



# ***Diskette Software***

Model PHD 5037

## **Draw Poker**

An exciting card game that pits you against a crafty opponent — the computer!

- Try your luck and go for a full house.
- Bluff with a pair and watch your opponent fold.
- Go for broke and draw three-of-a-kind.

Designed for use with the TI-99/4 Home Computer, the TI Disk Memory System (TI Disk Drive Controller and TI Disk Memory Drive), and the TI Extended BASIC Solid State Software™ Command Module (all sold separately).

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## DRAW POKER

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Author: Texas Instruments

Language: TI Extended BASIC

Hardware: TI Home Computer  
Disk Drive Controller and Disk Memory Drive or  
cassette tape recorder  
TI Extended BASIC Solid State Software<sup>TM</sup> Command  
Module

Media: Diskette and Cassette

Draw Poker is a mind-teasing, one-player card game in which you compete against the computer. Whether you attribute your success to the luck of the draw or your skill as a player, Draw Poker can offer hours of entertainment.

The program lets you sit back and relax while the computer shuffles, deals, and handles all the details of play. Your hand is dealt with all five cards showing, while the computer's hand is dealt face down. Each player receives a \$5,000 bankroll, with the computer keeping track of all betting. All you do is raise, call, fold, and discard.

The game continues until you or the computer lose your bankroll. Even if that's you, all is not lost, because with the press of a single key, you can start over again.

### Rules of Draw Poker

Draw Poker is a form of poker in which each player receives five cards, all dealt face down. Upon completion of a deal, there is a betting round in which you and the computer bet on what you have or what you hope to have in your hand. If you feel you have a strong hand, you will want to bet, call (match your opponent's bet), or raise. If you feel your hand is not strong enough to play, you may want to fold (drop out). In this version of the game, there is a \$500 single bet maximum but no betting minimum.

At the end of a betting interval, each player may discard up to four cards, in turn receiving as many new cards as those being discarded. After discarding, betting continues. After the final betting round, the computer determines the winning hand and adds the amount of the pot to the winner's bankroll.

### List of Winning Hands

In Draw Poker a deck of 52 cards is used. The cards are ranked as follows: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. The four suits -- spades, hearts, diamonds, and clubs -- are equal in value. In this computer version of the game, there are no wild cards and no jokers. Each player tries to get the best poker hand. The best poker hands you can get are listed below, in order from lowest to highest rank.

No Pair -- five assorted cards. If all players have this lowest ranking hand, the hand with the highest card(s) wins.

One Pair -- two of the five cards have the same rank. Example: J, 10, 10, 4, 3.

Two Pairs -- two cards of the same rank, two cards of another rank, and a fifth card. Example: 10, 10, 4, 4, 3.

Three of a Kind -- any three cards of the same rank plus two other cards. Example: J, 10, 10, 10, 4.

A Straight -- any five cards ranked in sequence and made up of two or more suits. Example: J, 10, 9, 8, 7 in clubs and hearts.

A Flush -- five cards of the same suit with any ranking. Example: J, 10, 8, 4, 3 all in hearts.



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## DRAW POKER

## Background

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A Full House -- three of a kind plus any pair of another rank.  
Example: 10, 10, 10, 4, 4.

Four of a Kind -- four cards of the same rank. Example: 10, 10, 10, 10, 4.

Straight Flush -- five cards ranked in sequence and all in the same suit. Example: A, K, Q, J, 10 of spades; this is the highest possible hand when there are no wild cards.

STEP 1: Be sure that the Disk Memory System or your cassette recorder is properly connected and turned on and that the TI Extended BASIC Command Module is inserted into the console.

STEP 2: Press any key to pass the title screen. Next, press the number which appears next to TI Extended BASIC. If the Draw Poker diskette is in Disk Drive 1 before you select TI Extended BASIC, the program now loads automatically. (Note: To load the program if you select TI Extended BASIC before inserting the diskette into Disk Drive 1, type

RUN "DSK1.DRAWPOKER"

and press ENTER.)

To load the program from a cassette tape, insert the cassette into the recorder. Next, refer to the "Loading Cassettes" section in this manual for instructions on determining the program's position on the cassette tape. When you have properly positioned the tape counter on your recorder, type

OLD CS1

and press ENTER. The computer then displays directions for loading the tape.

STEP 3: The Draw Poker program title screen now appears on the display, asking your name. Type your name using a maximum of eight characters and press ENTER.

(Note: If you make a mistake in typing any number or letter, press ERASE before pressing ENTER and then retype the entry.)



Next, the program asks: HOW MANY BETTING ROUNDS? (2 OR 3 POSSIBLE). The number of rounds you choose lasts the duration of the game. If you select 2, you are allowed two chances at betting and one chance at discarding. If you select 3, you are allowed three chances at betting and two chances at discarding. Type 2 or 3.

STEP 4: After the program "shuffles" the cards, the playing area appears on the display. Note that at the top of the screen, your name and that of your opponent -- the computer -- appear. Look here to see the status of all betting and discarding transactions.

The middle of the display tallies the money in the pot, while the bottom portion records the money left in each player's bankroll and the number of games won and lost.

STEP 5: The computer now deals your five cards face up but deals its hand face down. Before play begins, \$10 is automatically deducted from each player's bankroll and put into the pot.

