

WinPoker 3.0 Help

Shareware is a "try it before you buy it" type of proposition. Try the shareware version out, and if you like it and want the added features that come in the Registered version (more games, sound board capabilities, alternate cards for example) - send us a completed [registration form](#) (or similar information) and the registration price... and we'll send you the full WinPoker 3.0 registered version - ASAP!

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Getting Started

WinPoker 3.0 tries to approximate the actual experience of playing video poker in the casino (we only have been to Vegas, Laughlin, Reno, Carson City Tahoe ... in other words only casinos in the West). If you have never played a video poker machine... you're in for a treat!

1. You walk into the casino.
2. *Carefully* choose the machine you want to play...
3. Get a bankroll of quarters or dollars...
4. Sit down and...put your money in...and...begin to play!

The first time you bring up WinPoker, your bankroll is automatically set to 40 credits. In other words, your working credit amount is incremented to 40 while your total credit amount is decremented by 40. So number 3 is taken care of. To get more information on setting your working credit amount see [Buy Credits](#).

You may play from 1 to 5 coins. WinPoker automatically has set your initial bet amount to 5 coins (the MAX bet). To bet other amounts see [Using the "Bet" Menu Command](#), [Using the Function Keys](#), or [Using the WinPoker 3.0 Buttons](#).

To Play...

1. Deal the initial 5 cards by:
 - a. Pressing **Enter**.
OR
 - b. **Right mouse clicking**.
OR
 - c. Pressing the **Alt and D keys simultaneously**.
2. Hold cards.
 - a. **Left mouse click** on the **cards** you want to keep..
OR
 - b. **Left mouse click** on the **Hold/Cancel button** directly below the cards you want to keep.
OR
 - c. **Press the number key** 1 to 5 that corresponds to the card(s) you want to keep.
3. Deal replacement cards.
 - a. Pressing **Enter**.
OR
 - b. **Right mouse clicking**.
OR
 - c. Pressing the **Alt and D keys simultaneously**.

This is just a QUICK overview to get you going... if you need further information, peruse the On-Line Help! It's in there!

Starting Credits/Getting More Credits

You set starting credits for two reasons: to initialize the credit amount for a new game and to set the credit amount for the continuation for a game.

When you start a new game you set the amount of credits that you begin the game with is the starting credit amount. The starting credit amount is added to your working credit amount and taken from your total credit amount.

As you play the game, if you run out of working credits, a dialog box will pop up saying that you ran out of working capital. It then asks if you want to buy more credits. The amount of buy in credits is automatically set to the starting credit amount. You can change the buy in credit amount at this time if you want to buy in at more or less than the starting credit amount.

To change the buy in credit amount using the Edit box:

1. **Highlight** the credit amount in the edit box.
2. **Type** in the new credit buy in amount. This number must be numeric and between 1 and 1000.
3. **Click** on the **Ok** button.

Mouse Shortcut:

1. **Double left mouse click** on the **current game's total credit amount**.

If you have set the Buy In Amount to a large number and don't want to wait for WinPoker to give you more credits, you can speed up the process by:

1. **Right or left mouse click** on the **total credit amount again**.
- OR
1. **Press the Esc key**.

Cashing Out

You can cash out at any time during a session. When you cash out, you are adding any positive credits that you have in your working credit amount to your current total credit amount. You can use the Cash Out command in the Player menu command section or you can use the mouse shortcut.

Mouse Shortcut:

1. **Double left mouse click** on the **current game's working credit amount**.

If you have done well and you have quite a few credits to cash out - you may speed up the pay out process by::

1. **Right or left mouse click** on the **working credit amount again**.
- OR
1. **Press the Esc key**.

Getting Technical Support

If you have any questions or comments, drop us a line!

Please realize that if you bought the WinPoker 3.0 shareware version (as opposed to downloading it from a computer bulletin board) and are having **install or diskette problems**, you need to contact the company that you bought the shareware diskette from first! Many companies that reproduce the WinPoker 3.0 version for resale write their own install procedures. Since we didn't write it... we cannot support those procedures nor offer technical support if there is a problem.

