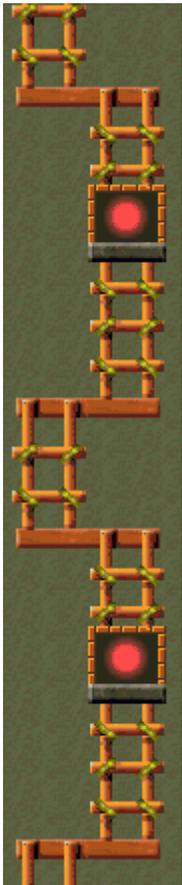


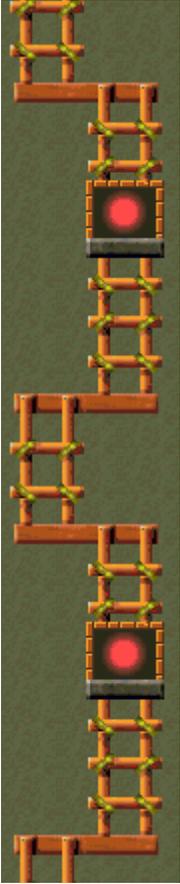
Object of the game

Line up a valid "hand" of rats to make them exit through the door at the bottom of the screen. When the number of rats listed on the exit counter reaches zero, you move to the next level. The patterns of rats on the right side of the screen show the combinations of rats that can exit. The more complex the "hand," the more points you earn. The game ends when no more rats can enter the game field.

See also

[How to Play](#)



**Level**

The level you are playing.

Score

Your current score.

Inactive trap

An inactive trap. Use **TAB** to make it active. To be made active, a trap must have an arm pointing at it.

Hands

These are the valid "hands" and their point values. The hands can be made with any color of rat.

Active trap

An active trap. This trap is ready to trap rats.

Trapped rat

A trapped rat waiting to be added to a "hand." Use **SPACEBAR** to trap and release rats.

Platform

The platform where rats line up to exit. If you have a "hand" that matches one of the valid hands on the right side of the screen, those rats will exit here.

Arrow

Rats begin to line up here to form hands.

Arms

These arms move captured rats between traps. Use the **ARROW KEYS** to move the arms. (On some levels, the arms don't move.)

Exit counter

Shows how many more rats must exit before you can move to the next level.



How to play

- Trap and release rats to change their order. Just press **SPACEBAR**.
- Arrange rats in patterns -- or "hands" -- like those on the right side of the game screen to make them exit and to earn points. For example, on Level 1, when you line up 3 rats of the same color, you earn 5 points when they exit.
- A trapped rat can be swapped with a passing rat.
- On certain levels, you can use the arms in the middle of the screen to move rats between traps. Press the **LEFT** and **RIGHT ARROW KEYS** to swing the arms. On other levels, the arms don't move.
- Sometimes you can change the active trap. Just press **TAB**.
- When a valid "hand" reaches the bottom platform, the rats exit. You move to the next level when the exit counter reaches zero.
- The game is over when when no more rats can enter the playing field.

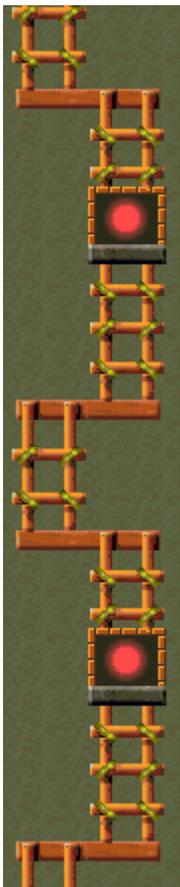
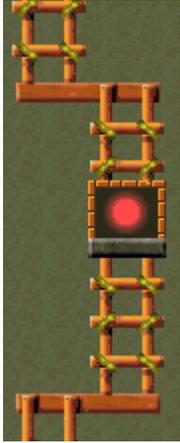
See also

[Object of the Game](#)

[Game Screen](#)

[Tips and Strategies](#)

[Starting a New Game, Pausing, and Exiting](#)



