

## **DVP2**

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<b>COLLABORATORS</b>
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<b>REVISION HISTORY</b>
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# Chapter 1

## DVP2

### 1.1 DawnVideoPoker 2.0

DawnVideoPoker V2.0 - ACES HIGH  
by Richard 'DawnBringer' Fhager

Newz in v2.0    Update for old users.  
Important!    About my new/old homepage.

What is DawnVideoPoker	Introduction
System Requirements	Requirements
Installation	Installation

Usage	How to play
Log-In commands	Prefs
Poker - the rules	Winning hands

History	What came to pass...
Future	The days that will dawn...

The Author    Credits    Greetings    Technical    Known Bugs

### 1.2 What is DawnVideoPoker?

What is DawnVideoPoker?

It's a Video Poker Machine Simulator, with standard poker rules, found in many bars & casinos.  
It includes a 'Double or Nothing' subgame that really makes VideoPoker the game it is. In V2.0 i have also added a new feature; ACES HIGH.

What's in it?

- \* Double feature (This is what VideoPoker is About!)
  - \* 'ACES HIGH' Bonus feat. Collect all 4 ACES and QUADRUPLE profit. (V2.0)
  - \* Statistics
-

- \* HighScore List
- \* Virtual Cards By time cards get worn & dirty.
- \* Sfx (V1.5)
- \* A Lot Of Love!

## 1.3 System Requirements

1. An AMIGA. (Donno if it will run on a vanilla A500!?!)
2. DVP2 Doesn't support RTG so you might need scan-doubler, xtra monitor or respective hardware to display it.  
In fact i don't give a shit! It's YOU that's incompatible if you can't run it, NOT me!
3. Preferable PAL mode. There is a NTSC-detection system that displays the screens in a little better positions. However the high-score screen will not be 100% visable in NTSC.
4. Basic knowledge of Poker.
5. Luck?...

## 1.4 Newz in V2.0

What's new in V2.0

V2.00: More or less every single part of the game has been re-worked.

Added ACES HIGH Bonus Feature.

Added \$10 Bet if CASH>=\$150. (V1.70)

Added Log-in Prefs. Dealing speed etc.

Added Auto-Sort: Hands Now Sorted L-R in Order of Card-Value.

Added Win/Hold lights. Quick result/suggestion display & selection.

Added 'Statistics Saved with Hi-Score' & Viewing Function.

Added more Statistics.

Added 'Streaks' & 'Winning hands' indicators to Main Screen.

Added Advanced card-shading for fast Amigas.

Improved SFX (AMCAF Commands, Pseudo stereo).

Improved & polished most GFX.

Changed card-selection, 'Sweep' now possible.

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Improved Virtual Cards dirt stains.

Updated all Obsolete WWW/Mail Info.

This Guide! (I've spent about 20 hours writing it...so READ IT!)

+ A general polish of the interfacing.

## 1.5 About my old homepage

About my old homepage

My Old Homepage at 'home4.swipnet.se/~w-44020' is DEAD.

I Think it's Still Up But I Can't Access It. So Forget About It!

My new homepage is located at our AMIGA-Community: [www.BoingWorld.com](http://www.BoingWorld.com).

My personal homepage is:

<http://www.BoingWorld.com/DawnBringer>

You will find both 'DawnVideoPoker' and BabeAnoid there.

You can also go directly to the 'DawnVideoPoker' page at:

<http://www.BoingWorld.com/dawnbringer/dvp>

The Author

## 1.6 Installation

Installation

If you can read this, you are probably set up already.

Unpack the LHA archive anywhere.

That's it! (and the way all software should work!)

## 1.7 Usage - How to play.

Usage - How to play.

When you first start DVP2 you will face the Log-in prompt.

This works both as a simple name entry and as Prefs control.

Once you've entered your prefs (or cheats) and name, the game starts.

As default you are given \$100 to play with.

The first thing you do is to decide how much to bet \$1 to \$5. \$5 is default. If you reach \$150 you can bet \$10.

