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

© Software Communications Ltd. 1986. All Rights Reserved.
No reproduction or hiring of this product or any portion of its contents is allowed without written permission from Software Communications Ltd.

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 a 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.