Tips and strategies

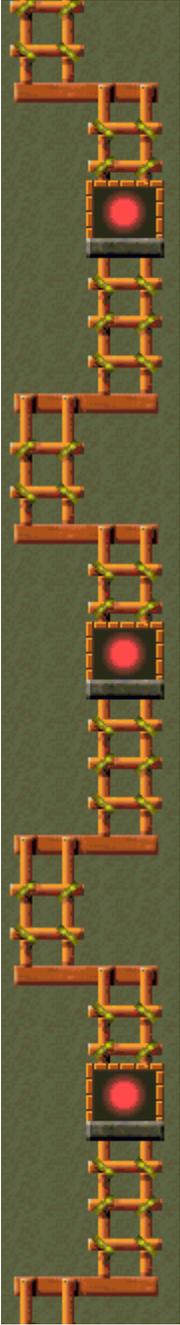
- Be patient. Wait until there are several rats on the ladders before you start creating hands.
- Create same-color pairs as often as possible to use as building blocks.
- Use the white rats as wildcards.
- Use rats carrying plus signs (+) to double the value of a hand.
- Avoid rats carrying minus signs (-). They halve the value of a hand.
- Avoid gray rats unless you are collecting them for a hand. A single gray rat prevents the next 3 rats from exiting.
- Rainbow hands can start with any color, but they must still follow the order shown on the game screen. For example, if you started a rainbow hand with a yellow rat, the order would be yellow, green, light blue, dark blue, pink, red, orange.
- **UP ARROW KEY = SPACEBAR; DOWN ARROW KEY = TAB**
- There are 20 levels in Rat Poker. You can change the start level instead of playing from the beginning. The following things change from level to level: the number and arrangement of traps, the types of available hands, and the types of rats.

See also

[How to Play](#)

[Game Screen](#)

[Scoring](#)



Starting a new game, pausing, and exiting

To start a new game

- ▶ On the **Game** menu, click **New** or press **F2**.

To pause a game

- ▶ On the menu bar, click **Pause!** or press **F3**. Click **Play!** to resume the game.

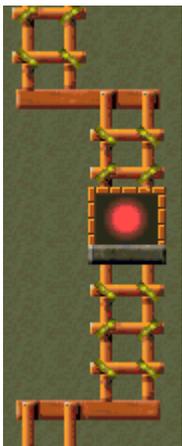
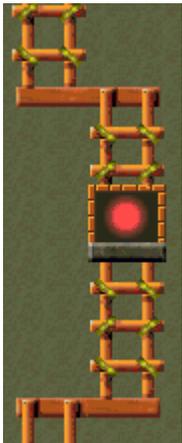
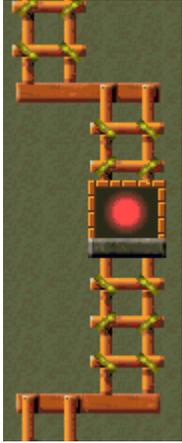
To exit a game

- ▶ On the **Game** menu, click **Exit**.

See also

[How to Play](#)

[Game Options](#)



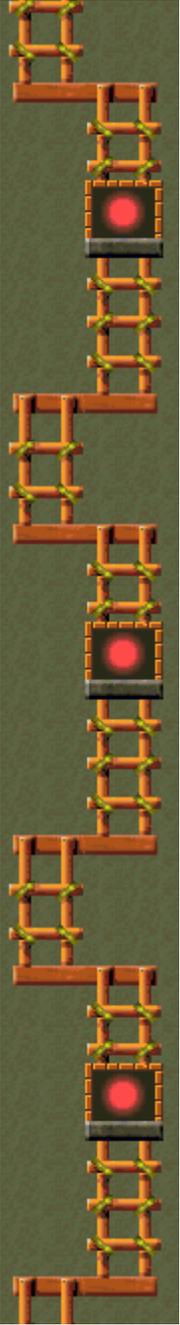
Scoring

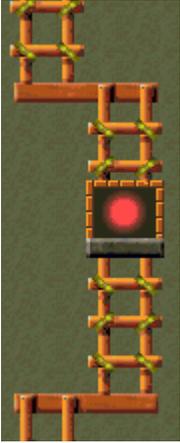
You earn points when a certain combination of rats -- a "hand" -- exits the playing field. Below is a list of possible hands. Not all hands are valid on every level.

	5
	25
	125
	150
	400
	500
	600
	1500
	2500

- Use rats carrying plus signs (+) to double the points of a hand.
- Avoid rats carrying minus signs (-) because they halve points of a hand.