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Then press the 'DEAL' button. Five cards will be dealt. The Win/Hold lights will now indicate any winning combinations or in some cases suggest which cards to hold (green lights). If you are happy with this choice; press RIGHT MOUSE-BUTTON to auto-select these cards, otherwise click on the cards you wish to discard. Click on 'DEAL' once more and new cards will be dealt to replace the ones you discarded. Now you either have a winning hand according to the Pay-off Rules, or have lost your bet. If you have won you have the choice to play the Double game.

You will notice that all ACES in your final hands will be collected at the left-side screen. This is a new bonus feature called ACES HIGH.

Buttons:

\* CASH OUT - Quit/Restart option screen:

|  
CASH OUT - Quits, writes any high-scores.  
RESTART - Log-In prompt. Deletes current game.  
CONTINUE - Resume current game.

\* HIGH-SCORE - High-Score screen: (Note on High-Scores)

|  
Click on left-side screen to view resp. statistics.

\* STATS - Statistics screen:

|  
Displays your current game statistics.

\* BET - Change your bet \$1-5 (\$10 if CASH>=\$150).

\* DEAL - New hand/Change cards.

\* DOUBLE - Double game

## 1.8 Log-In Commands

Log-In Commands:

SPEED1 - Normal dealing speed.

SPEED2 - Faster dealing.

SPEED3 - Really Fast, Really.

SPEED0 - Slower dealing. (default of earlier versions)

(the 'speed' commands also accelerates button-delays etc.)

CARD1...5 - Replaces 'Card-top-image' with any of the five cards in GFX/CARDS. Feel free to design your own cards.

RESET - Resets any cash related cheats you may have entered.

HI-RESET - Resets High-Score list.

NOSORT - Turns OFF Auto-Sorting (and 'Win/Hold lamps'), 'SORT' re-activates.

BASIC - Turns OFF ACES HIGH = standard videopoker. 'ACESHIGH' re-activates.

SHADE - Activates advanced card-shading (060 default). 'NOSHADE' deactivates.

H - These help instructions.

There are many other cheats & gags...give me a mail with feedback and i'll send you some of the 'secret codes'.

## 1.9 History

### History

V2.00: 'ACES HIGH' Bonus Feature Added.  
Added \$10 Bet if CASH>=\$150. (V1.70)  
Added Win/Hold lights.  
Added Log-in Prefs/Edit Options.  
Added 'Streaks' & 'Winning-Hand' indicators to Main Screen.  
Added Auto-Sort: Hands Now Sorted L-R in Order of Card-Value.  
Added 'Statistics Saved with Hi-Score' & Viewing Function.  
Added more Statistics.  
Added advanced card-shading.  
Improved SFX (AMCAF Commands)  
Improved & Changed most GFX.  
Improved interfacing; Controls, selections & buttons.  
Updated all Obsolete WWW/Mail Info.  
4th Aminet Release. (1.7+2.0) (January 2000)

(V1.70: Added \$10 Bet if CASH>=\$150.)

V1.62: Added sum Flashy Lights, Added Double Statistics.  
Third Aminet Release. (V1.6+V1.62)

(V1.60: Added NTSC Detection, Added Virtual Cards,  
Found&Fixed Royal Flush Bug!, Dirty Fix 4 Reported SFX Prob.)

V1.50: Added SoundEffects, Improved Graphics.  
Second Aminet Release.

V1.00: First Release (March 98)

## 1.10 Rules - winning hands

### Rules - Winning hands

- \* ROYAL FLUSH - 10, KNIGHT, QUEEN, KING & ACE in the same suit (colour).  
Pays 1.000 times the stake.
  - \* STRAIGHT FLUSH - All cards in consecutive order and the same suit.  
Pays 100 times the stake.
  - \* FOUR OF A KIND - All four cards of any value.  
Pays 25 times the stake.
  - \* FULL HOUSE - A 'Three of a kind' + a Pair. ex 3 Aces and 2 Kings.  
Pays nine times the stake.
-



- \* FLUSH - All cards in the same suit.  
Pays six times the stake.
- \* STRAIGHT - All cards in consecutive order. Ace is both 1 and 14.  
Pays four times the stake.
- \* THREE OF A KIND - Three cards of any same value.  
Pays three times the stake.
- \* TWO PAIR - Any two pairs. ex 2 Fives and 2 Nines.  
Pays twice the stake.
- \* JACKS+ - Any pair, Jacks or higher. i.e Jacks, Queens, Kings and Aces.  
Pays the stake.

