Poker

COLLABORATORS

	TITLE : Poker		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		April 16, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Poker

1.1   main

Destructive Poker V1.01

  2nd April 1997

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  http://www.jyu.fi/~kihete/poker.html

1.2 Introduction

Introduction

Destructive Poker is Poker-Cardgame for one player. Your aim is to play as good as possible to increase your money count. If you run out of money game will end.

Destructive Poker has chances, jokers and doubling . Some options are customable by user.

Requirements

Overall Instructions

Version 1.0 (20th February 1997)

1st public release.

Version 1.01 (2nd April 1997)

Fixed savefile lock bug; File lock wasn't released after save and it made saved file unreadble until reset.

1.3 Distribution

Distribuition

Destructive Poker is PD (Public Domain) software. This means that source code files are included in this packet and the whole packet can be spread freely if it is unedited. Some extra Card graphics may be added!.

Although Destructive Poker is quite well tested, I can't guarantee it is Bug-free. So

I WILL NOT BE RESPONSIBLE OF ANY DATA LOSS OR HARDWARE DAMAGES CAUSED BY USE OF THIS PROGRAM. USE AT OWN RISK!

1.4 Requirements

Requirements

Amiga OS3.0+

1MB Memory

This should work with Gfx-Boards (not tested).

This game has been tested on next machines:

A1200 030/50MHz 2+16Mb, HD

A1200 020/14MHz 2+0Mb, HD (standard A1200)

Installation

1.5 Installation

Installation

Destructive Poker is easy to install. Just copy DestructivePoker-directory whenever You like and double-click Poker icon to run.

Requirements

1.6 Author

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Author

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1.7 Instructions

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              Instructions


              Playing the Game

              Hands and their evaluation

              Change Bet Dialog

              Preferences Dialog

              Double Dialog

              Loading and Saving game

              Saving Preferences

              Key Short Cuts
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1.8 Playing

Playing the Game

There are next gadget in the main window:

Bet - This will open Change Bet Dialog .

Shuffle - This will shuffle the deal pile.

Done - This will deal & change cards.

After pressing Done 5 cards are dealt. Dealing to the empty table costs you Bet . Now You may unselect some of them and pressing Done again will through your unselected cards (cover down) to the junk pile and deliver new ones. If it was your last change the messagebox (requester) will show you hand evaluation. If You got hand which is good enough you are able to double your win pot in Double Dialog .

1.9 Hand Evaluation

```
            Hands and their evaluation

Hands and their victories are:

  Lousy Hand  - 0
  Pair     - 0
  2 Pairs   - 5
  3 of a Kind - 10
  Straight  - 20
  Flush    - 30
  Full House  - 40
  4 of a Kind - 80
  Straight Flush  - 160
  Royal Flush - 320


There are also next special hands and their evaluation depends of
              preferences
                5 of a Kind - 140 or 180
  5 jokers   - 0 or 320
```

1.10 Change Bet

Change Bet Dialog

Here you can determine amount of changes and jokers. These values also affects the bet. The Bet is Changes+Jokers. Maximum changes is 3 and maximum amount of jokers is 8.

f. e. If you have selected 1 change and 4 jokers, then bet = 1 + 4 = 5.

1.11 Hand Evaluation Preferences

Hand Evaluation Preferences Dialog

Here you may select your own evaluation about these hands.

I couldn't get information about the rules of special hands of '5 of a kind' and '5 jokers' and people has different opinions about these hands. That why this preferences dialog is added.

My honest opinion about these hands:

5 of a kind is almost similar with 4 of a kind. Therefore I have set 5 of a kind is lower than straight flush as default value. Also I think that joker is good card only with some real card, otherwice it is junk. So 5 jokers is Lousy hand as default.

1.12 Double

Double Dialog

Here you can double (or not) your win pot. You will see card turned cover down and you must guess is it small (A,2,3,4,5,6) or Big (8,9,10,J,Q,K). Joker is both and 7 is neither. Don't Double will pay win pot and exit the double dialog.

1.13 Loading

Loading and Saving the game

You may save your game by selecting 'Game->Save' from menus. Requester will open and you may save your game.

To continue your saved game select 'Game->Continue Old' from menus. Requester will Open you may open the game to continue.

NOTE!

To avoid cheating savefile will be deleted after loading. Saving the game is actually save+finish.

1.14 Saving Preferences as Icon Tool Types

```
              Saving preferences as Icon Tool Types

Preferences like
              Hand Evaluation
               and
              Change Bet
              are saved automatically on exit as icon tooltypes.

Supported Tool Types:

  PREFSJOKER  - If TRUE 5 Jokers is Best Possible else Lousy Hand.
  PREFS5KIND  - If TRUE 5 of kind is higher than straight flush.
  CHANGES   - Changes 1..3
  JOKERS    - Jokers 0 - 8
  CARDS   - Card gfx file. See
              Advanced Config
              .
```

1.15 Advanced Configuration

Advanced Configuration

Changing Card Graphics

If You are skillful artist you may want to replace original Card Graphics.

Destructive Poker uses normal IFF-ILBM-files (923*480). Colors may vary from 2 to 256. Color 0 in Card graphics is used as background color for window. Change Tool Type 'CARDS' in program icon to determine graphicsfile.

1.16 Key Short Cuts

```
Key Short Cuts

Gadget short cuts are explained by underscore.
Menu   short cuts are explained in menus.

Keys 1,2,3,4,5 are for turn cards in hand.
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```
RETURN - OK selection in most windows.
ESC    - Cancel selection in most windows.

Use 'LeftAmiga + V' & 'LeftAmiga + B' in the requesters where
RETURN and ESC don't work.
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