

## Configure networking support

This game use Windows Sockets version 1.1 interface. It's necessary to add Microsoft (or compatible with Windows Sockets version 1.1 interface) TCP/IP protocol to network configuration tub for the network adapters. To quickly display the Network option in Control Panel, right-click the Network Neighborhood icon on the desktop, and then click Properties on the context menu. There are some variants of computers connecting:

- Computer on local network - you should use TCP/IP protocol for the network adapter. If your local network doesn't use DNS server specify an IP address manually. Type an IP address and subnet mask in the respective boxes. The network administrator must provide these values for individual users, based on the network ID and the host ID plan for your site.
- Computer is Dial-up Server (Client) - you should use TCP/IP protocol for the Dial-Up adapter. Specify an IP address manually. Type an IP address (for example 1.0.0.1) and subnet mask (for example 255.255.255.0) in the respective boxes. Another user should specify another IP address (for example 1.0.0.2) and the same subnet mask (for example 255.255.255.0). If your computer works on local network with DNS Server too IP address should be obtain automatically.
- Computer is Dial-up Client of Internet provider - you should use TCP/IP protocol for the Dial-Up adapter. IP address should be obtain automatically from PPP Server Internet provider. You can know your IP address after connection to Internet if you run [Winipcfg.exe](#) from your Windows 95/98 folder.
- For more information see [Microsoft Windows 95 help](#), Microsoft Windows 98 help, Microsoft Windows NT help or [NetIntelGames](#).

## Connecting of the players

When you run the game you should enter your name and choose the mode of the game beginning. There are three modes of the game beginning:

- connect to the Game Server;
- as the Game Server;
- connect through the NetIntellGames Server.

When you want to play with your opponent on local network, by modem connection or Internet, first of you should choose mode "as the Game Server" but other - "connect to the Game Server". If you start new game as the Game Server you should choose one hand cash. If you want connect to the Game Server you should enter IP address (for example 123.18.15.155) or the name (for example Alex, but only on Microsoft networks!) of the computer where was running this Game Server. If connection will be establish your name will display on the top of the game window. When the second player connects to the Game Server the game will run automatically. On principle all sessions of this game may run on the one computer.

You may choose the third mode "connect through the NetIntellGames Server" if your computer is connected to Internet that time and you don't know IP address of your opponent. In this case your opponent should choose this mode too. NetIntellGames Server only dispatches the connection inquiries and joins player's programs together. It doesn't connect to player's programs during the game! You can know the IP address and the mode of work of the NetIntellGames Server if you visit our [Home Page](#).

### **Register information**

This is not free software. This game is available to play only 10 minutes each time. If you want to use this software without time limit a registration fee of \$10 is required. For registration details and ordering information, please contact [RegNow](#) or [NetIntelGames](http://netgames.da.ru) (<http://netgames.da.ru>). Russian users may receive Russian version of the game (please contact [netgames@windoms.sitek.net](mailto:netgames@windoms.sitek.net) ).

When you receive by E-Mail your personal registration key enter it in the registration text box in the register dialog.

### **Purpose of the game**

Poker is a card game in which players bet into a communal pot during the course of a hand, and in which the player holding the best hand at the end of the betting wins the pot. During a given betting round, each remaining player in turn may take one of five actions: pass, bet, see, raise or fold. Betting usually proceeds in a circle until each player has either called all bets or folded.

This game is played in three rounds: first an initial round of betting, then each player can discard some of their cards and be dealt fresh ones, then a final round of betting. As players bet, money is paid into the pot in the centre of the table. At the end of each hand comes the showdown - each player reveals their hand and the highest according hand rankings wins and collects the pot.

### Order of play

At the beginning of each hand every player pays into the pot. This ante is set at 10\$ per player. Once all players have anted the hand will be dealt. Play begins with the first round of betting. The first player can choose to pass (bet of zero) or to bet. If the first player choose to pass the second player must choose between to pass or to bet. If no players bet the hand is over, and the cards will be redealt. Players must ante up again so the pot will be larger next hand. If a bet has been made, the next player must see or raise. If you do not see or raise the earlier bet you must fold, and you lose any money you have bet up to this point. If one player out-bets the rest and the other player fold, the first one wins immediately and does not have to show his hand to the other.

Players each get one chance to change none, some or all of their cards.

All players now hold their final cards, and have a second chance to bet. Once the second round of betting is complete, all remaining players turn over their cards and the best hand wins. The winning player collects the pot. If two players share exactly the same value hands the pot is split between them.

## Hand rankings

Poker is played with a standard 4-suit 52-card deck. The ace normally plays high, but can sometimes play low, as explained below. At the showdown, those players still remaining compare their hands according to the following rankings:

- **Straight flush**, five cards of the same suit in sequence, such as 76543 of hearts. Ranked by the top card, so that AKQJT is the best straight flush, also called a royal flush. The ace can play low to make 5432A, the lowest straight flush.
- **Four of a kind**, four cards of the same rank accompanied by a "kicker", like 44442. Ranked by the quads, so that 44442 beats 3333K.
- **Full house**, three cards of one rank accompanied by two of another, such as 777JJ. Ranked by the trips, so that 44422 beats 333AA.
- **Flush**, five cards of the same suit, such as AJ942 of hearts. Ranked by the top card, and then by the next card, so that AJ942 beats AJ876. Suits are not used to break ties.
- **Straight**, five cards in sequence, such as 76543. The ace plays either high or low, making AKQJT and 5432A. "Around the corner" straights like 32AKQ are not allowed.
- **Three of a kind**, three cards of the same rank and two kickers of different ranks, such as KKK84. Ranked by the trips, so that KKK84 beats QQQAK, but QQQAK beats QQQA7.
- **Two pair**, two cards of one rank, two cards of another rank and a kicker of a third rank, such as KK449. Ranked by the top pair, then the bottom pair and finally the kicker, so that KK449 beats any of QQJJA, KK22Q, and KK445.
- **One pair**, two cards of one rank accompanied by three kickers of different ranks, such as AAK53. Ranked by the pair, followed by each kicker in turn, so that AAK53 beats AAK52.
- **High card**, any hand that does not qualify as one of the better hands above, such as KJ542 of mixed suits. Ranked by the top card, then the second card and so on, as for flushes.

Suits are not used to break ties, nor are cards beyond the fifth; only the best five cards in each hand are used in the comparison. In the case of a tie, the pot is split equally among the winning hands.

### **How to pass**

When it is your turn and you want and is able to pass, use the mouse to click on the Pass button.

### **How to bet**

When it is your turn and you want and is able to bet 10, 20, 50 or all your money, use the mouse to click on the Bet 10, Bet 20, Bet 50 or All in button accordingly.



### **How to see**

When it is your turn and you want and is able to see, use the mouse to click on the See button.

### **How to raise**

When it is your turn and you want and is able to bet 10, 20 or 50 \$, use the mouse to click on the Raise 10, Raise 20 or Raise 50 button accordingly.

### **How to fold**

When it is your turn and you want and is able to fold, use the mouse to click on the Fold button.

### **How to change your cards**

When it is your turn to draw, use the mouse to click on each card you wish to change, then click on the change button. The cards you selected will be discarded and you will be dealt new ones in their place. To deselect a card, click on it again.

### **Pass**

Pass is a bet of zero that does not forfeit interest in the pot.

**Bet**

Bet is a first nonzero bet.

**See**

See is a nonzero bet equal to a preceding bet that maintains a player's interest in the pot.

**Raise**

Raise is a nonzero bet greater than preceding bet.



**Fold**

Fold is a surrender of interest in the pot in response to another player's bet, accompanied by the loss of one's cards and previous bets.

