

Video

COLLABORATORS

	<i>TITLE :</i> Video		
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REVISION HISTORY

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Chapter 1

Video

1.1 Video Poker V1.0

```
Video Poker V1.0
Sticky Date Software Australia
1994
```

- o
- Disclaimer
 - o
- Copyright
 - o
- What's Video Poker?
 - o
- Requirments ?
 - o
- How to Play
 - o
- About Author
 - o
- Thanks and Praise

1.2 A C Manual

```
AMIGA C CLUB (ACC)
```

```
=====
```

```
Anders Bjerin
```

```
Tulevagen 22
181 41 LIDINGO
SWEDEN
```

Anders Bjerin produced this excellent package, from which I have learnt an immense amount. It is not for the learner who wishes to learn C but for the experienced programmer who wishes to learn more Amiga specific coding.

The
Sound
in this package uses his excellent package
EASYSOUND

Thanks to Anders, I personally would like to see an updated
version for the new Workbenches.

1.3 Disclaimer

DISCLAIMER

The author is *NOT* responsible for the suitability or accuracy of this
documentation and/or the program(s) it describes. Any damage directly or
indirectly caused by the use or misuse of this documentation and/or the
program(s) it describes is the sole responsibility of the user her/him self

1.4 This is for real!

COPYRIGHT

Video Poker V1.0, Copyright © 1994 by Ben Adams. All rights reserved.
This program may be distributed non-commercially only, providing

- * Only a minimal fee be charged if it is included in PD disk
collections.
 - * It may be included in the Fred Fish PD collection.
 - * This program cannot be included in magazine disks unless
my
permission is granted. I want a copy of the magazine.
 - * Please upload it to many BBS and it may be included in any
Aminet CD.
-

1.5 What have we got?

Video Poker is similar to poker machines in many country's however
it is unique in Australian pubs. It involves playing poker and

attempting to double your winnings.

This version includes full sound and the ability to load your own sound files, it also saves the statistics for your viewing pleasure

1.6 System Requirments...

- o Kickstart 2.04.

It uses gadtools.library (among other WB2.04+ libraries)

- o Sound files

This version loads IFF sound files at the beginning, 7 to be precise.

1.7 The how to section...

Video Poker is a pretty simple game !!! The best way to learn is to play the thing... ↔

- o Gadgets/Menus/Screen Layout
 - o Winning Hands and Pays
 - o Sounds
 - o Double Up Methods
 - o General Outline

1.8 I live at the bottom of the sea

HOW TO CONTACT THE AUTHOR:

This is my internet account on the local BBS..assuming this BBS stays online I should eventually get this message...

mildred@hollowp.hna.com.au { Best one to use }

or

```
c9111192@cs.newcastle.edu.au
{This is my university account and only available
  March 1995 - December 1995}
```

1.9 Thanks and praise go to these people/programs/musicans

Thanks must go to Amiga for being the best computer I've ever used...lets hope it is saved..

```
Main thanks must go to
  Anders Bjerin
  whos C Manual
made some of this and mainly the sound possible..
```

```
SAS/C Compiler...and excellent package.
  Compiler used (V6.3)
```

```
GadToolsBox.....Thanks Jaba Development
  Used to create window (V1.4)
```

```
Az.....SoftWare Winery for the BEST editor ever..
  Used to edit all source code (V1.5)
```

```
DPaint.....Drawing Package...
  Used to draw all cards (V4.5)
```

```
DICE.....Conversion package
  Used to convert all brushes to C Source code
```

Thanks go to all those Share/Card/Gift Ware authors who make excellent programs and release their code...This is the only way serious programming can be learned.

And finally musicians..

Buffalo Tom, Falling Joys, Nirvana (Thanks Kurdt for eveything), Neds Atomic Dust Bin, vs SPY vs SPY, Matthew Sweet, You am I, Porkers..oh the list goes on...

1.10 Gadgets, Menus, Screen Layout

- @{ " Gadgets " LINK GADGETS }
 - @{ " Menus " LINK MENUS }
 - @{ " Screen Layout " LINK LAYOUT }
-

1.11 Gadgets..

- Draw
Press once all the cards you want to hold have been selected. Get the new cards.
- 1,2,3,4,5
This is the amount you want to bet.
- Take Win
Pretty simple. When your doubling up you can choose to take the win as opposed to gambling again.
- Double Up
Means you want to gamble your winnings
- Cycle Gadget
This shows the current method of doubling up there are 4 possibilities.
- Joker
This allows the joker to be dealt or not. The wins without the joker are slightly more.
- AHold
Auto Hold the computer will scan your hand and hold anything it thinks will be useful.
- Sound
Turns sounds on/off.

1.12 The Menus...

The Menus are..

Project

- o New - New game, reset credit counter.
- o About Cardie - About the game.
- o About Author - About ME !!
 - o Quit - Quit..

Winnings

- o Show Table - Shows the table of current and total winnings for all the hands.

Sound Manager

- o Edit Sounds - This pops up the Sound window from which the sounds can be loaded/reloaded.

1.13 The Screen Layout

- o
- Gadgets
- o
- Menus
 - o Credits - Top right corner shows the current amount of credits ←
- o Win Meter - Top right below credits, show the amount won this hand
- o Card Section - This is where the cards are displayed, in the middle of the screen.

1.14 The Winning Hands...and Pays

Without the Joker the winnings are slightly larger.

	JOKER	NO JOKER
Royal Flush	500	500
Striaight Flush	100	100
5 of a Kind	100	-
4 of a Kind	25	50
Full House	7	10
Flush	6	8
Straight	4	6
3 of a Kind	2	3
Two Pair	1	2
Pair Aces	-	1

1.15 The Sound of this thing

This program uses IFF sound samples, it loads 7 of them at the start and looks in the current directory for them.

Sounds

- 1 - Sound when card is dealt
- 2 - Played when a winning hand is found
- 3 - Played for each double up win
- 4 - Played when 5 double ups are recorded
- 5 - Game Over Sound
- 6 - The initialization sound, only played once
- 7 - Played when you lose on a double up.

There exists a sound manager which will show you the currently loaded samples and allow you to load new ones...

1.16 The Doubling Up Methods..

- o Red Black - Simple pick what colour the next card will be.
- o Beat the Dealer - From a choice of 4 cards you must pick a card that will beat the dealers card.This might not always be possible.
- o Hi Low - Pick if the next card will be low(<8) or high (>7).
- o Pick the Suit - Pretty obsvious.Pick what suit the next card will be.

1.17 The general outline of things..

Step to follow in playing the game..

- Bet amount, this must be less than or equal to the number of credits you have.
- Choose cards you wish to keep by pressing the HOLD gadgets for each card.
- If you win select either TAKE WIN or DOUBLE UP

TAKE WIN - The winnings are added to your credits and the game begins again.

DOUBLE UP - Select your method of Doubling Up and then

play these methods, you may at any stage decide to take the winning amount however you CANNOT if your in the middle of a double up.You can double up an unlimited amount (unlike the real thing).