If you are on CompuServ, leave us a message on our ID CompuServ ID 73500,3156
If you have access to America OnLine, our ID is RenoZ

Or drop send us a note...

Dean Zamzow
P.O. Box 55761 .
Phoenix, AZ 85078

Or leave a message on our machine and we'll get back to you ASAP:

(602) 837-5714

Holding Cards

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Loading a Saved Game Using the Mouse

If you want to re-open and play previously saved game and 'pick up where you left off'.

1. **Left mouse click** on the word **File** in the Command Menu Line.
2. **Left mouse click** on the text "**Load Saved Game...**".

This brings up the **Save?** dialog box which asks if you want to save this game.

1. **Left mouse click** on the **Yes** button to Save the current game. After you save the current game, the Open dialog box automatically comes up.
OR
1. **Left mouse click** on the **No** button to Open a saved game without saving the current game.
OR
1. **Left mouse click** on the **Cancel** button to keep playing the current game and cancel the load command.

The Save Dialog Box - Mouse Instructions

1. Type the full path name (i.e. Drive:\Directory\File Name.Extension) in the **File Name** edit box.

OR

If you are not sure of the full file name, follow the directions below:

1. **Select a Drive:**

- 1.1. Click on the down arrow attached to the **Drives** list box
- 1.2. Click on the drive you wish to use.

2. **Select a Directory** until there are BMP files displaying in the File Name list box.

- 2.1. Double click on the **first item in the Directory list box** (this should be the drive that you selected in the Drive list box).
- 2.2. Use the **up/down arrows** attached to the Directories list box to view the directories available to you.
- 2.3. Double click on the **directory** you wish to use.
(Follow the above steps for every directory in the path)

3. **Type a File Name**

- 3.1. Click in front of the asterisk in the file name box.
- 3.2. Press the Delete key to delete the asterisk.
- 3.3. Type in an 8 character name for the **POK file**.

The Open Dialog Box - Mouse Instructions

1. Type the full path name (i.e. Drive:\Directory\File Name.Extension) in the **File Name** edit box.

OR

If you are not sure of the full file name, follow the directions below:

1. **Select a Drive:**

- 1.1. Click on the down arrow attached to the **Drives** list box
- 1.2. Click on the drive you wish to use.

2. **Select a Directory** until there are BMP files displaying in the File Name list box.

- 2.1. Double click on the **first item in the Directory list box** (this should be the drive that you selected in the Drive list box).
- 2.2. Use the **up/down arrows** attached to the Directories list box to view the directories available to you.
- 2.3. Double click on the **directory** you wish to use.
(Follow the above steps for every directory in the path)

3. **Select a File.**

- 3.1. Double click on the **POK file** you wish to use in the File Name list box

Loading a Saved Game Using the Keyboard

If you want to re-open and play previously saved game and 'pick up where you left off'.

Keyboard Instructions

1. **Press** the **Alt and F** keys simultaneously.
2. **Press** the **L** key.

This brings up the **Save?** dialog box which asks if you want to save this game.

1. **Press** the **Y** key to Save the current game. after you have saved the current game the Open dialog box automatically comes up.
OR
1. **Press** the **N** key to Open a saved game without saving the current game.
OR
1. **Press** the **C** key to keep playing the current game and cancel the load command.

The Save Dialog Box - Keyboard Instructions

1. Type the full path name (i.e. Drive:\Directory\File Name.Extension) in the **File Name** edit box.

OR

If you are not sure of the full file name, follow the directions below:

1. **Select a Drive:**

- 1.1. **Press** the **Alt and V** keys simultaneously.
- 1.2. **Highlight** the **drive** that you want to view.
- 1.3. **Press** the **Enter** key.

2. **Select a Directory** until there are BMP files displaying in the File Name list box.

