Bounty! online help system



Menu Commands:

New Game

Bet

Card Back

Save Options
Save Game
Walk the Plank
Five Card Draw

<u>Blackjack</u>

Keno

Acey Deucey

Payoffs

Rules of the game: <u>Five Card Draw</u>

Blackjack

Keno

Acey Deucey

Distribution Information

Shareware Message

Registering your copy

About the author

Bounty! version 1.02a. Copyright © July 1995 by Jeff Blanchard. Unauthorized duplication prohibited (see the distribution information section for details). All rights reserved.

Five Card Draw

Five Card Draw is one of the most popular poker games. Play is simple:

1) Press "bet". At this point, you are dealt five cards. Select the cards that you wish to keep by clicking on them with the left mouse button.

Your goal is to have the highest poker hand. Refer to the "payoffs" window to see the various payoffs and winning combinations.

2) Press "draw" with the mouse. Now, the cards that you have not selected will be re-dealt. After all cards have been re-dealt, you will be notified if you have won anything.

Helpful Hints:

Refer to the status bar at the bottom of the window. It will tell you if you have any winning combinations prior to selecting and re-dealing your cards.

Blackjack

The object of this game is to beat the dealer by having a higher hand (sum of all cards) than he does, providing that your hand does not exceed a sum of twenty-one (21).

Play begins with you being dealt two cards by pressing the "<u>bet</u>" button. You have several options at this point you may:

<u>split:</u> if you have two of the same cards, you may split the hand and play two separate hands. Each of the hands will be played according to the standard bet.

<u>double down</u>: if you have a ten or eleven, you may double your bet and take one more card.

stand: If you are satisfied with your current hand, just stand and let the dealer play his hand.

<u>hit:</u> If you would like another card, select this option.

Play will continue until you bust (get over 21) or stand. At this point, the dealer will play. He will "hit" until he has a hand of 17 or higher. The winner is decided by whoever has the higher hand. In the case of a tie, no money is exchanged.

Special Considerations:

If the dealer has blackjack, you loose and the round is over. If the dealer is dealt an ace face-up, you will be asked if you wish to purchase insurance.

Insurance costs one-half of your bet. In the event that the dealer has blackjack and you have purchased insurance, you will lose no money.

If you have a blackjack, you win and the round is over. Unless, of course, the dealer also has blackjack.

Helpful Hints:

Be sure to look at the status bar at the bottom window. It keeps track of your current sum, as well as provides information on what to do.

Blackjack: defined as a two-card hand in which one card is an ace and the other any face card.

Keno

The rules of **Keno** are straightforward. The steps to successful play are:

- 1) Select one to fifteen numbers. Your favorite and lucky numbers will work best here. You can see the payoffs for various winning combinations if you have the "payoffs" box selected.
- 2) Select your bet (optional). If you do not select a bet, the standard bet will be used.
- 3) Press the "play" button on top of the **Keno** screen.
- 4) The computer will select (randomly) twenty numbers. Your winnings will depend on how many of the numbers that you and the computer selected match. Refer to the "payoffs" box to determine how much you win for getting a certain number of matches.

Notes:

Take a look at the status line at the bottom of the window. It tells you what to do next, as well as tells you how many numbers you successfully matched up.

Good Luck!

Acey Deucey

Play of **Acey Deucey** is straightforward. To start, press the "<u>bet</u>" button. At this point, you are dealt two cards. You may now: <u>"fold"</u>, and forfeit your bet; or, pay for the third card by pressing the "<u>3rd card</u>" button.

To win a hand, the third card must lie (numerically) between the first two cards. Payoffs are based on the difficulty of the hand. Refer to the "payoffs" window for going rates.

Notes:

An ace may be played either "high" or "low". You will be prompted to choose for either option in the event that you are dealt an ace.

New Game

Selecting this option will start you off with an initial loot hold of \$15.00 and allow you to begin playing the various games. Use this option only when you are in desperate need of money and wish to restart or are just beginning a new game. If you select this option when you are not broke, you will be prompted to confirm your decision.

Bet

This option allows you to change your default bet. Several options are presented from \$0.25 up to \$5.00 (for high-rollers). This is the bet used for one round of **Five Card Draw**, one regular hand of **Blackjack**, one play of **Keno**, and one card in **Acey Deucey**.

Card Back

Use this option to change the card-back as seen in the **Five Card Draw**, **Blackjack**, **and Acey Deucey** games. To chose a cardback, first select it by clicking on it with the left mouse button. Then, choose the "Ok" option to select the cardback. The new cardback will be in effect upon the start of play for the next round of whichever game you are playing.