Note Rainbow hands can start with any color, but they must still follow the order shown here. For example, if you started a rainbow hand with a yellow rat, the order would be yellow, green, light blue, dark blue, purple, red, orange.





Game options

You can customize game options by increasing the game's difficulty, changing the start level, changing the default name that appears in the **High Scores** list, and turning the background music and sound effects on or off. You can also have the game ask for your name each time you earn a high score, reset the high scores, and turn Quick Help and Quick Tips on or off.

Click the option you want:

[Changing the Start Level](#)

[Changing the Default Player Name](#)

[Turning the Background Music On or Off](#)

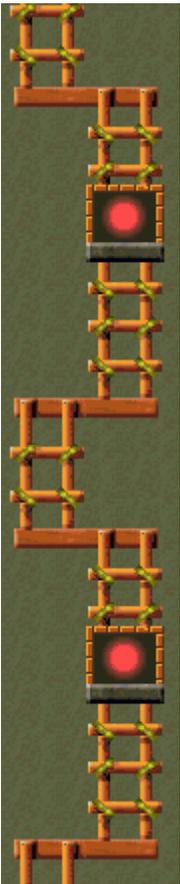
[Turning the Sound Effects On or Off](#)

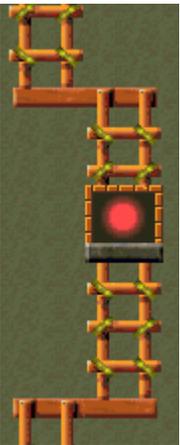
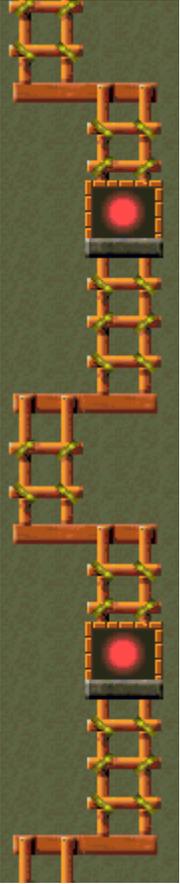
[Turning Ask for Player's Name On or Off](#)

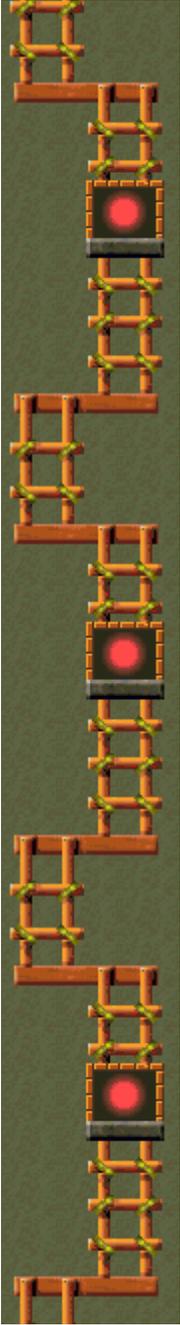
[Resetting the High Scores](#)

[Turning Quick Help On or Off](#)

[Turning Quick Tips On or Off](#)







To change the start level

- 1 On the **Game** menu, click **Options**.
- 2 In the **Start Level** section of the **Rat Poker Options** dialog box, click the up or down arrow to increase or decrease the start level.

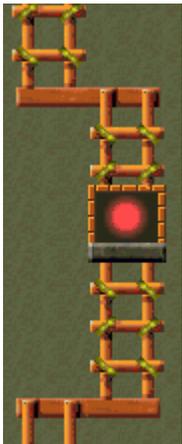
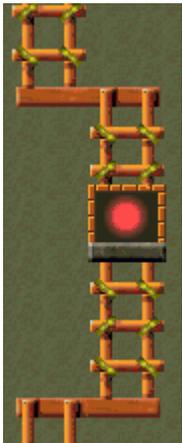
Each level starts with a tip that tells you the special features of that level.

There are 20 levels in Rat Poker. The following things change from level to level:

- Number and arrangement of traps.
- Types of available hands.
- Types of rats.

See also

[Game Options](#)



Special features on each level

Each level starts with a tip for that level.