- 2.1. Press the **Alt and D** keys simultaneously.
- 2.2. **Highlight** the **first item in the Directory list box** (this should be the drive that you selected in the Drive list box).
- 2.3. **Press** the **Enter** key.
- 2.4. Use the **up/down arrow** keys to view/highlight the directories available to you.
- 2.5. **Press** the **Enter** key on the directory you wish to use.
(Follow the above steps for every directory in the path)

3. **Select a File.**

- 3.1. **Type** in the **POK file** name that you want the current game to be saved under.

The Open Dialog Box - Keyboard Instructions

1. Type the full path name (i.e. Drive:\Directory\File Name.Extension) in the **File Name** edit box.

OR

If you are not sure of the full file name, follow the directions below:

1. **Select a Drive:**

- 1.1. **Press** the **Alt and V** keys simultaneously.
- 1.2. **Highlight** the **drive** that you want to view.
- 1.3. **Press** the **Enter** key.

2. **Select a Directory** until there are BMP files displaying in the File Name list box.

- 2.1. **Press** the **Alt and D** keys simultaneously.
- 2.2. **Highlight** the **first item in the Directory list box** (this should be the drive that you selected in the Drive list box).
- 2.3. **Press** the **Enter** key.
- 2.4. Use the **up/down arrow** keys to view/highlight the directories available to you.
- 2.5. **Press** the **Enter** key on the directory you wish to use.
(Follow the above steps for every directory in the path)

3. **Select a File.**

- 3.1. **Press** the **Enter** key on the highlighted POK file you wish to use in the File Name list box

Saving the Current Game

Mouse Instructions

1. **Left mouse click** on the word **File** in the Command Menu Line.
2. **Left mouse click** on the word **Save**.
3. Follow the Save instructions.

Keyboard Instructions

1. **Press** the **Alt and F** keys simultaneously.
2. **Press** the **S** key.
3. Follow the Save instructions.

Saving the Current Game Under a New Name

Mouse Instructions

1. **Left mouse click** on the word **File** in the Command Menu Line.
2. **Left mouse click** on the word **Save As**.
3. Follow the Save instructions.

Keyboard Instructions

1. **Press** the **Alt and F** keys simultaneously.
2. **Press** the **A** key.
3. Follow the Save instructions.

Exiting WinPoker 3.0

Mouse Instructions

1. **Left mouse click** on the word **File** in the Command Menu Line.
2. **Click** on the word **Exit**.

To save the game prior to exiting:

1. **Click** on the **Yes** button.
2. Follow the Save instructions.

To leave the game without Saving

1. **Click** on the **No** button.

To keep playing the game:

1. **Click** on the **Cancel** button.

Keyboard Instructions

1. **Press** the **Alt and F** key simultaneously.
2. **Press** the **X** key.

To save the game prior to exiting:

1. **Press** the **Y** key.
2. Follow the Save instructions.

To leave the game without Saving

1. **Press** the **N** key.

To keep playing the game:

1. **Press** the **C** key.

Choosing a Game

There are nine different video poker games that come with WinPoker 3.0.

Jacks or Better

Deuces Wild

Tens or Better

Bonus Poker

Aces and Eights Bonus Poker

Jokers Wild - 2 Pair or Better

Jokers Wild - Kings or Better

Deuces and Jokers Wild

Double-Up

Jacks or Better

This is the Granddaddy of Video Poker games. A pair of Jacks or better is the lowest valued hand that will pay off.

Mouse Instructions

1. **Left mouse click** on the word **Game** in the Command Menu Line.
2. **Left mouse click** on the text "**Jacks or Better**".

Keyboard Instructions

1. **Press** the **Alt and G keys** simultaneously.
2. **Press** the **J** key.

Double-Up

Double-Up is a bit like playing 'all or nothing' with your current winnings. You may try to double your winnings by playing a game of "High-Low" or "Beat the Dealer's Card". It is an option that can be turned on or off for each of the games listed above.

