Contents

Introduction

Draw 5 is a fun and easy to play "Jacks or better" video poker game for wondows 3.0 and above. Unlike other games written for Windows, Draw 5 has large-sized cards, direct keyboard and/or mouse operation, a full help system, and it can be played on any VGA or Super VGA system.

You can play Draw 5 without ever touching the mouse or the ALT key!

Draw 5 is a simple game to play. Just set the amount you wish to bet, draw 5 cards, tag the cards you wish to hold, and draw again to replace the discards. After the second draw the program will evaluate your hand and tell you how much you've won!

You are given $100 to start and can bet any amount (in $10 increments) up to the amount of money you have left. If you run out of money you will be given a chance to borrow another $100. Money can be borrowed as many times as necessary. If you decide not to borrow any more money, the game will end and you will be returned to the Program Manager.

Bets

A bet can only be placed at the beginning of each hand. The initial amount of each bet is $10.

To increase the bet, press the plus (+) key on the numeric keypad or place the mouse arrow on the +$10 "button" on the screen and press the left mouse button (click).

To decrease the bet, press the (-) key on the numeric keypad or click the mouse on the -$10 "button".

You can increase or decrease the bet by $10 with each command but you cannot bet less than $10 or more money than you have left.

Once you have placed your bet you draw your cards.

Drawing

To draw cards, press the Return (Enter) key on the keyboard or click the the mouse on the screen's Draw button.

Drawing cards is a two-step process. At the beginning of each hand the cards will be dealt face down. When you select Draw the first time, the program will show you the face values of all the cards.

If you wish to keep all of the cards from the first deal you must hold each card or use the **Hold All** command. Draw 5 does not evaluate your hand until after the second draw.

After   selecting the cards to hold, you select Draw again to replace the cards you have discarded.

Holding

In Draw 5 any or all of the cards dealt can be kept. To help you identify the cards the card number (1 through 5) is place above the card.

To select a card for holding, use the number keys 1 through 5 or place the mouse on the card and click the left button. The number above the selected card should change to read Held.

If you select a card and then change your mind, simply select the card again and the card will not be held.

You can hold all of the cards by simply pressing 'H' or clicking on the **Hold All** key.

Help

To find the help system, you can press the H key or click on the screen Help button, or, as is done in other DOS or Windows programs. press the F1 key.

To see the version information for the copy of Draw 5 you are using, press the A key or click on the screen About button.

Odds

If you press the O key or click on the Odds button **Draw 5** will show you a dialog box containing the following information. To return to the game just press the Return key.

Hand	Odds	Payoff			
Royal Flush	1 in 50,000	$200			
Straight Flush	1 in 12,000	$50			
Four of a kind	1 in 445	$20			
Full house	1 in 91		$8		
Flush	1 in 93			$5	
Straight	1 in 85			$4	
Three of a kind	1 in 14		$3		
Two pair	1 in 8	$2			
Jacks or better	1 in 5	$1			

Winning Hands

    Royal Flush   - the Ace, King, Queen, Jack and 10 of the same suit.

    Straight Flush   - five cards of the same suit in sequence.

    Four of a kind   - four cards of the same rank.

    Full house   - three cards of one rank and two cards of another.

    Flush   - five cards of the same suit.

    Straight   - five cards in two or more suits in sequence.

    Three of a kind   - three cards of the same rank.

    Two pair   - two card of one rank and two cards of another rank.

    Jacks or better   - any single pair of Jacks, Queens, Kings or Aces.

Warranty

With respect to the physical disk, **AT-Ware** warrants the same to be free of defects in materials and workmanship for a period of 30 days from the date of purchase. In the event of notification within the warranty period of defects in material or workmanship, **AT-Ware** will replace the defective diskette. The extent of this warranty shall be limited to replacement and shall not encompass any other damages, including but not limited to loss of profit, and special, incidental, consequential, or other similar claims.

AT-Ware specifically disclaims all other warranties, expressed or implied, including but not limited to implied warranties of merchantability and fitness for a particular purpose with respect to defects in the diskette and documentation. In no event shall **AT-Ware** be liable for any loss of profit or any other commercial damage, including but not limited to special, incidental, consequential or other damages.

AT-Ware retains all rights to the **Draw 5** Package and the right to make updates to this package and its documentation without notification to the purchaser. This package is sold and distributed "as is".

Distribution

This package may be freely distributed as Shareware provided that no files are modified in any manner. The following files MUST be distributed with the **Draw 5** Package in their original unmodified form:

DRAW5.EXE
DRAW5.HLP
DRAW5.WRI
ORDER.FRM
README.ATW
FILE_ID.DIZ

The manner of distribution of this package does not relieve the final recipient of the package from the obligation to register this product with **AT-Ware** . Also, the recipient of the package MUST be made aware of the fact that this is not a public domain program and that they are required to register the **Draw 5** Package to be able to continue to use it beyond the 30 day evaluation period.

The **Draw 5** Package must not be modified in any manner. You are not allowed to edit the messages that appear in the **Draw 5** Package with any kind of editor (word processor, text editor, or disk editor).

Ordering

The programs in the **Draw 5** Package are Shareware and are not public domain or free programs. The user is granted a free license to use the programs contained in the **Draw 5** Package for up to 30 days on one computer for evaluation purposes. To continue using any of the programs in the **Draw 5** Package after that time, the user must register the **Draw 5** Package in one of the following manners.

To order a copy of **Draw 5** please use the order form supplied in the **DRAW5.WRI** doc file. Or print and fill out the file **ORDER.FRM**.

Registration

For $20 the user will be sent a registered copy of the entire **Draw 5** Package (with the Un-Registered message removed), a bound hardcopy of the documentation, and information for contacting **AT-Ware** . The user is then granted a license to use the software contained in the **Draw 5** Package on any computer as long as only one copy of each of the programs in the **Draw 5** Package is ever in use at any one time. The user will also be notified of updates to the **Draw 5** Package (there may be a small handling fee).

As a registration bonus you will also receive another Windows 3.1 game free.