

POKER TOURNEY

Original program code by Edward Grau
ATARI version by Jerry White

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OVERVIEW

POKER TOURNEY is a simulation of Draw Poker as it is played in the Poker Clubs of Gardena, California. It takes JACKS or better to open, and three raises are permitted both before and after cards are drawn. The deck contains one JOKER that can be used only as an ACE, or to fill in straights and flushes.

You are entered in a Draw Poker Tournament with \$50.00 in chips. Your opponents are six experienced and crafty professionals, each with his own style of play. The object of the tournament is to beat these players out of their chips before they beat you. The entry fee to this tournament is \$1000.00. If you finish first you win \$4000.00, second pays \$2000.00, and third returns your entry fee of \$1000.00. By keeping track of your wins and losses, you can get an idea of what kind of professional Poker player you would be.

The following is a list of some of the features of this program that may be found in other Draw Poker simulations:

- Inclusion of a JOKER in the deck. This spices up the play and also makes it compatible with the way Draw Poker is played in the Gardena, California clubs. Remember that this JOKER may be used only as an ACE, or to fill in straights and flushes.
- True table stakes play. This feature allows for proper accounting when a player runs out of chips during the play of a hand. When this happens, the player is said to be, "ALL IN". If that player wins the pot, other players who stuck with him, get to take back that portion of their bets which the "ALL IN" player could not cover.
- Correct play of each hand by the program based on pot odds. The program weighs its probability of winning each pot based on the strength of its hand, the number of players opposing its hand, and the bluffing tendencies of opponents against the size of the bet and the size of the pot.
- Rotating deal
- Escalating stakes as players are forced out of the game. A player is forced out when he has lost all chips.
- This program tracks the bluffing tendency of the human opponent and adjusts play accordingly.
- POKER TOURNEY does not cheat!

LOADING INSTRUCTIONS:

Commodore - LOAD "*", 8, 1 <RETURN>
RUN <RETURN>

Atari - remove BASIC cartridge insert disk, turn on computer

Apple - insert disk, turn on computer

PLAYING INSTRUCTIONS:

After loading and running, there will be a brief period when the screen is blank and nothing appears to be happening. During this time, the program is setting things up for the game to follow. Be patient, setup will require only a few seconds.

Once setup is completed, you will be asked to enter your name or player designation. Enter up to 14 characters using the keyboard and then press the RETURN key. In the ATARI version, this will be the only time that you must use the keyboard. You will provide all future responses to the program by positioning an arrow on the screen using a joystick. The joystick must be plugged into the first or leftmost controller jack. When you have the arrow pointing at the appropriate choice, press the red trigger button.

During play, there will be times when new information is displayed temporarily. Since reading speed varies, a prompt will appear in the center of your screen that will say "PRESS TRIGGER TO CONTINUE". When you have finished reading the screen, press the red trigger button on your joystick.

A card display will appear in the bottom half of the screen. If you have the cassette version of this program, you will find a 32K version on one side, and a 40K version on the other. The only difference is in the resolution of the card display. The 40K version uses colorful high resolution graphics. Disk users have the high resolution version.

The cards displayed during the play of each hand are your cards. At the end of each hand the cards of each remaining player will be displayed.

It takes JACKS or better to open. Each player will be given the chance to open or pass. If you do not have JACKS or better, the program will PASS for you. If no player opens, all players will ante again and another hand will be dealt. The ante starts at \$1.00 when all seven players are in, and climbs to \$7.25 when only two players remain. Each player who has not dropped out of the hand will be allowed to discard from 0 to 5 cards from his hand, and receive this same number of cards from those remaining in the deck. You will see a message that asks you for the number of cards to be discarded, followed by a zero. To increase this number, push your joystick to the right. If you increase this number too much, just push your joystick to the left. When the desired number appears on the screen, press the red trigger button.

After all remaining players have drawn cards, the player who opened will start the final betting. Again, you will indicate your decisions by using your joystick to point the arrow at the desired option, and then pressing the red trigger button.

Each time that a player is forced out of the game, the ante and the stakes will increase. Ante and bet amounts are determined automatically by the program and are displayed on the screen. Play continues until you either win all of the chips from the other players, or until you lose all of your own chips. Typically, each game will take about one hour. Play progresses more rapidly once players begin to be forced out of the game.

At the end of a game, you will have the option to play a new game or quit. If you decide to play again, you will not have to reload the program. If you decide to quit, a message will appear that tells you to press the SYSTEM RESET key. This will COLD START or reboot your system. If you are using the disk version, be sure to have a DOS Master Diskette, or other self booting diskette in disk drive number one before you press the SYSTEM RESET key. If you have a cassette system, memory will be cleared and you will be returned to BASIC. Pressing SYSTEM RESET during the game will also result in a COLD START. In other words, your computer will react as if you had turned it off, then turned it back on again.

The ATARI versions of POKER TOURNEY were written by Jerry White using ATARI BASIC and ASSEMBLER subroutines. My thanks to Fernando Herrera and Walter Guslawski for their help with the high resolution graphics card display. This is a conversion/upgrade of the NORTH STAR version by E.L. Grau of REAL WORLD SIMULATIONS. The program's Poker playing logic is unchanged from the original version. Code restructure and additional BASIC and ASSEMBLER code have been added for joystick control, graphics, sound, and speed of execution. The high resolution version of this program requires a minimum of 40K RAM, and either an ATARI 410 cassette recorder or an ATARI 810 disk drive. The low resolution graphics version requires 32K RAM and the ATARI 410 cassette recorder.