[Starting Double-Up](#)

[Playing Double-Up](#)

Playing Double-Up

If the Double-Up feature is active (see [Starting Double-Up](#)) then whenever you have won a hand, WinPoker 3.0 asks if you want to double that hand's winnings. For instance, if you have won 5 coins and double-up is active, then you may play a double-up hand to double your winnings to 10 coins. If you win the double-up hand and choose to play another double-up hand, you'll be playing to double your winnings to 20 etc. Remember, this is double or nothin' so if you loose a double-up hand, you loose all the coins for that WinPoker hand.

If you choose to play double-up, the machine turns over all of the cards so that the backs are showing. The machine then displays the first card - this is the dealer's card and the card that you will have to beat. You choose one card from the remaining four cards - this is your card. If the dealer's card value is higher than your card, then you lose. If your card is higher than the dealer's card, then you've won and you've doubled your winnings. You may double-up as many times as you like, providing that you win each double-up hand. The first time you lose, you are returned to regular WinPoker 3.0 play.

Mouse Instructions

To play double up...

1. **Click** on the **Yes** button (diamond).
2. **Click** on the **card** (2 through 5) that you think will beat the dealer's card (card 1).

To take your winnings...

1. **Click** on the **No** button (diamond).

Keyboard Instructions

To play double up...

1. **Press** the **Y** key.
2. **Press** the **number of the card** (2 through 5) that you think will beat the dealer's card (card 1).

To take your winnings...

1. **Press** the **N** key.

Starting Double-Up

Mouse Instructions

1. **Left mouse click** on the word **Game** in the Command Menu Line.
2. **Left mouse click** on the text "**Double Up Feature**".

Keyboard Instructions

1. **Press** the **Alt and G keys** simultaneously.
2. **Press** the **U** key.

Set Buy Credits(Starting Credits)

This option lets you set the starting credits for the next WinPoker game. If you start a new game, you will start (or be given) however many credits you set here. Valid numbers are 1 through 1000 and cannot be negative nor alphabetic.

You may also allow credits to go negative during a game. Many people prefer to allow negative credits because they view it as the amount they've already lost and any positive credits an easy indication of how far they're ahead. This option acts as a toggle, it's either 'on' or 'off'. If there is an X in the edit box, the negative credits option is 'on'.

Mouse Instructions

Setting Starting Credits

1. **Click** on the word **Options** in the Command Menu Line.
2. **Click** on the text "**Set Starting Credits**".
3. **Type** in the numeric amount.

Allowing Negative Credits

1. **Click** in the **box** in front of the text 'Allow Negative Credits' until there is an X in the box.

Keyboard Instructions

Setting Starting Credits

1. **Press** the **Alt and O** keys simultaneously.
2. **Press** the **C** key.
3. **Type** in the numeric amount.

Allowing negative credits.

1. **Press** the **Tab** key until there is a dotted box around the text 'Allow Negative Credits'.
2. **Press** the **spacebar** until there is an X in the edit box.

Change Card Backs

This option lets you change the card backs to one of the card backs that come with WinPoker 3.0.

Mouse Instructions

1. **Click** on the word **Options** in the Command Menu Line.
2. **Click** on the text "**Card Backs**".
3. **Click** on the card back style that you want.

Keyboard Instructions

1. **Press** the **Alt and O** keys simultaneously.
2. **Press** the **C** key.
3. **Press** the **up/down arrow keys** until the card back you want is **highlighted**.
4. **Press** the **Enter** key.

Sound

This option acts as a toggle or in other words, it's either 'on' or 'off'. If there is a check mark in front of the text "Sound" then the sound option is on and you will hear the sounds that come with WinPoker 3.0.

Note, if you are not using Windows 3.1, or if you do not have a sound board or a Speaker driver, your system will not be able to play the WinPoker 3.0 sounds.

Mouse Instructions

1. **Click** on the word Options in the Command Menu Line.
2. **Click** on the text '**Sound**'.

Keyboard Instructions

1. **Press** the **Alt and O** keys simultaneously.
2. **Press** the **D** key.

