# QL Strip Poker

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Congratulations on the purchase of QL STRIP POKER. This program was developed by SCC for the Sinclair QL and we hope that you enjoy it. Denise, your charming opponent, is already waiting for you....

Please read the following instructions carefully. They explain the rules of Poker and will help you avoid any problems with the program.

## Making a backup copy

Before playing the game, it is essential to make a backup copy of the cartridge. You do this in the usual way described in the 'QL User Guide' using the SuperBASIC command COPY. The program must always be loaded from the backup cartridge.

## Loading QL STRIP POKER

Reset the QL and place the backup cartridge in drive one and the master (original) cartridge in drive two. Press F1 or F2 and the program will load and start automatically, first checking that the master cartridge is present in one of the drives.

After a short introduction, you will be asked whether you have a colour or a monochrome display. QL STRIP POKER then converts the program graphics to suit the configuration. If you have a choice, use the monochrome display - here the full graphic capabilities of the QL are used.

The program will run on a standard 128K machine and on machines with memory expansion fitted. Make sure that there are no other programs present when you boot the game. Some ROM cartridges may need to be removed if they cause problems when loading.

## Playing QL strip Poker

Denise would like to play poker with you - according to the usual 'Draw Poker' rules described below. You both get £200 stake money. The game continues for several rounds until one of the players has lost all his or her stake money. And then..? Well, in this case the player must exchange an article of clothing for another £200 in order to stay in the game. Denise will always obey this rule and you should do the same, to be fair. So if someone finds you in a state of undress playing cards with your computer, this is just a sign of your fairmindedness....

Draw Poker is played with a pack of 52 cards rated in the following order:
Ace (A), King (K), Queen (Q), Jack (J), 10, 9, 8, 7, 6, 5, 4, 3, 2.
In a few situations, the suit has to be taken into account and here the order is Spades (highest), Hearts, Diamonds and Clubs.

Both players are dealt five cards at the beginning of each game. The aim is to achieve a winning combination of cards. These are described below, with the highest value combination first.

## 1. Straight Flush

Five cards of the same suit in a continuous sequence, e.g.
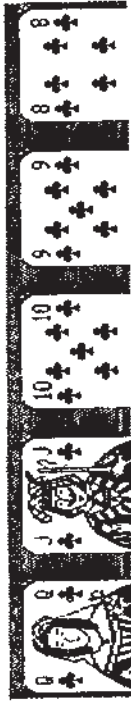
If you and Denise each have a straight flush, the value of the highest card decides the winning combination. If this too is the same, the suit with the higher value decides the winner.

The Ace may be used as both the lowest and the highest card in the sequence.

## 2. Four of a Kind

This combination consists of four cards of the same value and another, e.g.

If both players have four of a kind, the one with the higher value wins.

## 3. Full House

Three cards of the same value and two cards of the same value are called a Full House. If both you and Denise have a Full House, the value of the triplet decides the winner.

## 4. Flush

All five cards must be from the same suit (Spades, Hearts, Diamonds or Clubs). In case you and Denise have a Flush, the higher suit decides. If both Flushes are from the same suit, the value of the highest card decides the winner.

## 5. Straight

A Straight is a continuous sequence of cards which may be from different suits, e.g.:
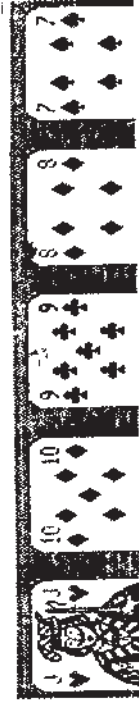
If there are two Straights, the value of the highest card decides the winner.

### 6. Three of a Kind

Three cards of the same value and two other cards.

If you and Denise both hold Three of a Kind, the one with the higher cards in the triplet wins.

### 7. Two Pairs

Two Pairs consists of two doublets and another card, e.g.:



If both players hold two pairs, the value of the cards in the higher pair, then the value in the lower pair and finally the value of the fifth card decides the winner.

### 8. One Pair

Two cards of the same value and three other cards, e.g.:



If both players have a pair of cards of the same value, the fourth and subsequent cards decide the winner.

In the event that you and Denise hold none of the combinations listed above, the highest card held decides the winner.

At the beginning of the game, you and Denise must pay £10 into the pot. After that you are both dealt five random cards. You take turns with Denise deciding whether to ante up or pass - this depends of course on the contents of your hand! Use the cursor keys or the joystick to select one of these alternatives from the menu at the top left hand side of the screen. If you decide to ante up, you must pay a further £5 into the pot.

You should risk your money and ante up if you hold one of the card combinations listed above or feel that you have a good chance of achieving one. You are able to exchange up to three cards in your hand for three new ones - so you may be able to fill a straight or add a third card to a pair....

Should Denise decide to pass, you collect all the money in the pot. If you

pass, Denise collects.

If you and Denise both ante up in the first stage of the game, you can exchange up to three cards for new ones. A small pointer appears at the left-hand card which you can move along with the joystick or cursor keys. You select the card with the space bar or fire button. The card you have selected is then turned over. If you change your mind, you can reverse the card again with another key stroke. When you have made your final selection, you move the pointer to either side of the screen and a READY Indicator is activated at the top left-hand corner of the screen. Pressing the joystick button (or space) will end the selection. Actually, it is not an exchange but a buy of cards because you have to pay £5 for every card you change. If you think your existing hand is good enough - or you want Denise to think you have a good hand - you don't need to change any cards.

Now the second stage of the game begins. When you have evaluated your new combination of cards, you can RAISE (risk additional money), HOLD (match Denise's stake) or PASS (give up). You can also WAIT and let Denise choose first.

In following rounds you may Raise again, Hold or Pass. In every round Denise lets you know whether she is raising more money or passing. This continues until one player passes or both players decide not to stake any more money. In this case, Denise's cards are displayed on the screen. She then evaluates your cards and lets you know who has won. The winner gets all the money in the pot and a new game starts.

The game is limited to three rounds of betting, at the end of which the cards are compared and evaluated.

### Hints and Tips

Often the chance of improving a bad card combination by exchanging cards is over-estimated. If you have bad cards at the beginning, you should pass rather than risk your money.

You may realise that Denise is no novice at the game of poker. It is said that she knows all the tricks and has already won many games just bluffing...

She will improve as she progresses and she has already managed to strip quite a lot of opponents. So be warned!

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