Features:

Double game    ACES HIGH

## 1.11 The Author

The Author

All Code, Gfx and most Sfx was done by me: Richard 'DawnBringer' Fhager.  
I live on Donsoe, an island in the south archipelago of Gothenburg,  
second Swedish city. Where we have a nice little group of Die-Hard  
AMIGA fans.

I have an A1200 with a Blizzard-060. No PPC. No GFX-card. No Monitor.

My personal homepage is:

<http://www.BoingWorld.com/DawnBringer>

E-mail: [DawnBringer@BoingWorld.com](mailto:DawnBringer@BoingWorld.com)

or: [Richard@Globica.se](mailto:Richard@Globica.se)

or: [DawnBringerZ@hotmail.com](mailto:DawnBringerZ@hotmail.com)

ICQ: 32153515

If for some reason my homepage stops working, i have a page at XOOM  
always pointing at my current/future homepage. (or explaining what's wrong)  
<http://members.xoom.com/nisse98>

## 1.12 Greetings

Greetings

The X-Axez Brotherhood:

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Kent 'Artech' Stahre, Anders 'DeZENT' Johansson,  
Mattias 'ThunderBolt' Karlsson

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Everyone at  
-----

Friends (With AMIGAs)  
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Jim J., Nemonic.

Friends with PC's (But i still talk to them coz they used to own AMIGAs)  
-----

Mattias Karlsson, David 'Elviz' Gustafsson.

Everyone whom given feedback. (Keep sending those nice mails!)

YOU for using an AMIGA right now!

## 1.13 Technical

Technical

This is the 4th official release of DawnVideoPoker.

DVP2 is written 100% in AMOSpro. With CRAFT & AMCAF extensions and an updated version of AMOS.library.

All graphics are 32-colour. (With a stupid palette design, sorry!)

The cards are generated at start-up. (Check the file 'gfx/make-cards')

Advanced card-shading: by splitting the effect in two parts and replacing former button-delays etc. with the first (Calculation) half, i managed to more than double the speed of the shade-render :-)

About the Sound-system

The chess & poker principle:

This game is stripped of all fancy gizmos like intro screens and music.

I hope you, like me, want it to be as fast & smooth as possible.

But hey! If you really want it, i can join the world of stupid mega-game coding and add a 25MB ray-traced intro animation of 52 flying cards, and release the whole thing on CD instead!

## 1.14 Bugs

Bugs

None that i know of. (Jeez, it feels good to say that!)

About Sound problems

If you however encounter something that looks like a bug; Please send me a Mail and describe the bug, the situation and your hardware/software

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as detailed as possible, thank you.

## 1.15 Future

Future

This is the last thing i will do on the AMIGA due to...blabla...

FUCK THAT!...I WILL NEVER LEAVE THE AMIGA!

Right now, i'm not planning any new versions of DawnVideoPoker. (unless someone finds a big bug or comes up with a great idea i can't resist)  
I'm gonna focus on finishing my HUGE Arkanoid/Breakout clone BabeAnoid in the works for 5 YEARS! (and about 25 times bigger than DVP2).  
And of course i'm gonna release it as PD.  
(Actually DVP has only been a relaxation project during 'BabeAnoid')

I'm also gonna fix-up and release some other programs i've done...it's all just been delayed due to HompePage-Relocation.

## 1.16 High-Scores

High-Scores

- \* Highest amount achieved during game counts, not the exit cash!
- \* The Hi-Scores are ONLY updated when you CashOut or get broke.

Comments:

Cashed Out! - Player Quit/CashedOut at the peak amount - Great!  
Playing - Player continued the game and lost some.  
Lost All - Player lost all.