Save Options

Selecting this option will save the current play options. These options include the current bet as well as the chosen card back. A file named *bounty.opt* will be created in the current directory storing the information. This information will be loaded into the game upon next start-up.

Save Game

Selecting this option will save your current balance (loot). A file named *bounty.gam* will be created in the current directory storing the information. This information will be loaded into the game upon next start-up.

Walk the Plank

Use this option to quit. You will be prompted to confirm your decision to quit. If you wish to save your money and/or play options, these must be saved prior to quitting.

Five Card Draw/Blackjack/Keno/Acey Deucey

Selecting one of these options will begin play in the chosen game. If the associated window for the chosen game is not on the screen, a new window will be created. If the game is already on the screen (in it's own window), the selected game will be made the active window.

You may have all games on the screen (in their individual windows) if you wish, or only one at a time. To close an application that you have finished playing, simply double-click on the box in the upper left-hand corner of the application.

Payoffs

Selecting this option will cause a movable window to appear. This window will show the payoffs for all possible winning combinations of whatever game you may be playing at the time.

Shareware Message

Bounty! is a *shareware* application. This gives you, the user, the opportunity to "try before you buy" and determine if an application suits your needs before you actually buy it. If you are unsatisfied with the software, delete it from your system. If you like it and wish to keep it, you must register your copy of the software with the author.

The advantage of shareware lies with you, the user. You get a chance to fully evaluate software on your own system and at your own pace before you actually buy it. In addition, you have the opportunity to purchase quality software at low prices.

Registering your copy of Bounty!

Distribution Information

Please feel free to distribute this copy of **Bounty!** to your friends, favorite BBSs, and online information services. The <u>UNREGISTERED</u> copy of **Bounty!** may be distributed provided that none of the files or documentation have been modified and all files are included. The complete copy of **Bounty!** should include the files:

Bounty.EXE; main executable file Bounty.WRI; registration form Bounty.HLP; this help file

BWCC.DLL; dynamic style library

No fee may be charged for the unregistered copy of **Bounty!** except in the case of shareware distributors who charge a fee for their duplication and marketing efforts. Such cases include rack vendors and shareware catalog vendors.

Registering your copy

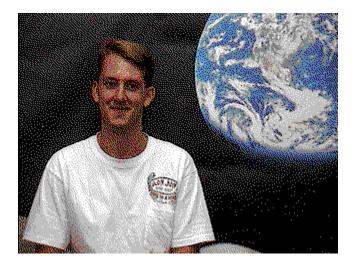
As an unregistered copy, this version of **Bounty!** is to be used for evaluation purposes only. You have a period of twenty **(20)** days which you may have this software on your system for evaluation purposes. After this trial period, you must either register your copy and own a legitimate copy of **Bounty!** or delete the entire program from your system. Please support the "try before you buy" concept and help make shareware work by registering your software.

Registering is easy. Just print out the Windows Write ® document *BOUNTY.WRI*, fill out the required information, enclose the registration fee of twenty U.S. dollars **(\$20)** and send everything to the author. The correct address is included on the registration form. It is also included in the *About the Author* section of this help document.

Registered users will be entitled to own one (1) copy of **Bounty!** for use on a single CPU. This registered version will have none of the annoying shareware reminders. In addition, registered users will be notified of and receive discounts on future updates.

Please remember to register your copy of **Bounty!** and be the owner of a quality piece of software at a low shareware price!

About the Author



Name: Jeffrey Allen Blanchard

Bio:

Currently, I am attending The University of Arizona. I am a senior working on my bachellor's degree in aerospace engineering. I also work as a research assistant in the Department of Aerospace and Mechanical Engineering's *Space Technologies Laboratory*. I work on a variety of projects, but my research focuses on solid-oxide electrolysis using ceramic electrolytes.

Computer programming has long been a hobby of mine. I have written a few other shareware programs in the past. The most popular of these is my DOS-based slot-machine game *Vegas Slots.* Most of my programming is done in Pascal.

Address:

At the time of publication, my internet e-mail address is:

jeffb@mona.ame.arizona.edu

and for those with world-wide-web browsing capabilities, my home page address is:

http://ares.ame.arizona.edu/~jeffb/

mail correspondence (such as for registering) should be sent to my home address:

Jeff Blanchard 3087 Lakeview Dr. NW Salem, Oregon 97304

Thanks!