Bet Menu Command

This is how you set the number of credits to bet for successive hands.

Mouse Instructions

1. **Click** on the word **Bet** in the Command Menu Line.
2. **Click** on **number** that corresponds to the amount you want to bet.

Keyboard Instructions

1. **Press** the **Alt and B** keys simultaneously.
2. **Press** the **number** that corresponds to the number of coins that you want to bet in successive hands.

Betting Using the Function Keys

This option lets you set the number of coins that you want to bet for successive hands by selecting the appropriate function keys.

Keyboard Instructions

1. **Press** the appropriate **function key**, where: F1 = 1 coin and F5 = 5 coins.

Betting Using the Buttons

This option lets you set the number of coins that you want to bet for successive hands by using buttons. You may only use the buttons with the mouse.

Mouse Instructions

Max Bet

This bets the largest possible number of coins - 5.

1. **Click** on the **Max Bet Button**.

Bet 1 Coin

This bets 1 coin each time the button is clicked.

1. **Click** on the **Bet 1 Coin Button**.

Bet Using Coins

This bets 1 coin at a time by dropping the coin in the slot. Putting coins in the slot will not subtract from your credits.

1. **Move the mouse** until it is over the **slot** (notice that the cursor changes into a hand holding a coin).
2. **Click** anywhere on the **slot**.

Deal Menu Command

This is how you deal cards - for the initial hand, any cards you need to replace the discarded cards and to deal the double up hand.

Mouse Instructions

1. **Click** on the word **Deal!** in the Command Menu Line.

Keyboard Instructions

1. **Press** the **Alt and D** keys simultaneously.

Dealing Using the Mouse

Simply click the right mouse button anytime you need to deal cards.

Mouse Instructions

1. **Right mouse click.**

Dealing Using the Keyboard

Simply press the Enter key whenever you want to deal cards.

Keyboard Instructions

1. **Press** the **Enter** key.

Choosing Cards Using the Buttons

Holding cards acts as a toggle - a card is either held (kept) or released (discarded). You select a card to hold (keep) it and re-select a held card to discard it. Cards that you select to keep have the word 'HELD' over them.

Mouse Instructions

To keep a card:

1. **Click** on the **Hold/Cancel button** until the word 'HELD' displays over the card you want to keep.

To discard a card:

1. **Click** on the **Hold/Cancel button** until the word 'HELD' disappears.

Choosing Cards Using the Keyboard

Holding cards acts as a toggle - a card is either held (kept) or released (discarded). You select a card to hold (keep) it and re-select a held card to discard it. Cards that you select to keep have the word 'HELD' over them.

Keyboard Instructions

To keep a card:

1. **Press** the **number** that corresponds to the card you want to keep until the word 'HELD' displays over the card.

To discard a card:

1. **Press** the **number** that corresponds to the card that you want to discard until the word 'HELD' disappears.

Choosing Cards Using the Mouse

Holding cards acts as a toggle - a card is either held (kept) or released (discarded). You select a card to hold (keep) it and re-select a held card to discard it. Cards that you select to keep have the word 'HELD' over them.

Mouse Instructions

To keep a card:

1. **Click** on the card you want to keep until the word 'HELD' displays over the card.

To discard a card:

1. **Click** on the card that you want to discard until the word 'HELD' disappears.

Starting a New Game

This option allows you to start a new game. Starting a new game takes your starting credits amount and subtracts that amount from your starting bankroll and adds that amount to your available credits amount. New game also resets your game and session statistics.

Mouse Instruction

1. **Click** on the word **Game** in the Command Menu Line.
2. **Click** on the text '**New**'.

Keyboard Instructions

1. **Press** the **Alt and G** keys simultaneously.
2. **Press** the **N** key.

Show Next Cards

This option allows you to view all 10 cards dealt in one hand. You may think that the machine selects five cards for the first hand and then selects new cards to fill in those cards that you've chosen to discard. This would be an inefficient use of the computer's processor, namely, to go through the random select process for every discarded card. So, the machine selects 10 cards in the event that you discard all of the initial 5 cards, there are 5 more cards just waiting to be displayed!

