 Getting Help

On-line help for Smoke'em Poker is available as an AmigaGuide document (Smoke'emPoker.guide).

To read the help in its proper hypertext form, AmigaGuide must be installed on your system. If you don't have AmigaGuide, you can always open the help file with a plain text reader and just ignore the AmigaGuide markups.

To get help at any time during the game:

- Click the Help button, or
- Press the Help key (what a concept!)

This opens an AmigaGuide window showing the Smoke'em Poker documentation. If you asked for help while in a particular window (such as the stats window), the documentation automatically opens on the appropriate page (e.g. how to generate stats). Otherwise, the table of contents is displayed.

Like any AmigaGuide document, you can navigate by reading page by page or by clicking the hypertext buttons embedded in the documentation. An index is also included; it lists all sections and all hypertext buttons.

To exit from the help window, click the close box at the upper left corner of the window, or press Esc.

Since the documentation is a standard AmigaGuide file, you can also open it directly from the Workbench or the shell (CLI).

Note: If Smoke'em Poker cannot find its help file (Smoke'emPoker.guide) in the same directory as Smoke'em Poker, nothing will happen when you ask for help.

1.17 Watching The Game

Instead of playing in every hand, you can sit out for a while and watch the other players go at it.

To watch the game, click the Watch button. The other players continue the game without you until you interrupt them or until one of them bankrupts all of the other players.

To interrupt a game that you're watching, click the Stop Watching button. Once the players finish the current hand, you can then continue. Note that there is no key shortcut for the Stop Watching button.

You can also watch a game if you lose all of your money AND there are at least two other players left. In the "losing" window that appears, select the "Let Other Players Continue" option. When you exit from the window, the remaining

players continue the game as described above.

Note that you can't start watching the game in the middle of a hand. The Watch button is only available between hands.

1.18 Restarting The Game

To end the current poker game and start a new poker game, click the Restart button. A confirmation window asks whether you really want to restart.

If you proceed, this opens the preferences window again and lets you set your preferences for the next game. It also resets each player's cash to the starting cash amount, and resets the game statistics.

Note: You can't restart the game in the middle of a hand. The Restart button is only available between hands.

1.19 Quitting The Program

To quit Smoke'em Poker at any time and return to the Workbench, click the Quit button. A confirmation window asks whether you really want to quit.

1.20 Known Problems

The following are bugs, problems, or limitations that I know of:

- AGA/3.0 users may still have problems getting Smoke'em Poker to use a decent screen-mode. I hope v1.4 looks better on your system than v1.3 did - if not, let me know and I'll release an alternate version that opens the exact screen-mode (no promotion) which may work better.
This is a problem that can probably only be eliminated by rewriting the game to fit on a non-overscan screen. Something for v1.5, I guess.
 - The program seems to eat small amounts of memory every few hands, so playing it for hundreds of hands (or leaving it in auto-play mode for a few hours) may consume all of your memory and eventually crash your machine. To be safe, make sure you've saved any other work in other apps before running the game.
This seems to be a memory leak in CanDo 3.0. Hopefully it will be fixed in time for the next release of Smoke'em Poker.
 - While the Sound and Speech buttons can be toggled by clicking at any time, their key shortcuts don't work until there is a break in the play.
 - If, when watching the game, you click the Stop Watching button, it is replaced by a text message. This is actually just the selected state of the button - if you click it again, it reverts to Stop Watching. The button's state at the end of the hand determines if the game continues without you.
-

- When generating the graph of winnings in the stats window, note that:
 - graphing may take a while on slower Amigas (especially those without floating-point chips)
 - in some cases, integer round-off errors may cause lines to go off the top of the graph
- In the preferences window and the opponents windows, you can only get on-line help if the cursor isn't in a text field (i.e. the Help key is not detected if you're changing a value in a text field). To get help in these windows, de-select the text field by clicking somewhere outside it, then press the Help key.
- When returning from the opponents window to the preferences window, the preferences window is not automatically selected and the "prohibit" pointer is shown. You must click manually on the preferences window to activate it.
- Smoke'em Poker does not handle the case of three or more players tying (having the same hand) in the showdown (e.g. three Ace-high flushes). If this ever happens (which is extremely unlikely), the only two of the players will split the pot.
- When comparing very close hands at the showdown, Smoke'em Poker only looks to the third (and sometimes fourth) card to break any ties. While this may result in the wrong player winning the pot, it is so unlikely that I've left it that way for now.

If you find any problems not listed here, please let me know - see About~The~Author.

