

STRIP POKER[™]

Copyright 1982, 1986 by Artworx Software Co., Inc.

LOADING: For the **Macintosh**, **Atari-ST** and **Amiga**; insert the STRIP POKER disk and select the STRIP icon. The Amiga STRIP POKER disk should be inserted immediately after booting the system with the KICKSTART disk; otherwise insert the disk, press the Control key and the two Amiga keys. The Atari-ST version *must* be run from low resolution. Both the Amiga and Macintosh versions require 512K. For the **Apple** and **Atari** (8 bit) computers, insert the STRIP POKER disk and turn on the computer. The Atari version requires BASIC. For the **Commodore** 64 or 128, insert the disk and type: **LOAD"STRIP*",8,1** <return> and for the **IBM** version, boot the computer, insert the STRIP POKER disk and type: **POKER** <enter>.

GETTING STARTED: Select your opponent by using the joystick or mouse (the Apple and IBM versions require that you type your opponent's name). Each opponent employs a particular playing strategy; you will get to learn each player's "personality" the more you play. You are given two opponents on the master disk: Melissa, a highly skilled player, and Suzi, who is rumored to lose a little more often. In addition, DATA DISKS are also available for most versions of STRIP POKER. These disks provide you with additional female and male opponents to play against. Do not write protect the Apple version of STRIP POKER! Be sure to leave the disk in the drive at all times.

You and your opponent will be playing draw poker. There are no jokers or wild cards. You can open the betting with any kind of hand. The value of the hands (in order) are as follows:

royal flush, straight flush, 4 of a kind, full house,
flush, straight, 3 of a kind, 2 pair, 1 pair, high card.

Note that an ace can only be used as the high card in filling a straight. If both players have similar hands then the highest numerical value wins.

MODESTY SWITCH: With the exception of the IBM, all versions of STRIP POKER employ a "modesty switch" for those times when you feel it is necessary to temporarily extinguish the screen display:

Macintosh- select Graphics menu.

Atari-ST- press the help key.

Amiga- press the space bar.

Commodore- press the f1 key.

Apple- press Control key to remove, Escape key to return.

Atari- press the Start key to remove, Select key to return.

GAME PLAY: Both you and your opponent start the game with \$100. Your opponent's current holdings are displayed to the right of the screen, yours to the left. Your cards are displayed at the bottom of the screen. During play you will be selecting betting choices (Stay, Bet, Raise or Drop), the amount of a bet (\$5-\$25) and which cards to discard. Use the joystick or mouse to move to a selection and press the button to register that selection. The Apple and IBM versions use the cursor keys for selection and the spacebar (or Return/Enter key) to register that selection.

ANTE: At the beginning of each hand, both players must ante \$5. This is done for you automatically.

BETTING (first round): Whenever 'WAGER' shows, it is your turn to bet. Select from the following options:

Stay: If you stay, it means that you are electing to do nothing for now and are waiting to see what your opponent does. If your opponent also stays during the first round, then the hand is redealt and another \$5 is added to the pot. You cannot stay if your opponent has bet or raised.

Drop: This means that you concede the hand and the money in the pot to your opponent. You can drop any time it is your turn.

Bet: This means that you want to put some money into the pot in the hopes that your opponent will do the same so that you can win it all.

Raise: If you or your opponent has bet and you believe that you have the better hand (or you wish to scare your opponent into dropping), you can raise the amount of money in the pot. Point and click the mouse on the amount to bet, or use the joystick or arrow keys to cycle through your choices. Bets and raises have a minimum of \$5 and a maximum of \$25. They are made in increments of \$5 and there is a maximum of two bets or raises per player per round of betting.

Call: You can only call if your opponent has bet or raised. Call means that you are willing to equal the amount that your opponent has put into the pot, but you do not want to raise any higher for now.

DRAWING CARDS: If either player completes the betting by calling, you may then draw new cards. You always draw first and you can draw up to 5 cards. Use the mouse to point to a card to discard; click the button to register your selection (click the button again if you change your mind). For the keyboard or joystick versions of STRIP POKER, you will see a pointer over your first card; move the pointer by using the joystick or arrow keys. Enter your selection by pressing the spacebar or joystick button. When done, move the pointer off the screen. The word 'Finished' or 'Done' will appear on the screen. Press the spacebar or joystick button and you will see your new cards and then be informed as to how many cards your opponent drew.

BETTING (second round): A new round of betting occurs after the draw. If either player calls or both players stay on the second round of betting, you are shown your opponent's hand, and are informed as to who won the hand and how much the winnings were.

WINNING THE GAME: Any time that either you or your opponent use up all your money, \$100 must be borrowed against an article of clothing. This will be noted by the computer. If you win, you do not have to give up your clothing and your debt is cancelled. But if you or your opponent lose, the article of clothing which was borrowed must be given up! Clothing is won back any time that winnings go over \$100. When this happens, the clothing is returned and \$100 is subtracted from the winnings. Any time that you or your opponent lose all of your clothes, the game is over! You can end the game early by pressing the right mouse button on the Atari-ST or selecting the Poker menu with the Macintosh, or the Escape key with the IBM.