COMPUTER FIVE CARD

DRAW POKER

®Trademarks of Warner Communications, Apple Computers, Inc, Commodore, Tandy
Corp. and International Business Machines.

FOR:

ATARI 400 & 800®, 16K Cassette

APPLE II®, 48K Cassette and Diskette

PET CBM®, 8K Cassette

TRS-80®, 16K Cassette

IBM® Personal Computer, 48K Diskette

The Apple version has been compiled using TASC®
® Trademark of Microsoft Inc.

SEQUENCE OF PLAY:

In each hand the following events happen: First all players will be dealt five cards from a shuffled deck (you will be shown your hand). Then the player to the right of the dealer will announce whether he will bet or check (pass). This will continue around the table until someone makes an opening bet or all players check. If no initial bet is made, all players ante $5 more into the pot, the deck is reshuffled, and another hand is dealt. If one of the players makes an opening bet then each player in rotation after him gets the choice of folding (withdrawing from the hand) or of seeing the bet (equalling the amount bet by the previous player) and either calling or raising. If he calls the bet, he does not increase the bet. If he raises, he increases the bet (by up to the betting limit of $100). This continues around the table until all players have folded or called the most recent bet or raise. Note that the table limit of $100 on all bets and raises is on any single bet or raise—thus if Slim bets $85 and you see his $85 and raise $50, Lucky must see $135 to stay in the game, and if he raises your bet then Shifty could have to see as much as $235! If you or any other player have insufficient funds to see any bet then you must fold.
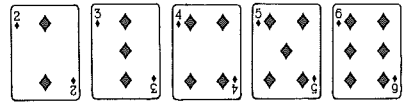
After the round of betting is finished, all players discard. You may discard up to three cards, but you are not required to discard any. You will be told how many cards your opponents draw, as this may reveal how good their hand is. Watch out for a bluff, however, as they may try to trick you. You will be asked which of your cards you would like to discard (if any), and will be dealt cards from the deck to fill your hand. After all players have had the opportunity to discard, the final round of betting will begin. This round is held exactly the same as the previous round was, and once all players have folded or called the hands are compared. Note that the hands will not be shown if only one player remains after the betting. The best hand will win all the money in the pot. Then the funds left to each player will be shown, and (if you wish to continue playing) another hand will begin.
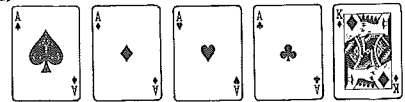
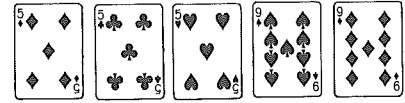## PRECEDENCE OF POKER HANDS
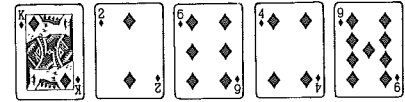
Royal Flush (Best hand possible)

Straight Flush

Four of a kind
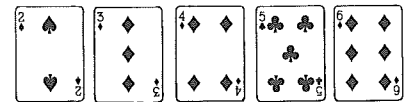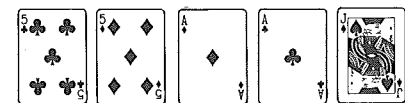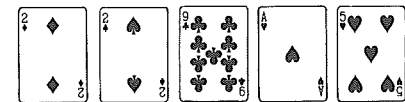
Full House

Flush

Straight

Three of a kind

Two Pair

Pair

Nothing (Worst hand. Usually only seen when someone bluffs.)

   Note that if two players have equal hands (both have two pairs, for instance) the highest card in the important part of the hand will determine the winner. Thus if Shifty has a pair of Kings, a Jack, a Three and a Two, and Ace has a pair of Sevens, a Six, an Ace, and a King, Shifty wins because he has the higher pair, even though Ace has the highest card overall. In a straight the highest card of the straight will determine

whether or not that particular straight will beat other straights. In any case, the precedence above is always the most important. Thus three twos is always a better hand than a pair of aces and a pair of kings.

EXPLANATION OF POKER TERMS

ANTE: put $5 into the pot before the hands are dealt.

CALL: equal a previous bet without adding to the bet.

CHECK: pass without betting or folding. Can only be done if there is no current bet or raised bet.

DRAW: take cards from the deck to replace cards discarded from your hand. Draw of three cards maximum in this game.

FLUSH: a hand in which all the cards are of the **same suit** (ie. hearts, spades, etc.). See also Royal Flush and Straight Flush.

FOUR OF A KIND: a hand with four cards of **one denomination** (ie. four aces, four tens, etc.).

FULL HOUSE: a hand with three cards of one denomination and two of another, thus having both three of a kind and a pair. See also Three of a Kind and Pair.

OPEN: begin the betting. The player that opens must have at least a **pair of Jacks or better.**

PAIR: a hand with two cards of the same denomination (ie. two aces).

