

DYNACOMP

STUD POKER

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INTRODUCTION

STUD POKER contains two separate menu selectable versions of this popular poker game. BID POKER will display your five cards, and three of the Atari's five cards all at once. You get to place one bet in this version. STUD POKER deals each of the player's five cards one at a time. You and the Atari place bets after each card is shown. You will find the Atari is a worthy opponent who occasionally bluffs. Also, the Atari does not cheat!

When running this program, be sure to use a color television set with the volume turned up. DYNACOMP's STUD POKER fully utilizes the Atari's color and sound capabilities. At the start of each deal, you will hear the cards being shuffled. As each card is played, it hits the table with a satisfying "slap."

LOADING INSTRUCTIONS

Place the STUD POKER cassette into your cassette player and type "CLOAD" on the keyboard. After the buzzer sounds, depress the ADVANCE (PLAY) button on the recorder. This will start the loading process. If you experience any difficulties in loading the program, please note that a back-up version is included on side B of your cassette.

If you are using the disk version of STUD POKER, boot your system with a disk containing DOS. Insert the STUD POKER disk into the disk drive. Load the program by typing LOAD"D:POKER". You are now ready for a session of STUD POKER.

PROGRAM DESCRIPTION

Start program execution by typing RUN. You will be greeted and given the choice of one of two STUD POKER games. As mentioned previously, BID POKER shows all of your cards plus three of Atari's five cards at one time. You are asked to place a bet on the basis of the information available to you on the screen. You get only one bet, and you are obligated to place that bet. No folding allowed in this version! The minimum bet is \$10, the maximum bet is \$100, and the odds are 2:1. The display will continually keep track of your winnings or losses by printing out your financial status after the word CASH at the lower left of the screen.

* Program Code (C) 1980 by Jerry White, Levittown, NY

If you choose the STUD POKER option, you and the Atari will each be dealt two cards; you only get to see Atari's second card. Betting then commences. You may call: 'C', raise: 'R' or fold: 'F'. And so can the Atari. To pass, enter a zero or 'P' as your bet. The minimum bet allowed is \$1, the maximum \$3. After each round of betting, each player is dealt another card and another round of betting begins. After all five cards are dealt, the final betting round occurs and a winner is determined.

The rules of poker are straightforward; the better hand wins. What constitutes "better" is simply the probability of getting a given configuration of cards. It is less likely that you will get three cards of the same value (i.e., three kings) than getting two cards of the same value. Therefore, a hand containing "three of a kind" will beat a hand containing two of a kind (a "pair"). The odds of getting five cards of the same color (a "flush") are less than the odds of getting a continuous sequence of cards (i.e., a 7, 8, 9, ten, jack; this is called a "straight"). Therefore, a flush beats a straight. The odds of all the possibilities are listed below:

ROYAL FLUSH	649,739 TO 1
OTHER STRAIGHT FLUSH	72,192 TO 1
FOUR OF A KIND	4,164 TO 1
FULL HOUSE	693 TO 1
FLUSH	508 TO 1
STRAIGHT	254 TO 1
THREE OF A KIND	46 TO 1
TWO PAIRS	20 TO 1
ONE PAIR	4 TO 3
NOTHING	1 TO 1

There are 2,598,960 possible hands.

We hope that you will enjoy this program. If you experience any problems or have suggestions, please feel free to contact DYNACOMP. We listen.