Level 1:

Use **SPACEBAR** to trap rats.

Level 2:

Use the **LEFT** and **RIGHT ARROW KEYS** to switch between traps.

Level 3:

You can trap two rats at a time -- use **TAB** to switch between the two traps.

Level 4:

Use **TAB** to change the active trap. Use the **LEFT** and **RIGHT ARROW KEYS** to swing the arms.

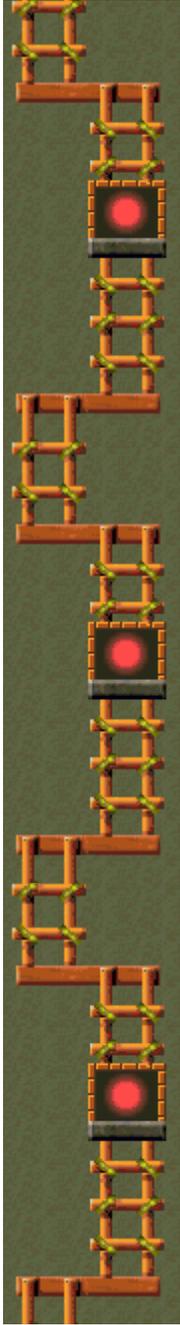
Level 5:

New hand! 5 rats of the same color.

Level 6:

Some rats now have plus (+) and minus (-) signs. A plus sign doubles the points for the hand and a minus sign gives you half the points.

Level 7:



New hand! Two sets of 3 in a row.

Level 8:

White rats are wild! You can use them for any color rat.

Level 9:

On this level, there are 3 traps and 3 arms. Press **TAB** to change the active trap.

Level 10:

The rats are moving faster! Can you keep up?

Level 11:

New hand! A rainbow of 6 different colors in the right order will boost your score.

Level 12:

4 of a kind is not allowed.

Level 13:

New hand! A hand of 4 of a kind plus 3 of a kind. Watch out -- a single gray rat prevents the next 3 rats from exiting.

Level 14:

A pinwheel of four arms lets you move rats among the traps.

Level 15:

The challenge gets harder as 4 of a kind and 5 of a kind aren't allowed.

Level 16:

4 of a kind and 5 of a kind are back in the game!

Level 17:

New hands! 7 of a kind and a rainbow of 7 different colors.

Level 18:

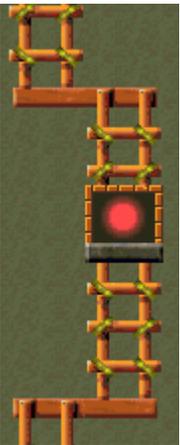
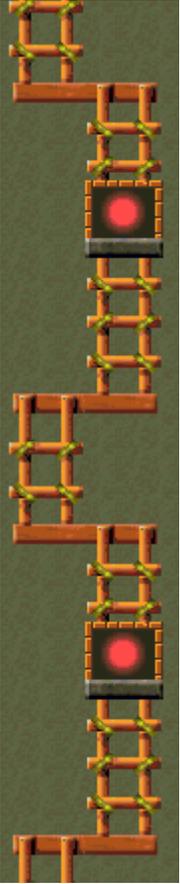
No rainbow hands allowed.

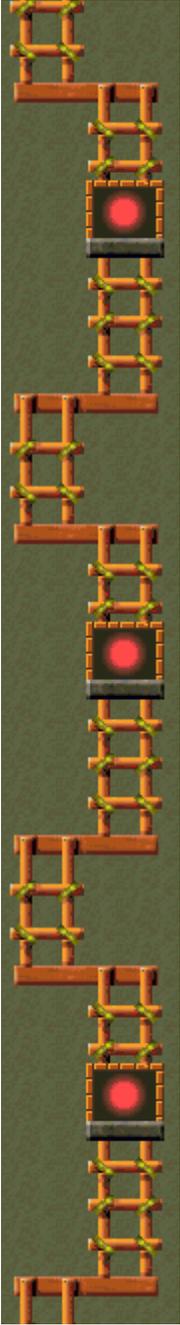
Level 19:

The pinwheel is back and all hands are in the game!

Level 20:

Rescue 99 rats to win this level.





