

**DPoker**

**COLLABORATORS**

	<i>TITLE :</i> DPoker		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 1, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## DPoker

### 1.1 DPoker.guide

DeLuxe Poker v1.0b

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Disclaimer

Thanks, mARZIO  
(Uncle sea :-)

P.S. excuse me for my not-so-good-English 8-)

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## 1.2 System requirements

DeLuxe Poker requires version 2.1 of the Amiga operating system ↔  
or higher,  
and \*muimaster.library\*.

You can find muimaster.library in the Stefan Stuntz's MUI package,  
see paragraph

...MUI\_MUI\_MUI\_...

## 1.3 Installation

Simply copy the DPoker drawer wherever you want.  
Start it, by double-clicking on its (nice MagicWB :- ) icon.

> NOTES:

>

> DPoker looks good on an 8-color Workbench~with the MagicWB default palette.

>

> If your Workbench has 8 colors, double-click on palette8.pre icon (or load  
> it through the Palette preference program) before starting DPoker.

>

> If your Workbench uses only 4 colors, double-click on palette4.pre icon (or  
> load it through the Palette preference program) before starting DPoker.

>

> However DPoker looks nice even when black cards are not so black and red  
> cards are not so red ;-P

## 1.4 DeLuxe Poker is a Video Poker ...

You know Poker rules, don't you? ... No? ... Sorry, you lose!

A "hand" in DPoker is made up of three phases:

PHASE I: BETTING

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Click on <Bet> button to bet one credit; click on <Bet 10> button to  
bet 10 credits (the greatest bet allowed).

The bet credits will be displayed above the <Bet> button (BET SUM).

When you've made your bet click on <Deal> button and ... good luck :-!

PHASE II: CHANGING YOUR CARDS

-----

If you want to hold one or more cards, click on button <1> ... <5>,  
the word "hold" will appear under the selected cards.

If you want to un-hold a selected card, click on the corresponding

button again.

When you are satisfied of your choice click on <Deal> button to change the cards that are not holded.

#### PHASE III: LOSE OR WIN & RISK

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If your cards form a  
    winning combination  
    , you'll win some  
credits (displayed above <Deal> button); otherwise you'll lose the  
credits you bet.

Now you can gamble your winnings:

- click on <5> button if you \*don't want\* to gamble; the winnings will be added to your current credits.
- click on <1> button if you \*want\* to gamble:

the leftmost card is the dealer's card, in order to double your winnings you must choose one of the remaining four cards, if the card you choose beats (i.e. is greater than) the dealer's card your winnings will be doubled, otherwise you'll lose them. If you succeed in doubling them, or your card is equal to the dealer's card (i.e. same number), you'll be asked if you want to gamble again, and so on.

#### JACKPOT

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Each combination has its own jackpot which increases while you play DPoker (every 4 hands a credit is randomly added to one of the 9 jackpots).  
In order to win a jackpot \*you must bet 10 credits\* and obtain the corresponding winning combination!!!

Click on <Statistics> button to view jackpots.

#### Other gadgets

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- \*When you've spent all your credits\*, click on <New game> to obtain 10 more credits.
  - Click on <Statistics> for some statistical-stuff (jackpots, total hands, highscore, total winnings etc.).
  - <About> button will remember you that  
    DPoker is SHAREWARE  
    !
-

-----  
- To quit DPoker click on the CLOSE-GADGET of the main window.

DPoker saves your credits  
=====

When you quit DPoker, it tries to save a file (called "dpoker.dat") which keeps track of your credits, highscore, jackpots etc. etc.

When you start DPoker, it loads dpoker.dat file and restores all that information.

Don't try to modify dpoker.dat file (i.e. try to get 1000 credits for free): it has a checksum that prevents such modifications.

If you want to start a "completely-new-DPoker-session", delete (or rename) dpoker.dat file.

## 1.5 Winning combinations

Jacks or better : two jacks, two queens, two kings or two aces.  
You'll win the same credits you bet.