1.21 Future Enhancements

Here's what I'd like to add to future releases of Smoke'em Poker (in no particular order):

- More skill levels and selectable playing styles (loose or conservative) for the computer players. Also, computer players that learn about your betting tendencies and adjust their play accordingly. Eventually, I'd like to open up Smoke'em Poker to external players that play via ARexx. This would allow you to code your own computer players and hook them into the game. This would make for an interesting my-player-will-smoke-your-player "tournament".
 - More poker variations, of course, starting with the more common games like five-card stud, seven-card stud, hold'em, high/low splits, and so on. This would also open the door for dealer's choice. I'm not a big fan of wild-card games, so don't hold your breath for "pregnant threes"...
 - An option for playing over a network, modem, or direct connection. This would fill one or more of those other spots at the table with live people using Amigas linked to yours.
 - An Odds button that shows you the odds of improving your hand vs. the odds offered by the pot.
-

- An Ask button that shows you what the various levels of computer players would do if they had your hand. Useful when you're just learning.
- Better graphics and animation, perhaps including a graphic pot that grows as more money is bet, animated dealing and discarding, player graphics (with an option to supply your own), choice of cardback graphics, and so on.
I can barely draw stick-men, so if you want to supply some better graphics, let me know - see About~The~Author.
- An option for digitized sound for each player. I like the idea of playing sound files from external directories, so you could supply your buddies' voices and make Smoke'em Poker feel more like your own weekend poker game.
- Voice control using a sound digitizer, probably using something like Richard Horne's VoiceCLI with ARexx.
- Hooks to David Braben's Frontier(tm). Just imagine cruising the galaxy, docking your Cobra Mark III at the nearest orbiter, and challenging those Imperial scum to a fast-and-loose game of Follow-The-Emperor, no limit.
Hmmm. Maybe next release...

Any other enhancements or changes that you'd like to see? Let me know - see About~The~Author.

1.22 Acknowledgments

Here's the section where I admit who I've ripped off for ideas ;^)

Namely:

- "Poker Pete" on my old TRS-80 Model III. When you had beaten Pete out of all his money, he got up, pulled out his six-gun, and plugged you. Now THERE'S a way to end a computer game!
- "Vegas Johnny Draw Poker" by Top Score Software on MS-DOS (boo, hiss!). Pretty it ain't, but the keyboard interface is simple and the play is easy to follow. Some good betting algorithms, too. This is the game I was looking for on the Amiga, but the existing Amiga poker games either had brain-dead interfaces or were just "video" poker. Smoke'em Poker owes a lot to Vegas Johnny.
- The players in my local Saturday-night game (Gina, Paul, Rob, Karen, Lou, Derek, and Gord) who play-tested Smoke'em Poker, and without whom it would have taken half the time to program. ;^D
Thanks to Rob, especially, for losing some huge real-life pots and thereby providing me with a name for my program ("What a smoke! What an incredible burn!"). Sorry that I couldn't include an animation of the famed Dance-Of-The-Unbelievably-Smoked in this release.
- Thanks to Oxxi and Martin Taillefer for TurboText - a great text editor. Thanks also to Edd Dumbill for Heddley - a great tool for building AmigaGuide documents (don't worry, Edd - the money is on its way).

- Finally, thanks to Inovatronics for CanDo, an easy-to-use authoring system that made it possible for a C-hater like me to produce Amiga programs.

1.23 Version History

1.4.1 - February 28, 1995

- added a resource that got left out of v1.4 (oops)

1.4 - February 26, 1995

- added graph of winnings in stats window
- added keyboard shortcuts for most actions (shortcut letters are highlighted in buttons)
- added "smart" shortcuts (Return or Enter activates the current default button)
- added option to automatically pre-select your discards
- added option to defer card-sorting until hand is fully dealt (useful on slower machines), and eliminated some unnecessary sorting
- revised discarding to make it easier to see which of your cards were replaced
- added some simple sound effects (shuffling, money clinking, etc.)
- added confirmation window for restarting
- skills are automatically revealed for bankrupt players
- converted on-line help to AmigaGuide (with the help of Heddley by Edd Dumbill), and added context-sensitive help to most requesters
- many small cosmetic improvements (made possible by new features in CanDo 3.0)
- no more annoying legal disclaimer window when starting up (also because of CanDo 3.0)
- changed stats so that the best hand for a given player must be one that was actually shown (in a showdown)
- worked around display bug (where AGA/3.0 systems mistakenly opened a 1280-wide super-hires screen instead of the hires screen asked for) by opening "similar" screen-mode (instead of "best" screen-mode)
- fixed bluffing bug for "bonehead" and "fair" players
- fixed display bug for ace-low inside straights
- fixed bug where if, after losing and letting the other players continue, you stopped watching, you couldn't resume watching again
- fixed color palette so buttons look better when pressed
- opponents window now renders much faster
- thanks to Anthony Horan, A. Vanderstel, Peter Binkley, Patrick Santucci, John Harris, Jeff Penver, and Scott House for bug reports and suggestions (John Harris: I tried replying, but your e-mail address keeps bouncing on me)
- posted to CRS, Aquilonia, and Aminet