To change the default player name

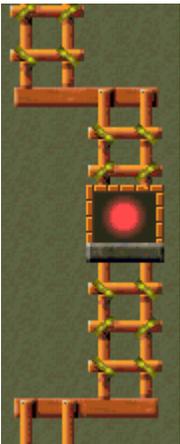
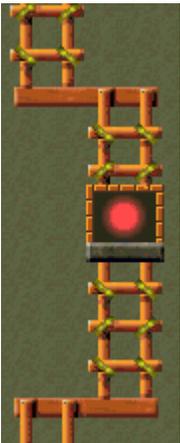
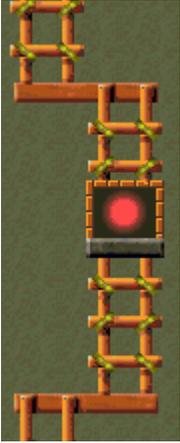
You can change the name that appears by default in the **High Scores** list.

- 1 On the **Game** menu, click **Options**.
- 2 In the **Rat Poker Options** dialog box, type your name in the **Please enter your name** box.

See also

[Game Options](#)

[Ask for Player's Name](#)

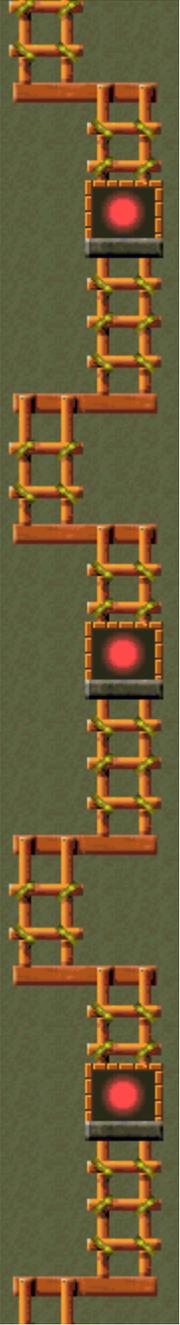


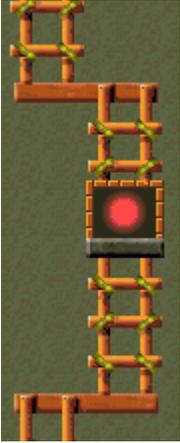
To turn the background music on or off

- 1 On the **Game** menu, click **Options**.
- 2 Select or clear the **Background Music** check box in the **Rat Poker Options** dialog box.

See also

[Game Options](#)



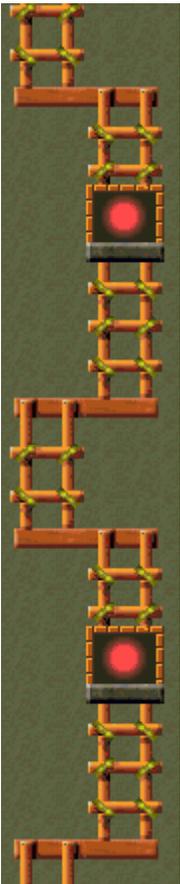


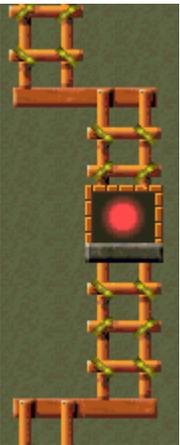
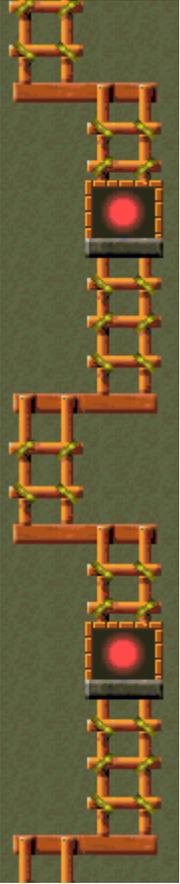
To turn the sound effects on or off

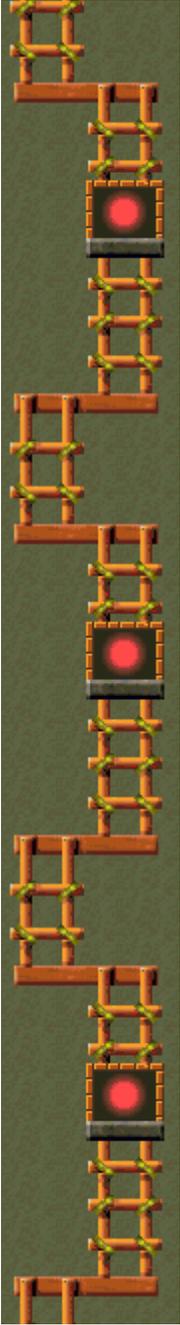
- 1 On the **Game** menu, click **Options**.
- 2 In the **Rat Poker Options** dialog box, select or clear the **Sound Effects** check box.