Log-in commands:

HI-RESET - Clears high-score list and all statistics-grabs.

'Statistics Saved with Hi-Score' & Viewing Function

Keeping your old high-score list

## 1.17 Double game

Double game

When you win a hand you have a choice to bet your winnings at a game of 'Double or Nothing'.

Press 'NO' collects your winnings. (No Double game)

Press 'YES' and five new cards will be dealt, the first face up, is the computer's card and the one you must top. The other four are

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face down and you must simply pick a card at chance. Aces are high.

If your card is HIGHER than the computer's you've just doubled your winnings. You can then choose to play again or collect your money. You can double for as long as you wish, or more likely, until you lose.

If your card is LOWER you lose your winnings. The other three cards will be revealed. There is no guarantee of a winning card among the four cards you are dealt.

If your cards are EQUAL you keep your money and get the choice of playing again or collecting your money.

ex. You get a 'Three of a kind' with a \$5 bet = \$15  
Double once and win =  $\$15 \times 2 = \$30$   
Double a second time =  $\$30 \times 2 = \$60$

My personal record is 7 doubles at a FLUSH with a \$5 bet.  
 $\$30 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 = \$3840$ .

## 1.18 ACES HIGH

ACES HIGH

Bonus feature:

This is not a standard poker-variation but a thing i made up myself. But i'm sure most of you will appreciate this addition.

All ACES in your final hands will be collected at the left-side screen. When you have the four different suit aces all winnings in the NEXT game will be QUADRUPLLED!

Log-in commands:

BASIC - Deactivates = Standard videopoker.  
ACESHIGH - Reactivates

Ex. Bet \$10 with ACES HIGH and get 'Three of a kind'.  $\$10 \times 4 \times 3 = \$120$   
Then Double it Three Times:  $\$120 \times 2 \times 2 \times 2 = \$960$  (Easy, eh?)

## 1.19 BabeAnoid

BabeAnoid

A huge Breakout/Arkanoid clone i've been working on for about 5 years.

- "Does the world really need another one of those?" you say.

Hmm...where should i start?

Let's say like this...the routine that handles the shadows from the blocks on the background...took longer to write than the first version of DVP. And that's just one of the effects you probably won't even think about!

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Right now (at the release of DVP2) i'm fixing the bonus-game 'FruitMachine' and thinking about what my Lemmings are gonna do in the game! (Any ideas?)

Some of the things you will get...

+30 bonus types, plasma ball, fly ball, rubber ball, shield ball, spike ball, help bat, gold bat, laser, cannon, 4 enemies, moveable blocks, rescue probes, warp-zones, switches, bonus-mini-balls, collectable fruit-bonuses, bumps, utility storage, store (Buy/Sell utilities), in-game music & sfx, bonus sub-game (fruitmachine), mega-bonus system, expandable score-system, help-on-line system, smoke-trails, shrapnel, lemmings?

FIVE years dude, FIVE years!

## 1.20 Streaks - display

Streaks - display

This refers to the meter on the right side of the main screen.

Every game you lose in a row will be displayed with a RED line, and each consecutively won hand shown in GREEN.

This is the same info as found on the STATS-screen.

## 1.21 Winning hands - display

Winning hands - display

With the addition of the \$10-bet a problem arose. There is not enough room to add \$10-pay-off numbers to the winning-board at the top-right main screen. So there is no flashing rectangle indicating your winnings when you bet \$10.

In an attempt to compensate this i've added flashing lights to the left of the board to graphicly indicate at least your 'Winning-hand' if not the actual pay-off.

## 1.22 Auto-Sort

Auto-Sort

Cards/Hands now sorted by Card-value Left-to-Right.

Log-in commands:

NOSORT - Deactivates

SORT - Reactivates

I first intended writing a routine to nicely sort and display your winning hand. Soon realizing that would require an almost unique routine for each

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winning-hand. That code would make out almost a THIRD of the entire game. So i dropped it!