Two pair : two cards with the same value form a pair.  
For example, two pair combinations are:  
two 'jack' + two '3', two '10' + two '5', etc. etc.  
You'll win 2 times the stake.

Three of a kind : three cards with the same value.  
For example: three 'ace', three '5', three '10', etc.  
You'll win 3 times the stake.

Straight : the five cards form a sequence.  
For example: 'ace' + '2' + '3' + '4' + '5',  
'8' + '9' + '10' + 'jack' + 'queen',  
'3' + '4' + '5' + '6' + '7',  
'10' + 'jack' + 'queen' + 'king' + 'ace', etc. etc.  
You'll win 5 times the stake.

Flush : the five cards have the same suit.  
You'll win 7 times the stake.

Full House : a pair + three of a kind.  
For example: '2' + '2' + '2' + '10' + '10',  
'ace' + 'ace' + '4' + '4' + '4' et. etc.  
You'll win 10 times the stake.

Four of a kind : four cards with the same value.  
For example: '6' + '6' + 'queen' + '6' + '6' etc.  
You'll win 30 times the stake.

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Straight flush : straight + flush.

For example: '4' + '5' + '6' + '7' + '8' (all hearts).

You'll win 40 times the stake.

Royal flush : straight + flush + the highest card is an ace.

For example: '10' + 'jack' + 'queen' + 'king' + 'ace'

(all hearts).

You'll win 50 times the stake.

NOTE: the order in which cards appear doesn't count, i.e.

'2' + 'ace' + '4' + 'ace' + 'queen' is the same of

'ace' + 'queen' + '4' + '2' + 'ace'.

## 1.6 ...MUI\_MUI\_MUI...

THIS APPLICATION USES

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz  
Eduard-Spranger-Straße 7  
80935 München  
GERMANY

EVERY \*AMINET\* SITE HOLDS A COPY OF THE MUI PACKAGE (SHAREWARE) IN

-----  
DEV/GUI DIRECTORY.

"If you like GUI, get MUI!!!"

## 1.7 Bugs report and contributions

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If you find some bugs, encounter some problems or have some suggestions about DPoker, please send me an email (see below for my Internet address).

## 1.8 Distribution

DeLuxe Poker v1.0b is a SHAREWARE program. You may freely ↔  
distribute it as

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long as all of its files are included in their original form without additions, deletions, or modifications, and only a nominal fee is charged for its distribution. It cannot be distributed as a part of commercial product without author's written permission.

```
+-----+
|
| IF YOU PLAY dELUXE pOKER AND FEEL THAT IT IS GOOD, YOU SHOULD REGISTER:
| -----
| THE SHAREWARE FEE IS USA $10 (OR AN EQUIVALENT SUM IN DM OR ITALIAN LIRE).
| -----
|
+-----+
```

Look below for  
my address

·  
THANK YOU FOR SUPPORTING SHAREWARE!!!.  
-----

- \* This program may be included in freeware collections, providing that the previous conditions are respected.
- \* TO SOFTWARE REVIEWS: if you include this program in one of your disks, please send me a copy of the review, thanks :-)

## 1.9 About the author

My address:

-----  
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## 1.10 Acknowledgements

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Thanks to:

Stefan Stuntz for his WONDERFUL MUI (v2.1).  
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Eric Totel for his WONDERFUL MuiBuilder (v2.0).  
-----

Martin Huttenloher for his MagicWB1.2p icons used in this package.  
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## 1.11 History

06 Jun 1995 (v1.0b) -> bug fixed: now DPoker correctly recognizes  
A, K, Q, J, 10 straights.

03 May 1995 (v1.0a) -> first version.

## 1.12 Disclaimer

No responsibility or liability will be accepted for any damage that may appear to have resulted from use of this program. All use is at your own risk. The software is provided "as is" without any warranty implied or otherwise to the fitness or accuracy of the software and documentation. The author reserves the right to update the software and/or documentation without notice.

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