See also

[Game Options](#)







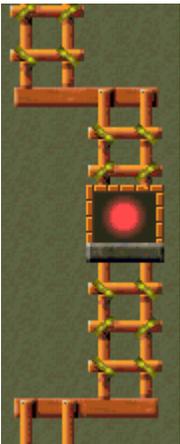
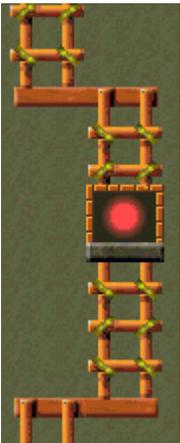
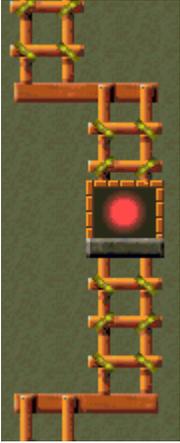
To turn Ask for player's name on or off

You can choose to have your name appear automatically in the **High Scores** list when you earn a high score, or you can enter your name each time you earn a high score.

- 1 On the **Game** menu, click **Options**.
- 2 In the **Rat Poker Options** dialog box, select the **Ask for player's name** check box if you want to enter a name each time you earn a high score. Clear the box if you want the name in the box to appear automatically in the **High Scores** list.

See also

[Game Options](#)



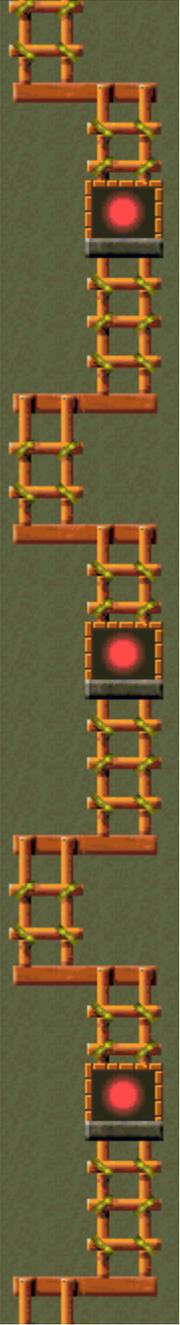
To reset the high scores

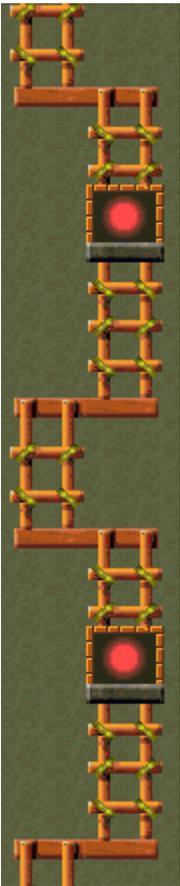
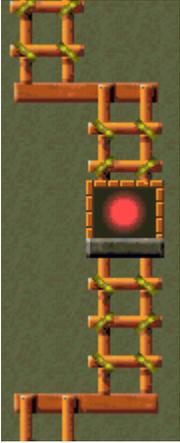
When you reset the **High Scores** list, all high scores listed return to zero.

- 1 On the **Game** menu, click **High Scores**.
- 2 In the **High Scores for Rat Poker** dialog box, click **Reset**.

