# STRIP POKER II PLUS

**INSTRUCTIONS**

At the beginning of a hand, each player must bet: The bet is always $5 and is entered for you automatically. Both you and your opponent start the game with $100. Your cards are displayed at the bottom of the screen.

**STAY**  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 re-dealt and another $5 is added to the pot. You cannot stay if your opponent has bet or raised.

**DROP**  means that you concede the hand and the money in the pot to your opponent. You can drop at any time it is your turn.

**BET**  means that you want to put some money in 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. 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 per person per round of betting.

**CALL**  you can only call if your opponent has 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.

When betting is completed without a drop or two stays, you can draw cards. You always draw first. You can draw up to five cards. You will see a pointer over your first card. If you wish to discard that card, press the space bar. When you have finished discarding move the arrow to DONE and press the space bar.

A new round of betting occurs after the draw. After the second round of betting, you are shown your opponent's hand, and are informed as to who won the hand and how much. Note: you do not get to see your opponent's hand if your opponent drops or you both stay.

Any time 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 article of clothing and your bet is cancelled, but if you or your opponent lose, the article of clothing which was borrowed against must be given up!

Clothing is won back any time that the winnings go back 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 your clothes, the game is over!

The program and DONNA are recorded on one side of the tape while SAM is recorded on the other side of the tape.

If you wish to play DONNA, load side 1 of the tape. To play SAM, you will have to play one hand with DONNA. You will then be given options and one of the options is PLAY ANOTHER GIRL. Select this option, rewind the tape on the other side and load SAM program.

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| CONTROLS | Use cursor keys and Space Bar to confirm the selection. |
| **LOADING** | |
| SPECTRUM | Type LOAD"" and press the ENTER key. |
| AMSTRAD | Press CTRL and small ENTER key together. |
| MSX | Type CLOAD"" and press the Return key. When the program is loaded, type RUN and press the RETURN key. |