GET READY FOR EVEN MORE PIPS FOR VIPS

Due to the enthusiastic response to PIPs and PIPs Volume II,
Tom Swan has prepared Volume III of PIPs. Just as in Volumes
I and II, you'll find the same detailed documentation, the
same carefully commented source code, and the same thoughtful
explanations of how you can modify the programs to meet
your own desires. And all of the information is delivered
in the unique and readable style that is the hallmark of
all of Tom's work.

Volume III is devoted to just two programs -- two of the
best games we have ever seen on the VIP; VIP-FLOP and VIPoker.
VIPoker lets you sit in on a game of five-card draw poker
with three computerized opponents (Rick, Terry, and Tom!).
Each player has a different strategy; one bluffs a lot, one
hardly ever, and one now and then. Naturally, you don't
know which player has which style (it changes each time you
re-run the program); but each will apply their strategy
consistently throughout a game. The program follows all the
rules of draw poker, and you can examine the program to make
sure the computer isn't peeking at your hand!

As for VIP-FLOP, here's what Tom has to say in his introduc-
tion:

"Othello*, the box game similar to your Cosmac VIP-FLOP,
has been a popular game on computers for several reasons.
For one, it is not terribly difficult to program although the
method of figuring the computer's moves duplicates chess,
checkers and other games, using a look-ahead feature to make
up the computer's mind. Also, the complexity of manipulating
the pieces during play -- there is a good chance that players
will make errors in flopping poker chips on a board -- make
this game an excellent choice for a television display. The
computer handles all these chores so the board is always
"right", something a box game cannot do.

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