But, after a little more thinking i found that a simple sorting routine by card-value left-to-right would look almost as good. And it can be used both at first dealing and at the final hand.

Initally this will probably feel strange but after a while you don't want to be without it, trust me!

## 1.23 Virtual Cards

Virtual Cards

By time the cards are getting torn, worn and dirt-stained. Idea by DeZENT.

Not really videopoker standard but a cool effect, i think. Right now there is no way of turning this off or 'cleaning' the cards.

I have spent 10 hours in DVP2 improving the 'dirt-stains'...they now look awesome in my humble opinion!

Hate it or love it!

## 1.24 Hi-Score StatsView

Hi-Score StatsView

From V2.0 a grab of the statistics screen will be saved along with the high-score list. Idea by Artech.

To view the associated statistics on the high-score list; move the mouse pointer to the left side (until the light goes bright-yellow) and click with the left mouse button.

Log-in commands:

HI-RESET - Clears high-score list and all statistics-grabs.

High-Scores

## 1.25 Keeping old high-score list

Keeping old high-score list

To keep your high-scores from a version of DVP older than 2.0 you must copy the file 'gfx/hiscore' from the old version into the directory 'hiscores' of the new version. Of course you will not get any statistics-screengrabs as they were only implemented in V2.0. If you made any entries on the hiscore-list earlier in V2.0; make sure you reset the high-scores by writing 'HI-RESET' at the log-in, BEFORE you

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copy your old high-score into V2.0.

To keep your high-score list from a V2.0 or later: Just replace the directory 'hiscores' and its contents.

## 1.26 Statistics

### Statistics

Press the button 'Stats' on the main screen and you will see a screen with a vast array of statistics about your current game.

#### THE GRAPH:

Displays your money over time. The grey horizontal line shows your start amount (usually \$100). Profits are shown in GREEN and losses are displayed in RED. The graph will show max 2500 games.

#### THE WINNING-HANDS TABLE:

Shows the number of games won of each Winning-hand in numbers and frequency.

PLAYER: Your Log-in name.

CASH: Your current funds.

PROFIT: Your profit/gain over the start-sum in %.

TOP: Highest amount achieved during game.

GAMES: Number of hands you've played.

WON: Games won in numbers and %.

LOST: Games lost in numbers and %.

STREAKS: Streak display

WIN: Highest number of consecutively won hands.

LOSE: Highest number of consecutively lost hands.

DOUBLES: Double game

BET: Total amount invested in the 'Double game'.

WON: Total amount paid-out from the 'Double game'.

WON/LOST: Total number(s) of won & lost hands in the 'Double game'.

YOUR AVG: Your average card picked in the 'Double game'.

COMP AVG: Computers average card given in the 'Double game'.

ACES HIGH: Number of ACES HIGH bonus-games played.

GAMETIME: Time elapsed during your current game (hh.mm.ss).

## 1.27 Some notes on the Sound-system

Some notes on the Sound-system

Problems:

Hopefully the old sfx-prob some persons experienced should now be

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gone, since i'm using a new set of commands in AMOS (AMCAF).  
Although if you experience any problems, try a clean boot and don't run  
any other progs and especially no sound/music stuff before DVP2.

#### Improvements:

Samples are now played in two channels with slight frequency difference to  
create pseudo-stereo. (V2.0)

## 1.28 Credits

### Credits

----- X-Axez Brotherhood -----

Richard 'DawnBringer' Fhager: Code, graphics & sfx.

Kent 'Artech' Stahre: Beta-testing, ideas, BoingBall 3D render.

Anders 'DeZENT' Johansson: Virtual Cards idea.

Mattias 'ThunderBolt' Karlsson: Laughing with me in the 'GameOver' sample.

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David 'Elviz' Gustafsson: Beta-testing, suggested Win/Hold lights

Some samples by Dolby / Futurize.

## 1.29 Advanced card-shading

### Advanced card-shading

As default the cards from a 'finished' game will be shaded by a simple  
dithered image pasted onto them.

In V2.0 i have added a more advanced form of shading; a real time  
pixel-by-pixel effect. If you have a 060 this feature is deafult.  
Anything below 040 will probably be too slow for most users taste.