See also

[Game Options](#)





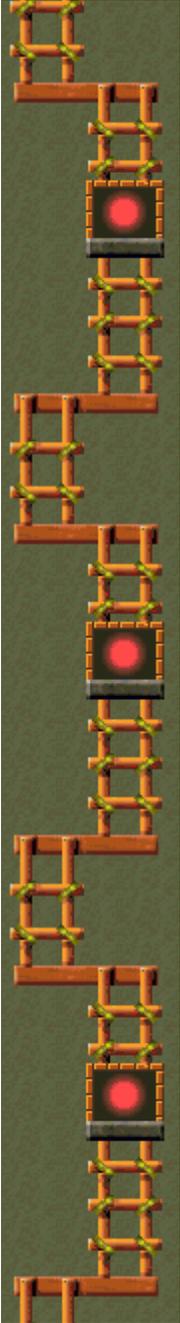
To turn Quick Help on or off

Quick Help provides brief instructions for the game, including the game's Objective and How to Play.

- 1 On the **Help** menu, click **Quick Help**.
- 2 In the **Rat Poker Quick Help** dialog box, select or clear the **Skip Quick Help at Startup** check box.

See also

[Game Options](#)



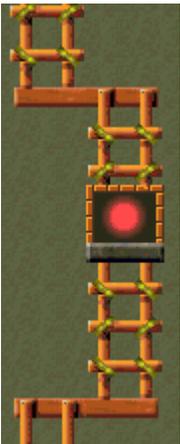
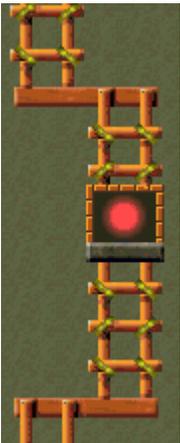
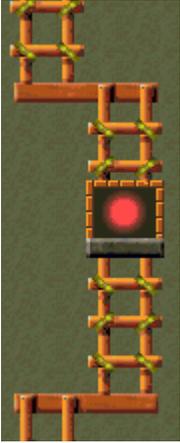
To turn Quick Tips on or off

Quick Tips provide quick information on key game features as they appear or levels as they occur.

- 1 On the Help menu, click **Show Quick Tips**.
- 2 When **Show Quick Tips** is checked, Quick Tips will appear during gameplay. When **Show Quick Tips** is cleared, Quick Tips will not appear.

See also

[Game Options](#)



Credits

Mir-Dialogue

Project Manager: Valeri Mirantsev

Concept: Alexey Chudochkin

Producer: Andrey Novikov

Lead Programmer: Nickolay Reshetnyak

Programmers: Vadim Kuznetsov, Nadya Romanchuk

Lead Artist: Marina Lenskaya

Lead Composer: Igor Krasilnikov

Software Test Lead: Yury Romanchuk

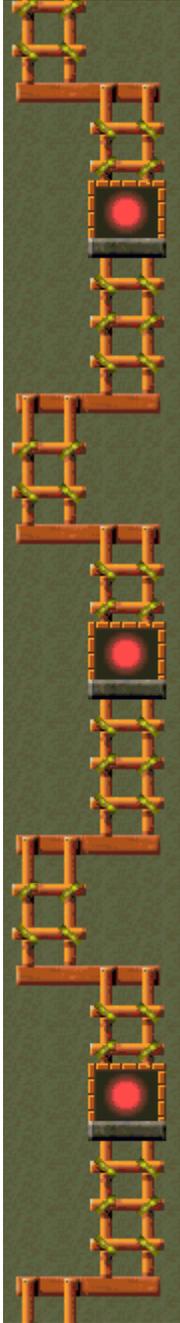
Technical Support: Sergey Pshenichnikov

Microsoft

Producer: Zachary M. Drake

Game Designer: Alexey Pajitnov

Product Planner: Heather Burgess



Product Manager: Ann Martinson

Localization Project Manager: Laurence K. Smith

Technical Support Lead: Steven Kastner

Software Test Leads: Steve Sanford, Matt Gradwohl, Eric Spunaugle

Software Testers: Brian Hunt, Paul H. Gradwohl, Sean Kellogg

Beta Coordinator: Andy Wood

Setup Developer: David Shoemaker

Help Developer: Maximilien X. Klaisner

Writers: Tricia Hoffman, Pamela Janello, Alexandra Shapiro

Editor: Amy Robison

Art Director: Jennifer Epps

Jewel Case Artist: Chris Lassen

Icon Artist: Connie Braat

Usability Specialist: Sean Draine

Management: Stuart Moulder, Brian Bennink, Jo Tyo, Craig Henry, Ed Ventura

