

SAMANTHA FOX

Strip Poker

SAMANTHA FOX STRIP POKER COMMODORE 64/128

This program plays five card draw poker. These instructions will show you how to use the program and the rules of poker. Even if you know nothing about poker, you should soon learn the basics of the game and eventually become quite good at it.

What sort of player is Sam? We are not going to give you any clues. It's for you to find out.

Sam's so confident that your play will not be good enough, that she has agreed to shed her clothing one article at a time, if you should start to beat her. However, if she starts to win again she is allowed to retrieve some or all of the articles she has lost.

Outline of Game

At the beginning of the game the computer will deal five cards to both you and Samantha. There then follows a round of betting based on the cards you have received. (Obviously, you can only see your own cards).

When this round is over you and/or Sam can reject unwanted cards from your hands. You will be dealt replacement cards from the pack. This is called the DRAW.

There then follow rounds of betting until there is a SHOW DOWN. At this point the best hand WINS.

Rules/Instructions

The cards are dealt after each player has put in the required starting stake called the ANTE. This is done automatically and '5' is deducted from both you and Sam and placed in the POT.

On each players turn there are various options which are allowable. These options vary on the situation. The computer will present you with these options.

These may be two or more of the following:-

1. FOLD If a player thinks their hand is no good and does not want to stake any more money on it then they may FOLD. If you fold you lose the POT and you also do not have the opportunity to see Sam's hand.
2. STAND The player stays in the game without staking any money.
3. BET The player puts this stake into the POT.
4. CALL This means the player will put into the POT a stake equal to the last BET or RAISE. After a CALL, depending on the situation, there is the DRAW or a SHOW DOWN.
5. RAISE The player will put in the stake so far and RAISE. If the other player wishes to stay in they must equal this new level or drop out.

KEYS

The options which are available to you can be seen by pressing the cursor keys or moving the joystick left or right.

To select an option press SPACE or the fire button.

During the draw use the cursor keys or joystick to select the cards you wish to change then press SPACE or FIRE to change them. You may change any number of cards or none at all.

Press f1 to switch the card display at the bottom of the screen ON or OFF.

NINE CLASSES OF POKER HANDS (Ascending order)

1. Nothing If two or more players have this type of hand then the top card is used to separate them and if this is the same then the second highest etc.
 2. A Pair The same method as above is used to separate hands.
 3. Two Pairs Assessment is by high pair then low pairs then odd cards.
 4. Threes (triplets or trips). Three cards of the same denomination.
 5. Straight Five cards in a sequence but not of the same suit.
 6. Flush Five cards of the same suit but not in sequence.
 7. Full House Three cards of the same denomination plus a pair.
 8. Fours Four cards of the same denomination plus one odd card.
 9. Straight Flush Five cards in sequence and of the same suit.
- Royal Straight Flush. The best hand there is. A K Q J 10.

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SAMANTHA FOX STRIP POKER SPECTRUM 48K/128K AMSTRAD 464/664/6128

What sort of player is SAM? We are not going to give you any clues. It's for you to find out.

Sam's so confident that your play will not be good enough, that she has agreed to shed her clothing one article at a time, if you should start to beat her. However, if she starts to win again she is allowed to retrieve some or all of the articles she has lost.

The cards are dealt after each player has put in the required starting stake called the ANTE. This is done automatically by the program and '1' is deducted from each player in the game and placed in the POT which is in the centre of the screen.

Two cards are then dealt to each player, face down, these being known as the HOLE cards. Each player can only see their own HOLE cards. To distinguish them from the rest of your hand your HOLE cards will appear grey.

A third card is then dealt face up. The first BET is made by the player who has the LOWEST face up card, an ACE being counted HIGH. This first bet is called the BLIND. If the numerical values of two or more players face up cards are the same, then the suits are used for further discrimination with the order from highest down, of SPADES, HEARTS, DIAMONDS then CLUBS. The betting always goes in a clockwise direction around the table.

On each player's turn there are various options which are allowable. These options can vary depending on the situation and what has gone before. Seven Card Stud is usually played with a referee who can keep a check on what

is happening and advise on the options available. In this game the computer is the referee and it will only present you with the options which are allowable. These may be two or more of the following:-

1. PASS If a player thinks their hand is no good and does not want to stake any more money on it, then the player may PASS and take no further part in the HAND.
2. CHECK The player stays in the game without staking any money.
3. BET The player puts this stake into the POT.
4. CALL This means the player will put into the POT a stake equal to the last player to BET or RAISE. If the last player in that round CALLS then either a further card will be dealt or if seven cards have been dealt the winning hand is decided.
5. RAISE The player will put in the stake so far and RAISE. If the other players wish to stay in, they must equal this new level, or drop out.

Only options which are allowable will be given to you by the referee (computer). You can see what these options are by pressing the space bar to rotate through the choices. To select your choice press 'ENTER'.

The amount needed to BET, CALL or RAISE are displayed when a player has to make his choice.

The decision made by each player is left on the screen until either the round of betting ends or the player makes a fresh bid.

After the betting is done the next round of cards is dealt. From now on, the first player is deemed to be the player with the highest hand value actually showing (HOLE cards obviously discounted) and betting continues clockwise as before.

The game then continues with a further two cards dealt face-up and subsequent betting between each one.

The final card, if the game gets this far, is also a HOLE card and is dealt face down. You will see your own HOLE card coloured grey.

When and if the cards of the remaining players are finally displayed they will be sorted to display the best possible hand that can be made.

The winner takes the POT and their money will be displayed in GREEN. If at any time a player should go BUST then the game continues as if he can meet the bets, but when the hand is done the game is deemed over and the program restarts.

NINE CLASSES OF POKER HANDS (Ascending order)

You will notice that there are never more than five cards involved in a winning hand. The best hand is sorted from all the cards available.

1. Nothing If two or more players have this type of hand then the top card is used to separate them and if this is the same then the second highest etc.
2. A Pair The same method as above is used to separate hands.
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