(I've tried to write a direct-memory access routine for this effect...but  
it seems like the bit-wise operations in AMOS are incredibly slow!  
Actually a ROR.B is slower than a standard divison '/' with a 060!)  
Se 'Technical' for more information.

#### Log-in commands:

SHADE - Activates advanced card-shading.

NOSHADE - Deactivates

## 1.30 BoingWorld

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BoingWorld

We are 9-10 Amigans in Sweden that have joined and registered an internet domain: [www.BoingWorld.com](http://www.BoingWorld.com)

The purpose of this site is to:

- \* Support the AMIGA
- \* Publish Amiga-related news, information, reviews, links & software.
- \* Provide it's members with homepages and nice e-mail addresses.
- \* A direct channel to release & present our software.
- \* Conquer the world... (Move over Billy-boy!)

Come and visit.

## 1.31 Design your own card(s)

Design your own card(s)

In V2.0 it is possible to change the top-image (A BoingBall by default) to another one of five from the iff-file 'gfx/cards'.

Load the image 'gfx/cards' into your fav gfx-prog and take a look.  
Note that the palette may not be changed and that the PURPLE COLOURS MAY NOT BE USED as they are reserved for special-effects.

The size of the images are about 75 x 55 pixels. The palette is rather limited for 'Photographic use' but anything in gray-shades will look great!

Log-in commands:

CARD1 - Activates image ONE in the file 'gfx/cards'.  
CARD2 - Activates image TWO in the file 'gfx/cards'.  
CARD3 - Activates image THREE in the file 'gfx/cards'.  
CARD4 - Activates image FOUR in the file 'gfx/cards'.  
CARD5 - Activates image FIVE in the file 'gfx/cards'.

## 1.32 Win/Hold lights

Win/Hold lights

Quick result/hold-suggestion display of your hand. Use Right mouse-button to execute these card suggestions on the fly.

Placed on the frame above each card are two lamps; RED & GREEN.

RED: If the red lamp is lit; the card is part of a WINNING combination.

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RED + GREEN: If both lamps are lit; you have a PERFECT hand that can not be improved. (R.Flush,S.Flush,4Kind,FullHouse,Flush or Straight)

GREEN: These are suggestions of good cards to keep. The following combinations will indicated:

- \* Double Straight chance. (ex. 4-5-6-7-Q. Q -> 3 or 8 = Straight)
- \* Flush chance - 4 cards in one suit.
- \* Low pair - Any pair bellow Jacks.
- \* Highest Jack+ card.

Single Straight chances are NOT indicated, except Kn-Q-K-A. As i think the odds are to low (1/11.75)

Remember: Suggestions are just that, and not necessarily the best thing to do in a certain situation!

Suggestion:	Odds:	Avg. pay-off on investment.
-----		
Double Straight chance -	1/3.1 -	1.29 *
Flush chance -	1/5.2 -	1.15 *
Low Pair (3 of a kind) -	1/3.6 -	0.85 *
Low Pair (2 Pair) -	1/2.3 -	0.85 *
Single Jack+ card -	1/2.4 -	0.42 *

Double Straight chance -	1/3.1 -	1.29 *
Flush chance -	1/5.2 -	1.15 *
Low Pair (3 of a kind) -	1/3.6 -	0.85 *
Low Pair (2 Pair) -	1/2.3 -	0.85 *
Single Jack+ card -	1/2.4 -	0.42 *

\* Other winning results not included.

(Can't promise these numbers are correct...i failed math!  
 But if i'm right you will get almost 50% better pay-off from a 'Low pair' than a 'Flush chance', when adding 3-of-a-kind & 2-pair outputs... however a 'Flush chance' with some face-cards should even the odds.. Still, my suggestion routine will prioritise 'Flush-chances' over 'Low pairs'. "Bigger is better" or whatever you want to call it.)

'Win/Hold lamps' are incompatible with the NOSORT option...but why you would like to turn off the auto-sort is beyond me.