STEP 6: At last, the betting begins! To bet or raise, type the dollar amount. To call, type the dollar amount or the letter "C." To fold, type "F" or "0" (zero). Now, type the letters or numbers and press ENTER. Remember, if you want to correct an entire line, press ERASE.

STEP 7: During the betting sequence, the computer asks if you want to discard any cards. To do so, type the positions of the cards you want to discard. Example: If you want to discard the first, third and fourth cards, type 134 and press ENTER. If you don't want to discard, type N for "none" and press ENTER. After each discard your hand is redisplayed in ascending order. The computer's hand remains face down.

STEP 8: After the betting sequence is completed, the computer automatically determines the winning hand and awards the pot to the winner. At this time, the computer's cards are shown if you called or if the computer both called and won. The display automatically clears and the computer deals new hands.

STEP 9: When you or the computer lose all of your bankroll, the game is over. If the computer loses, the display shows the message:

YOU CLEANED ME OUT. ANOTHER GAME (Y/N)?

If the computer wins the game, the display shows the message:

I AM THE VICTOR! ANOTHER GAME (Y/N)?

To begin another game with the same number of rounds, press Y. The program returns to the display in which hands are being dealt, and both players start over with \$5000 each. To discontinue play, press N and the program returns to TI Extended BASIC.

To continue playing but with a different number of rounds, press CLEAR to return to TI Extended BASIC or press QUIT to return to the master title screen. Then load the game again and reselect the number of rounds.

You can also stop play at anytime during the game by pressing CLEAR or QUIT.



Copies of all programs listed on the cassette tape label are located on both sides of the tape. If for any reason you experience trouble loading or accidentally erase a program, another copy is available on the other side of the tape.

To attach and operate your cassette recorder, refer to the User's Reference Guide. Follow these instructions carefully, and the programs should load easily.

However, if your recorder does not respond when you press ENTER while loading the package, the cassette recorder's drive motor may not be compatible with the computer's circuitry. Although the computer cannot operate the recorder automatically, you may be able to operate your recorder manually. Connect the red and white plugs to the recorder as described in the User's Reference Guide, but do not connect the black plug. Follow the procedure for loading data as described. When the message "PRESS CASSETTE PLAY" is displayed, press the ENTER key immediately after pressing the recorder's PLAY key. If the data is loaded successfully, you may continue to operate the recorder manually.

To locate the position of programs on a cassette, follow these steps:

- STEP 1: Rewind your tape and reset the counter to zero.
- STEP 2: Disconnect the computer-to-cassette cable from the cassette player. You now will be able to hear what is on the tape as it plays.
- STEP 3: Press PLAY.
- STEP 4: A blank section of tape precedes the program. When you hear program data, note the position of the counter beside the program name above. You may wish to subtract 1 or 2 from the counter reading to ensure that, when you load the program, the beginning of your program loads properly.
- STEP 5: Use these counter settings in the future to quickly load the cassette tape program.

NOTE: This process can be speeded by alternating between PLAY and FAST FORWARD as you listen.

1. Be sure that the diskette or cassette you are using is the correct one. For a diskette, use the Catalog command on your Disk Manager Command Module to check for the correct program; for a cassette tape, check the label.
2. Be sure you have inserted the TI Extended BASIC Command Module and have pressed the correct number for its selection.
3. Ensure that your cassette recorder or disk system is properly connected and turned on. Be certain that you have turned on all peripheral devices before you turn on the computer.
4. If your program does not appear to be working correctly, press CLEAR and remove the diskette from the disk drive or the cassette from the recorder. Reinsert the diskette or the cassette, and follow the "User Instructions" carefully. If the program still does not appear to be working properly, remove the cassette from the recorder or the diskette from the disk drive, turn the computer off, wait several seconds, and turn it on again. Then load the program again.
5. If you are having difficulty in operating your computer or are receiving error messages, refer to the "Maintenance and Service Information" and "Error Messages" appendices in your User's Reference Guide for additional help.
6. If you continue to have difficulty with your Texas Instruments computer or the Draw Poker program, please contact the dealer from whom you purchased the unit or package for service directions.



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## DRAW POKER

## Limited Warranty

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### THREE-MONTH LIMITED WARRANTY HOME COMPUTER SOFTWARE MEDIA

Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.

#### WARRANTY COVERAGE

This warranty covers the case components of the software package. The components include all cassette tapes, diskettes, plastics, containers, and all other hardware contained in this software package ("the Hardware"). This limited warranty does not extend to the programs contained in the software media and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. THIS WARRANTY IS VOID IF THE HARDWARE HAS BEEN DAMAGED BY ACCIDENT OR UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIAL OR CONSTRUCTION.

#### WARRANTY DURATION

The Hardware is warranted for a period of three months from the date of original purchase by the consumer.

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#### LEGAL REMEDIES

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

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## DRAW POKER

## Limited Warranty

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### PERFORMANCE BY TI UNDER WARRANTY

During the three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for a period of three months from date of replacement. TI strongly recommends that you insure the Hardware for value prior to mailing.

### TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES

Texas Instruments Service Facility  
P. O. Box 2500  
Lubbock, Texas 79408

Geophysical Services Incorporated  
41 Shelley Road  
Richmond Hill, Ontario, Canada L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Exchange Center  
831 South Douglas Street  
El Segundo, California 90245  
(213) 973-1803

Texas Instruments Consumer Service  
6700 Southwest 105th  
Kristen Square, Suite 110  
Beaverton, Oregon 97005  
(503) 643-6758



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