POT: the sum of money bet by all players in the hand. The winner takes the pot.

RAISE: increase the bet, so all players must put in at least that amount raised or fold.

ROYAL FLUSH: a hand with Ace, King, Queen, Jack, and Ten all of **one suit.** See also Straight Flush.

SEE: equal the previous bet(s) with the intent of staying in the game.

STRAIGHT: a hand in which the cards are all of **consecutive** denominations (ie. Nine, Eight, Seven, Six, Five). See also Straight Flush. Note that it is not possible to go "Around the Clock"—in other words, Aces are high, and are not consecutive with deuces.

STRAIGHT FLUSH: a hand in which all the cards are of **consecutive denominations** AND they are also all in the **same suit.** A Royal Flush is simply a Straight Flush that runs from Ace down to Ten.

THREE OF A KIND: a hand with three cards of the same denomination (ie. three sixes).

LOADING INSTRUCTIONS

This game is packaged in cassette and diskette form. Each cassette is usable on the following computer systems:

    SIDE ONE: Atari 400 & 800, Apple II
    SIDE TWO: Pet CBM, TRS-80, Mod. I & III

This game is also available on the diskette for the Apple II 48K & IBM 48K Personal Computer

The instructions for each system are given in numbered steps, starting with SIDE ONE, in their order of appearance on the cassette.

CASSETTE LOADING INSTRUCTIONS
ATARI
1) Rewind your cassette to the beginning of SIDE ONE.
2) Turn on your computer.
3) Type **CLOAD** and press **RETURN** on your computer.
4) The computer will respond to step 3 with a beep. When you hear the beep, press the **PLAY** button on your tape recorder.
5) Press **RETURN** again. When you do so, the computer will start loading the program. When it has completed loading, you may play the game by **typing RUN** and hitting **RETURN.**

APPLE II
1) Turn your computer on.
2) Enter the Apple Monitor by typing **CALL-151** and pressing **RETURN.**
3) Put the cassette into your tape recorder and rewind it.
4) Find the beginning of the Apple program on SIDE ONE of the cassette. (The Apple program has a high-pitched, "pure" calibration tone at its beginning. In comparison, the Atari program will sound like an "on again-off again" buzz.) When you have found the calibration tone position the tape at the beginning of the tone.

5) When you have positioned your tape properly, type **800.1800R N 400.9800R N 49B0G** and press **PLAY** on your tape recorder and then press **RETURN** on your computer.

6) The computer will beep when it finds the program. It will beep again when it finishes loading it. The game is now ready to play.

PET CBM

1) Turn on your computer.

2) Insert your tape into the recorder and rewind to the beginning of SIDE TWO.

3) Type **LOAD** and press **RETURN.**

4) The computer will respond to step 3 with PRESS PLAY ON TAPE #1. Press play on your recorder and the load will start.

5) To play the game, type **RUN** and press **RETURN.**

TRS-80

1) Turn on your computer and enter BASIC.

2) When step #1 is accomplished, the prompt CASS? will appear. Type **L** and hit the **RETURN** key.

3) Insert the tape into the player and rewind to the beginning.

4) Type **CLOAD,** press **PLAY** on your tape recorder and **RETURN** on your computer and the program will load.

5) To play, type **RUN** and hit **RETURN.**

DISKETTE LOADING INSTRUCTIONS

APPLE

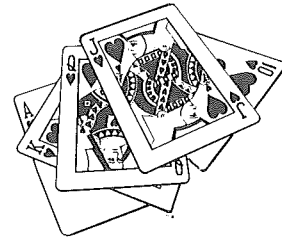1) To load your Draw Poker Apple Disk insert the disk into Drive 1 and turn the system on. The program will boot automatically.

I.B.M.

1) Boot the IBM DOS diskette and load Advanced BASIC as per the instructions in your D.O.S. Manual.

2) Remove the DOS diskette and insert the game disk in drive A.

3) If you have a monochrome display type

RUN"POKER.MON"

4) If you have a color/graphics adapter and are using either a TV or color monitor type

RUN"POKER.COL"

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.

2. Re-read the section in your computer's manual that tells you how to load a tape. Try to load the tape again.

3. If possible, load another program from a tape you know works on your computer. This will prove that your equipment works. Try once more to load your game.

4. The normal reason tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read tapes made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.

5. If the program still cannot be loaded, send the cassette, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the cassette or play the game, and what you did to try to get it to load.) to:

Avalon Hill Microcomputer Games
4517 Harford Road
Baltimore, Maryland 21214

Defective cassettes will be replaced.

YOU NAME IT, WE'VE GOT A GAME ON IT . . .

The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 150 games; including wargames, sports strategy and statistical replay games; games of power politics, adventure and role-playing games, as well as fantasy and science fiction games. For complete information with pretty pictures, write the factory and ask for a complete game catalog, consult parts list for current price.

QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed *"complete"* in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.