

not always bluff and may bluff a strong hand as well as a weak one. Also, super hands -- flushes, straights, etc. -- may be underrepresented by any player.

During the showdown, folded players will not be required to show their hands to the other players. Question marks -- I tell my friends they are viewing the backs of the overturned cards -- are displayed instead of the hand. If all but one player folds during any part of the betting, the last player will be paid off and the showdown will be skipped just as in real play.

The game is over when any player wins all the money (\$200). As VIP-OKER duplicates the action of a real poker game, this may take one or two hours to occur. (See next section for a shorter version.) In developing the game, I have played many rounds, some to the end, some for twenty minutes or so. Even if you do not play it out to the bitter end, VIP-OKER is a fun game to play, and you may just want to set a time limit to see who has the most money at the end of a half hour. When a player has all the money, VIP-OKER indicates the winner by flashing the player's cash amount. Key 0 will automatically restart a new game at that time complete with a new order of betting strategy. No matter how many games you choose to play, you never