This option is only active when you're in the middle of a hand. In other words, you've dealt the first 5 cards, discarded the cards you don't want and redealt to fill those card slots. At initial deal, or mid-deal, this option may not be used (that would be slanting the odds in your favor just a bit!) and it is grayed out.

Mouse Instructions

1. **Click** on the word **Options** in the Command Menu Line.
2. **Click** on the text "**Show Next Cards**".

Keyboard Instructions

1. **Press** the **Alt and O** keys simultaneously.
2. **Press** the **N** key.

View Statistics

Use this option to view the stats on each of the games in WinPoker 3.0. You may view the statistics at any time during your session. As you play a game, WinPoker keeps track of the number of hands and coins you've played, and the number of winning and losing hands that you have had. It then calculates the percentage each winning hand is of the total and the payback for that game (coins won divided by coins played). Each game is listed in the Game Drop Down list box, the last item in the list box is a View Statistics screen for a;; games combined. In this stat screen, no individual hand statistics are kept, but the machine payback is calculated by total coins in and total coins paid out.

These statistics do not get reset if you start a new game. The only way to reset these statistics is to use the Reset button in this dialog box. You may choose to reset the statistics at this time or merely resume play (the Resume button). To view statistics for any other game, click on the Next Machine button.

Mouse Instructions

Viewing Statistics

1. **Click** on the word **Options** in the Command Menu Line.
2. **Click** on the text '**View Statistics**'.

Resetting the Totals

1. **Click** on the **Reset Totals** button.

Resuming the Session Without Changing the Statistics

1. **Click** on the **Resume Game** button.

To View Other Machine Statistics

1. **Click** on the **down arrow** attached to the Game Drop Down list box. The Game Drop Down list box is located at the upper left corner of the View Statistics dialog box. The arrow is attached to the right side of the box.
2. **Click** on the **game** in the list box whose statistics you want to view.

Keyboard Instructions

Viewing Statistics

1. **Press** the **Alt and O** keys simultaneously.
2. **Press** the **S** key.

Resetting the Totals

1. **Press** the **Tab** key until the Reset Totals button is highlighted.
2. **Press** the **Enter** key.

Resuming the Session Without Changing the Statistics

1. **Press** the **Tab** key until the Resume Session button is highlighted.
2. **Press** the **Enter** key.

To View Other Machine Statistics

1. **Press** the **Tab** key until the item in the Game Drop Down list box is highlighted.
2. **Press** the **Up and Down** arrow keys until the game whose statistics you want to view.

Buying Credits

This option is how you "buy" credits to play with. As you buy credits, the Credit meter is incremented by the amount entered and your bankroll or Coin meter is decremented by that amount.

Mouse Instruction

1. **Click** on the word **Player** in the Command Menu Line.
2. **Click** on the text '**Buy Credits**'.
3. **Type** in the **credit amount** that you want to buy.
4. **Click** on the **Yes button** to accept that credit amount or the **No button** to cancel buying credits.

Keyboard Instructions

1. **Press** the **Alt and P** keys simultaneously.
2. **Press** the **B** key.
3. **Type** in the **credit amount** that you want to buy.
4. **Press** the **Y** key to accept that credit amount or **N** to cancel buying credits.

Cash Out

Use this option to take all of the credits that you have and assign them to the bankroll or Coin meter. As you "sell" back credits, the credit meter is decremented to 0 while the bankroll or Coin meter is incremented by the same amount.

Mouse Instruction

1. **Click** on the word **Player** in the Command Menu Line.
2. **Click** on the text '**Cash Out**'.

Keyboard Instructions

1. **Press** the **Alt and P** keys simultaneously.
2. **Press** the **C** key.

Reset Coins to 0

Use this option to set the bankroll or Coin meter to 0. Your Credits meter is unaffected.

