

Contents for HELP on Joker Poker

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Shortcut: Use the **Search** button at the top of the Help window to find Help topics.

Rules of the Game

1. The player starts with 100 points.
2. The player can draw or discard up to 5 cards from his hand.
3. The player is awarded points based on the outcome of the hand.
4. The game ends when the player exits the game or when the player has zero points after a hand.

Related Topics

[Playing the Game](#)

Playing the Game

How to Start the Game

Click the right mouse button to start playing Joker Poker.

Mouse Movements

Left Button

The Left mouse button is used to discard or cancel discarded cards by moving the mouse pointer to the location of a card and clicking the left button.

The left button is also used to choose to Stand on a hand or to Double a hand.

The left button is also used to choose the menu options from the menu bar.

Right Button

The right button is used to deal the cards.

Starting a New Game

The player can start a new game by choosing 'Game' from the command menu and selecting 'New' from the Game menu.

Exiting the Program

The player can exit the program by choosing 'Game' from the command menu and selecting 'Exit' from the Game menu.

Related Topics

Scoring

Scoring

The scoring for a hand is as follows :

Pair of Jacks or better	1 point
Two Pair	2 points
Three of a kind	3 points
Straight	5 points
Flush	8 points
Full House	10 points
Four of a kind	20 points
Straight Flush	25 points
Royal Flush	30 points
Five of a kind	35 points + bonus points

The score is calculated by multiplying the number of points that the hand is worth by the number of points the player bet for that hand and adding the bonus points if the player had five of a kind..

After the Hand

If a player ends a hand with a pair of Jacks or better, two buttons appear marked 'Stand' and 'Double'.

Stand

If a player clicks the left mouse button on 'Stand', the hand is over and the player is awarded the points from the hand.

Double

If the player chooses 'Double', he is dealt another hand with one card face up. The player must then select one of the four remaining cards.






If the card chosen is higher than the first card, the score for that hand is doubled and the player is again prompted with 'Stand ' and 'Double'.

If the card chosen is lower than the first card, all of the points won on that hand are lost.

If the card chosen is equal to the first card, then the score for that hand remains the same and the player is again prompted with 'Stand' and 'Double'.

Five of a Kind BONUS POINTS

At the bottom of the screen is a picture of bonus points that are awarded to a player who gets a five of a kind hand. The value of each bonus picture is as follows:

-  5 Points
-  10 Points
-  15 Points
-  20 Points
-  25 Points

The bonus pictures change to the next highest value picture when there are two jokers showing in the hand at the same time.

Related Topics

[Top Scores](#)

Setting Game Options

Changing a Bet

The player can change the bet for upcoming hands by choosing 'Game' from the menu bar, selecting 'Options' from the Game menu, and then choosing 'Change Bet' from the Options menu. A valid bet is a number from 1 to 10.

Changing Dealing Speed

The player can change the speed at which the cards are dealt by choosing Game from the menu bar, selecting Options from the Game menu, and then choosing Change Dealing Speed from the Options menu. The player can enter a new speed by typing in a value in the Current Speed box or by using the scroll bar. The speed ranges from 1 (slowest) to 999 (fastest).

Changing Decks

The player can change the style of the deck by choosing 'Game' from the menu bar, selecting 'Options' from the Game menu, and then choosing 'Change Deck' from the Options menu. The player can view the next style of deck by clicking on the 'Next' button from the 'Change Deck' dialog box. To select the style of deck, the player clicks on the 'OK' button in the 'Change Deck' dialog box.

Playing With Jokers

The player may elect not to play with jokers by choosing 'Game' from the menu bar, selecting 'Options' from the Game menu, and then choosing 'Jokers' from the Options menu. A check mark next to the 'Jokers' option means that jokers can be dealt. By default, the program starts with the 'Jokers' option checked.

Top Scores

The player can view the Top 10 Scores for Joker Poker by choosing 'Game' from the menu bar and then selecting Top Scores from the Game menu.

The Top Scores can be reset by clicking on the 'Reset Scores' button in the Top Scores dialog window.

Upon exiting the program, if the player has a score that is one of the ten highest, he is prompted to enter his name.