1.3 - November 22, 1994

- fixed nasty little bug that hung the game when you were down to a single opponent
 - fixed stats bug where restarting did not reset # of games won or lost by each player
 - remembered to reset options to defaults before releasing (duh)
 - added applause when you win (hey, I had to add something other than bug fixes...)
-

- thanks to Bruce Elrick and John Hanley for bug reports and suggestions
- posted to CRS, Aquilonia, and Aminet

1.2 - November 13, 1994

- added selectable sex, names, and skill levels for opponents, and selectable # of opponents
- added preference settings for check-raising and showing skill levels of opponents
- preferences are now automatically loaded and saved (stored as tooltypes in icon)
- changed betting status text to show total bet AND net amount owed by player
- added text during final betting to show # of cards drawn by opponents (in case you forget)
- changed Max.Raises setting to NOT include first bet (for example, MaxRaises=3 means a maximum of 1 initial bet and 3 subsequent raises)
- changed stats so that %Won and %Lost for each player is percentage of hands shown instead of total hands played
- made speech asynchronous (no waiting) where possible, made speech smarter, added phrases
- changed the help window to handle a renamed or relocated help file, and to reject files that are not valid help files
- updated and tested under KS/WB 3.1
- for bug reports and suggestions, thanks to Terry Smallwood, Gina Grimshaw, Lou Spada, Gordon Paul, and Peter van Campen
- posted to CRS and Aquilonia

1.1 - October 8, 1994

- added Stats button for assorted statistics
- added Watch button for auto-play mode
- made computer players a bit smarter (for example, they're now much less likely to fold in the face of aggressive betting)
- added more phrases for speech
- increased default ante from \$5 to \$10
- dealer is now outlined when dealing
- names of bankrupt players are now dimmed (instead of erased)
- in the showdown, the called player is first to reveal their cards (used to start left of dealer)
- fixed a bug where computer players didn't draw to inside straights when given a free opportunity
- fixed a bug that prevented "kickers" from being shown in the labeling of very close hands
- changed inactive-window pointer from "busy" pointer to "prohibit" pointer
- tested on more machines - no surprises
- for bug reports and suggestions, thanks to Lou Spada, Gordon Paul, Lam Bui, Terry Smallwood
- posted to CRS, Aquilonia, and Aminet

1.0 - July 30, 1994

- tested on my 3000 (WB 2.04, 6 megs) and Lou's 2000 (WB 2.x?, 3 megs)
 - posted to Canada Remote Systems (CRS-Online)
-

1.24 About BeerWare

Smoke'em Poker is BeerWare: if you like it, have a beer!

BeerWare is FREE, so keep it, play it, and make copies for your friends.

(A long time ago, in an interview far, far away, a games programmer remarked that he and his rivals were competing for the user's beer-money. Hence the happy concept of BeerWare - you can play this game AND still afford beer.)

While this software is freely redistributable, it is NOT public domain, meaning that:

- I retain the copyright (©1994/95 Dave O'Brien)
- You shouldn't change the program and then redistribute it yourself.
If you discover bugs or think up improvements, let me know and I'll try to oblige you - see About~The~Author.

Distributors: don't be wankers and try to charge anything for this, except for nominal copying fees.

Fred Fish: feel free to put this on an upcoming Fish disk, and thanks for all the great software you've supplied us with for so many years.

More BeerWare* coming soon:

- Battle Grid - two players pit their knights, assassins, clerics, and sorcerors against each other on a 8x8 grid
- Net Runner - expand and conquer a computer network using viruses, trojan horses, and worms to punch through your opponents' I.C.E.

* Strictly speaking, these titles are currently BelchWare (vapour), but they are very close to condensing.

By the way, this documentation is also BeerWare: if you've read this far, have another one!

1.25 About The Author

I'm a technical writer by trade (paid by the word - can you tell?), and I do my work on Macs and PCs, but the Amiga is still my favourite for having fun.

I've been fooling with Amigas for a long time now, but only recently tried programming them (thanks to CanDo for making this part easier).

My two other favourite things to do are playing poker and riding recumbent bikes (not at the same time).

If you have suggestions for Smoke'em Poker, or ideas for other thinking games that you'd like to see (but not arcade games - remember, I use CanDo, not AMOS), send me mail at one of the following addresses:

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1.26 CanDo Legal Notice

This program was designed and written with CanDo v3.0 ©1994.

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