DRAW 5

DRAW5 is a BASIC program that serves as
your opponents in a five card draw poker
game. The program's algorithms have been
designed to cause the simulated players
to bet, raise, stick, or drop according
to the best advice of poker experts. All
opponents have the capability of bluffing.
Each opponent learns, as the session pro-
gresses, which of the others (including
you) are bluffers and which are tight
players. As a consequence of this learning
process, betting and sticking strategies
are modified.

The program follows the rules prevailing
at the poker parlors of Gardena, Cali-
fornia. The deck includes a joker (JO)
that can be used as an Ace, in a straight,
or in a flush. It cannot be used as a
wild card in any other instance.

The ante is $1. The betting is normally
$5 before the draw and $10 after. However,
if hand is not opened, another ante is
made and the bet becomes $6 before the
draw and $12 after. The bet will continue
to increase each time the hand is not
opened. Three raises are permitted before
the draw and three after the draw.

Each hand begins with a display of each
player's position with your position
having space for the displaying of five
cards. The dealer will be identified and
the deal commences. Your cards will
appear identified by a number (2-9) or
letter (T,J,Q,K,A) showing the pip value
followed by a letter (C,D,H,S) showing
the suit. There will then be a pause as
the hands are evaluated.

Starting with the hand to the left of the dealer, a check will be made to determine if the hand can be opened. If a player cannot open, the word PASS will appear at the player's position. (The computer will automatically PASS you if your hand cannot be opened.) If a player opens, the word OPEN will appear at the appropriate position. (If a player opens, you can be sure that he/she has Jacks or better.) If you have the cards to open, you will be given the option of opening or not.

Once the hand has been opened, there will be another pause as the hands are re-evaluated. After this pause, players can DROP, BET, RAISE, or STICK according to the rules of good poker. At each point where you may make a decision, your options will be shown to you and you respond with a single letter.

At the showdown, each of the remaining hands will be briefly shown followed by the winner's hand. (If only one player stays to the end, the hand will not be shown. You gotta pay to see 'em!)

The computer will keep track of the money in the pot and your winnings or losses.

You may change the names of your opponents by editing lines 219-220. Be careful as this program has been packed and there is very little space left in a line.

The cassette contains two copies of DRAW5 which may be loaded using CLOAD. Loading is guaranteed. Should you have any difficulty loading, return the cassette for for replacement.

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