Mouse Instruction

1. **Click** on the word **Player** in the Command Menu Line.
2. **Click** on the text '**Reset to 0**'.

Keyboard Instructions

1. **Press** the **Alt and P** keys simultaneously.
2. **Press** the **R** key.

Setting the Animation Speeds

You may only use the mouse in this dialog box. There are four animation types that you may adjust to your system and your liking; 1) the Cash Out / Buy In, 2) the Pay Out, 3) the Display Cards and the 4) Display Bet. Each of these animations are discussed below. Each may be set to one of five available speeds either fastest, fast, medium, slow or slowest.

The Cash In / Buy Out: This controls how fast coins are incremented to/decremented from the Credit meter and Coin meter. See any of the Player options for further explanation.

The Pay Out: When you win a hand, this controls how fast the credits won are added to your Credit meter.

Display Cards: This controls how quickly cards are dealt (both initial and replacement cards).

Display Bet: This controls how quickly credits are "inserted" into the machine when you automatically play the max credit amount (either by using the Max Credit button or by pressing the right-mouse button).

Mouse Instruction

1. **Click** on the word **Option** in the Command Menu Line.
2. **Click** on the text '**Set Animation Speeds**'.
3. **Click** on the **down arrow** attached to the animation speed that you want to change.

This opens the drop down menu that lists the five animation speeds.

4. **Click** on the **up/down** arrows attached to the drop down list box until you see the speed that you want to apply.
5. **Click** on the **speed** that you want to apply.
6. **Click** on the **Ok** button to accept your selections or **Cancel** to reject your selections.

The Hand Counter

The hand counter is directly below the coin slot. It counts every hand that you play whenever you play a game in WinPoker 3.0. **Every** hand... **whenever** you play... no matter what games you play.

To reset the hand counter to 0...

1. **Click** on the **red button** directly to the right of the counter.

Shareware

WinPoker is not and has never been public domain software, nor is it free software.

Non-registered users are granted a limited license to use WinPoker on a trial basis for the purpose of determining whether it suits their needs.

No one may modify or patch the WinPoker executable files in any way, including but not limited to decompiling, disassembling, or otherwise reverse engineering the program.

A limited license is granted to copy and distribute the shareware version of WinPoker only for the trial use of others, subject to the above limitations, and also the following:

1) WinPoker must be copied in unmodified form, complete with all the included files.

MISCELLANEOUS INFORMATION:

It was designed for a VGA or better display. Users of EGA displays will not see the bottom of the cards.

If there are problems, I would like to know about them. Leave me a note on Compuserv or America OnLine or send a letter and I will try to respond as soon as I can.

THE FINE PRINT:

This software is for entertainment purposes only, and is sold "as is", without any warranty as to performance or any other warranties whether expressed or implied. Because of the many hardware and software environments into which this program may be used, no warranty of fitness for a particular purpose is offered. The user must assume the entire risk of using the program. Any liability of the seller will be limited exclusively to product replacement or the refund of the registration fee.

Thanks for supporting SHAREWARE

Dean Zamzow
P.O. Box 55761
Phoenix, AZ 85078

Compuserv ID 73500,3156
America OnLine ID RenoZ

WinPoker Registration Form

From the Windows Help, click on FILE and then click on print topic. Then send the form along with \$15.00 to:

Dean Zamzow
P.O. Box 55761
Phoenix, AZ 85078

Enclosed, please find \$15.00 U.S. dollars (Postal Order, American Express Money Order, Money Order, or check written on an American bank) to register WinPoker and receive the latest version on diskette. I understand that the registered version does not have the pester screen AND it includes 7 different video poker game variations - such as 2 Bonus Pokers, 2 kinds of Jokers Wild, Deuces Wild, Deuces Jokers Wild and 10s or Better and of course, Double -Up.

Please check one:

- 3 1/2 Diskette
- 5 1/4 Diskette

Name:

Address:

City:

ST:

Zip:

Where did you acquire WinPoker 3.0

Comments, Suggestions: