**CSC 478 Fall 2018 – Team #4: Poker Game**

**User Manual**

**Version 0.2**

**10/18/2018**

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# Installation Instructions

# Summary

This game will allow you to play seven card stud with up to 5 computer players. See the [Rules of the Game](#_Rules_of_the) for more in description of how to play.

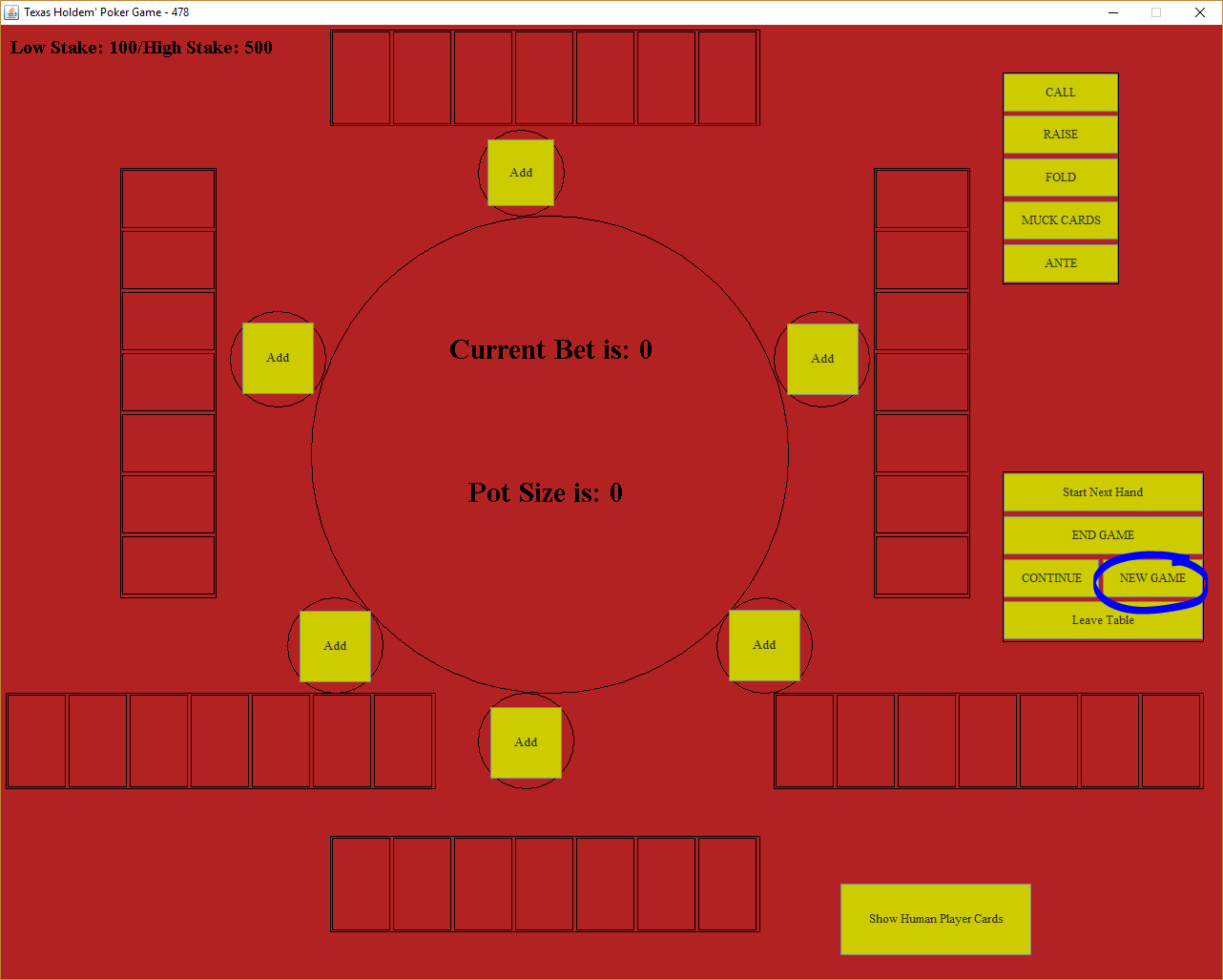
# How to play

## Launching the game

To launch the game, execute the TBD file.

## Starting a game

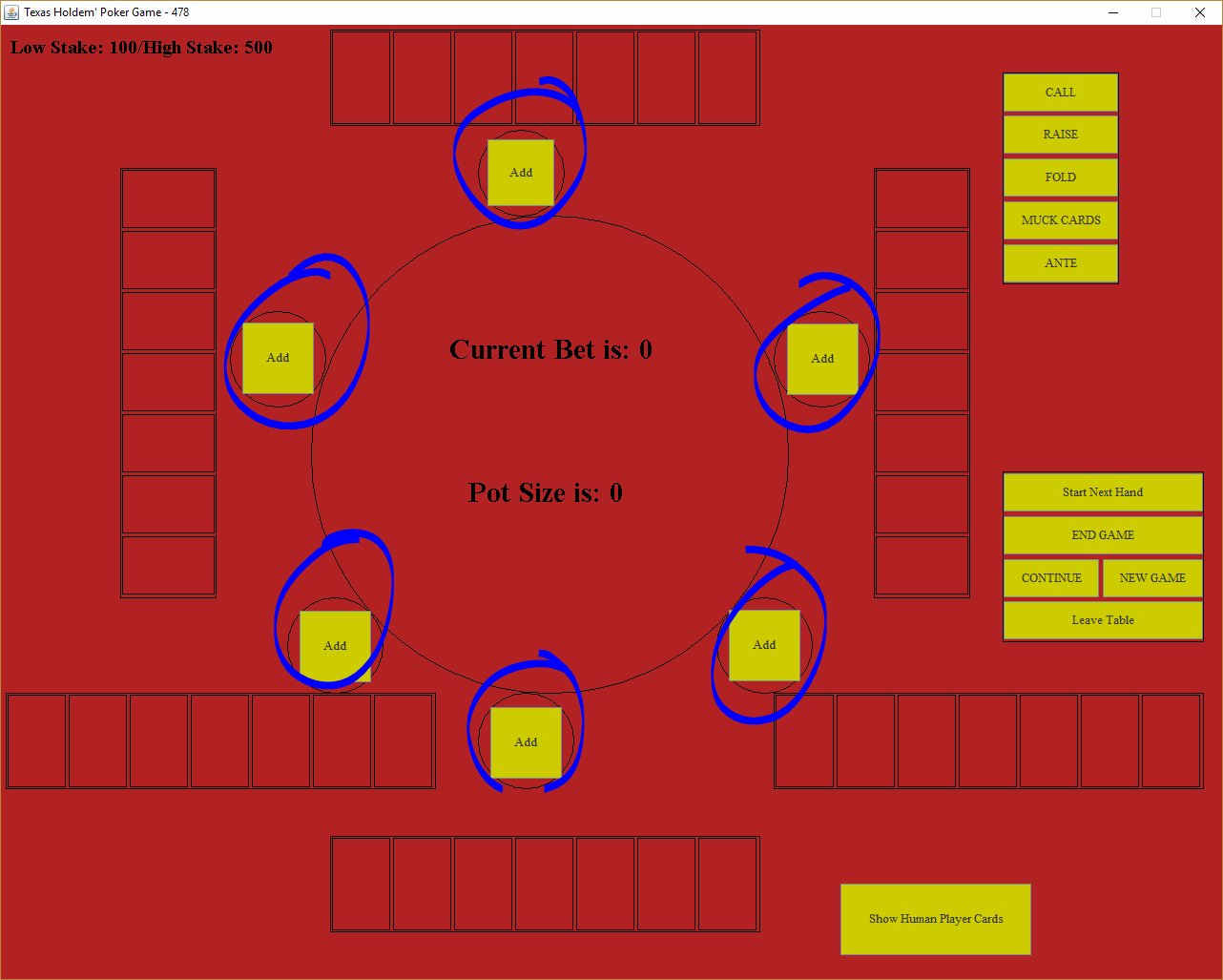
After the game is launched, you will see an option to start the game. See the screenshot below:



Click on the New Game button to start a new game.

## Adding players

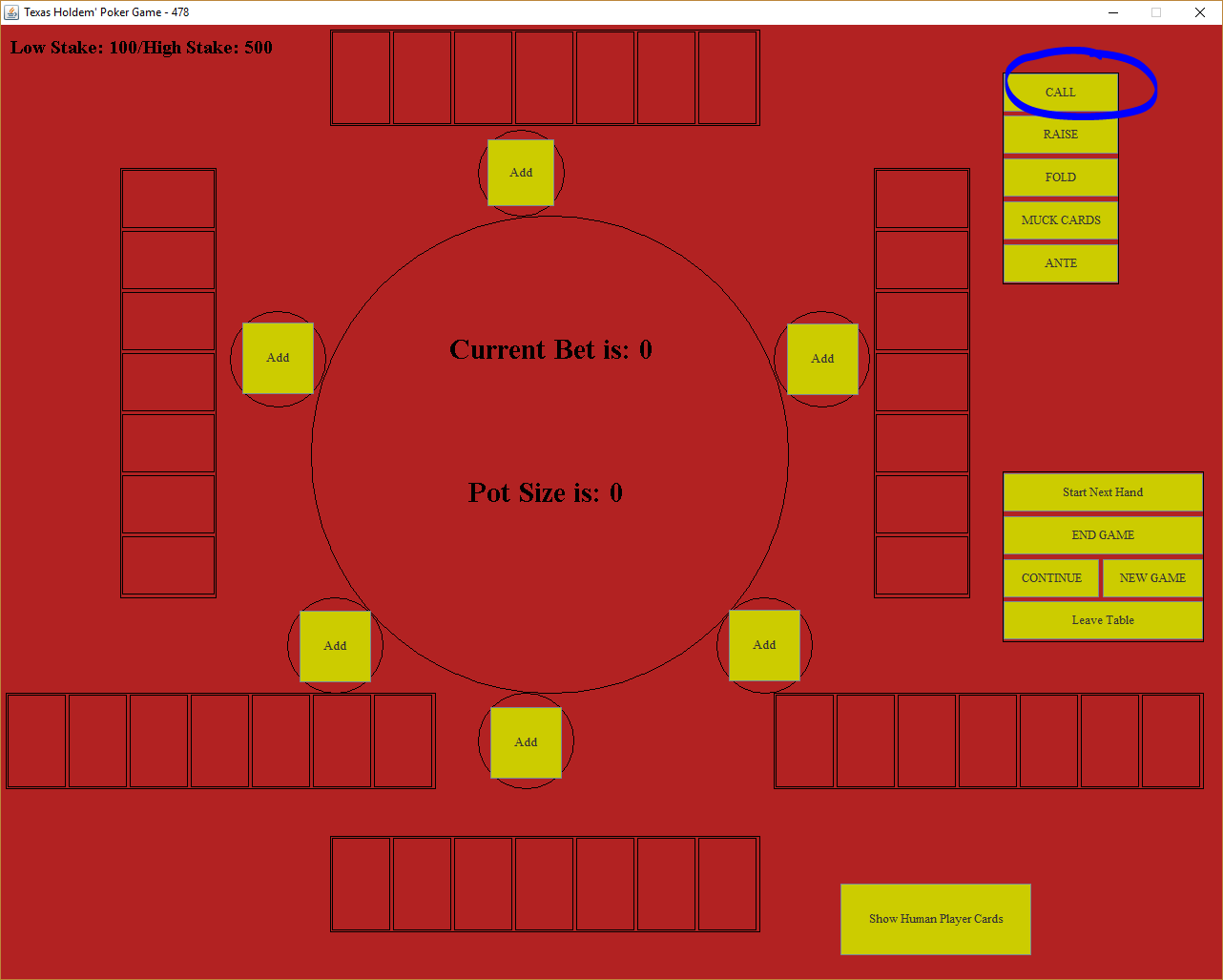
To add players you simply click on any of the Add Player buttons that are placed in the seats around the poker table. See the screenshot below:



## Actions during a hand

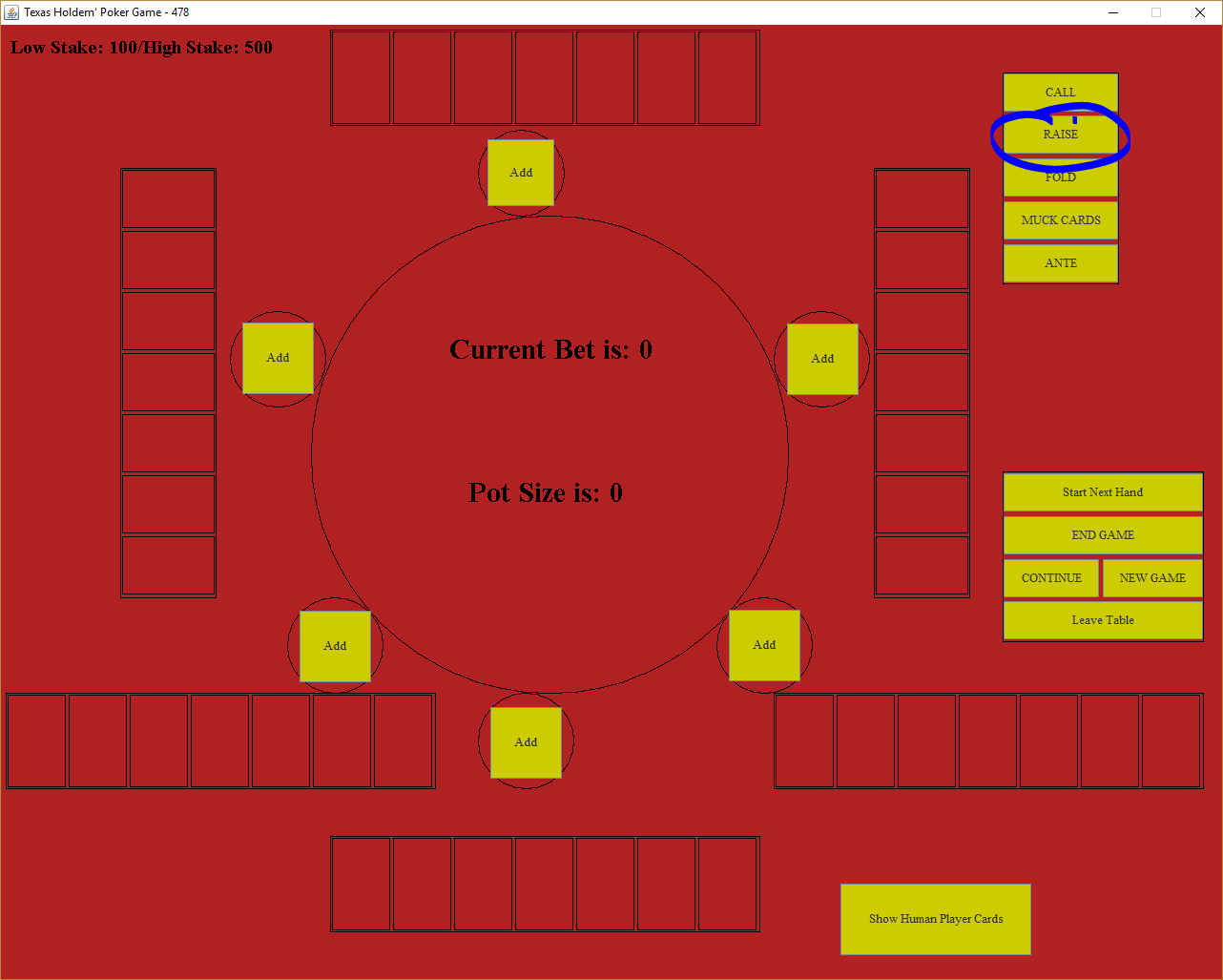
### Call

Press this button to call:



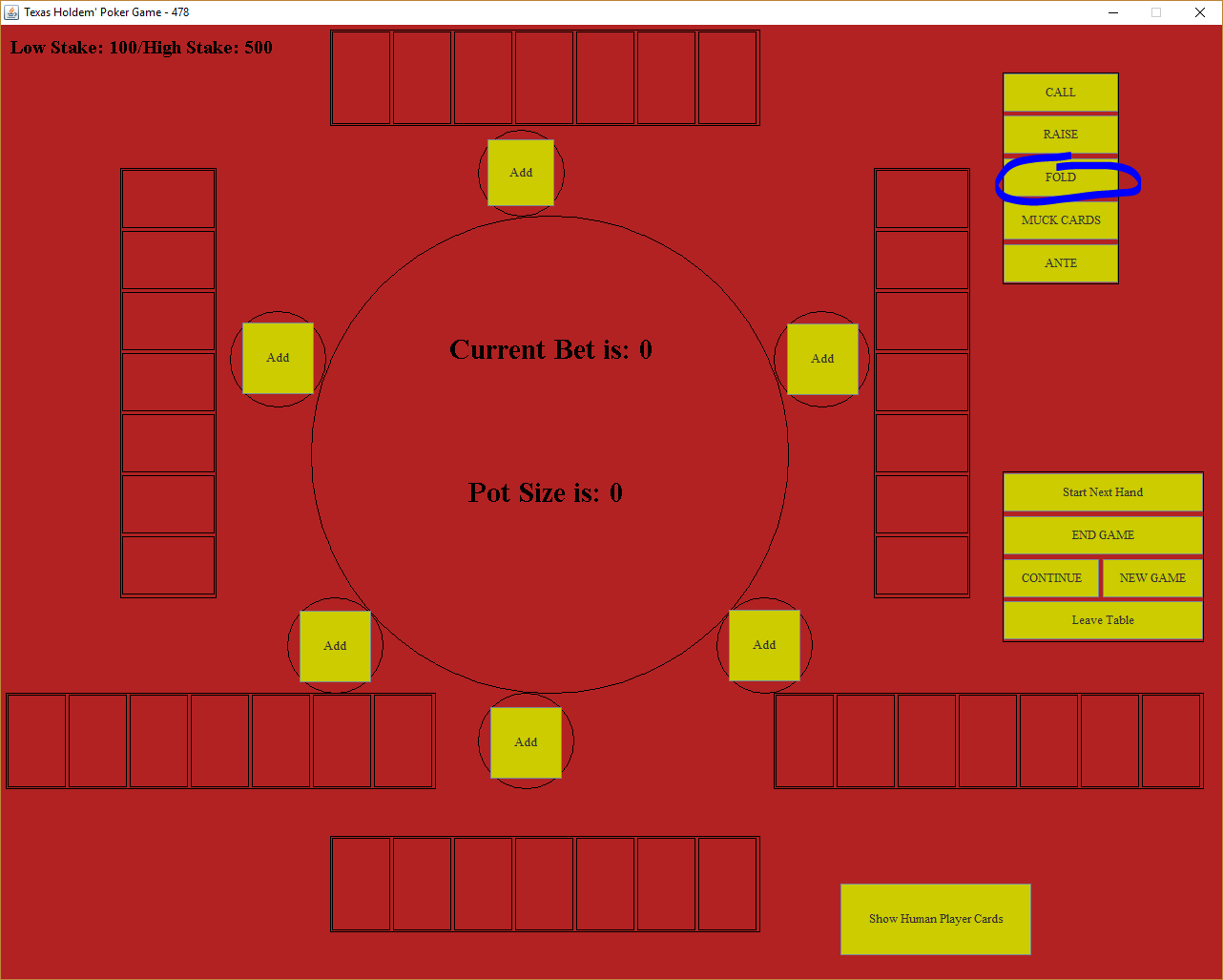
### Raise

Press this button to raise the bet:



### Fold

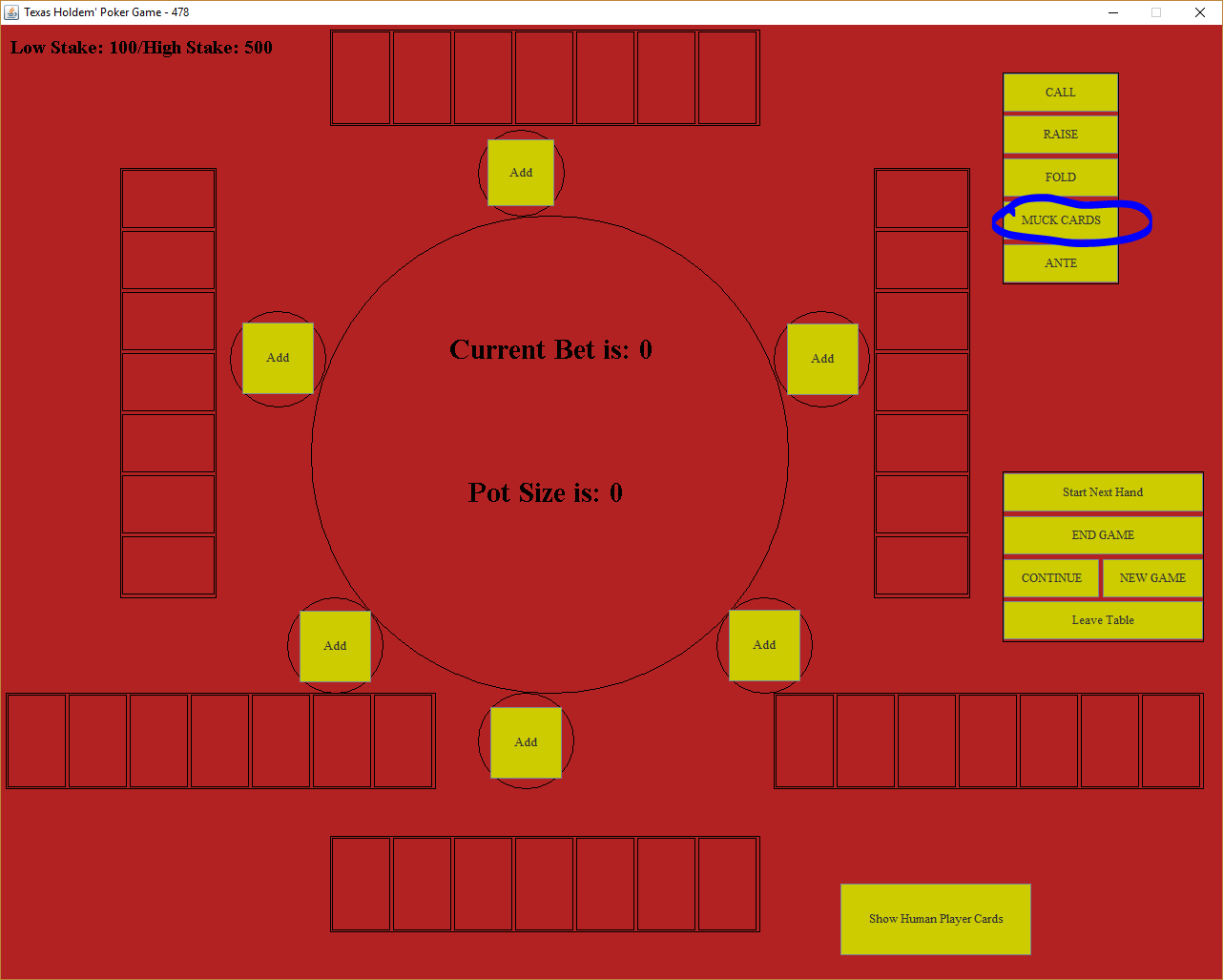
Press this button to fold your hand and remove yourself from the hand:



### 

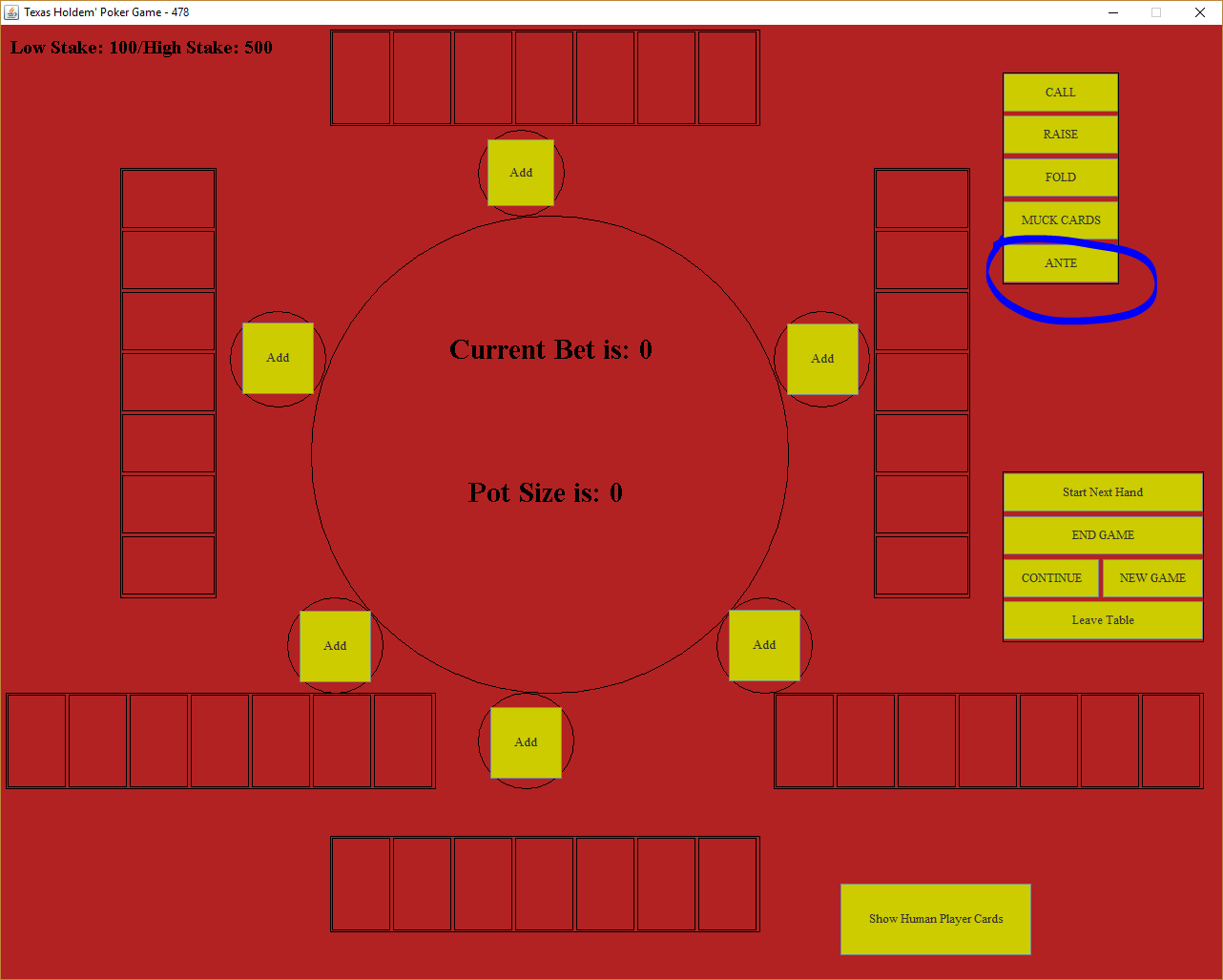
### Muck

Press this button to muck your cards:



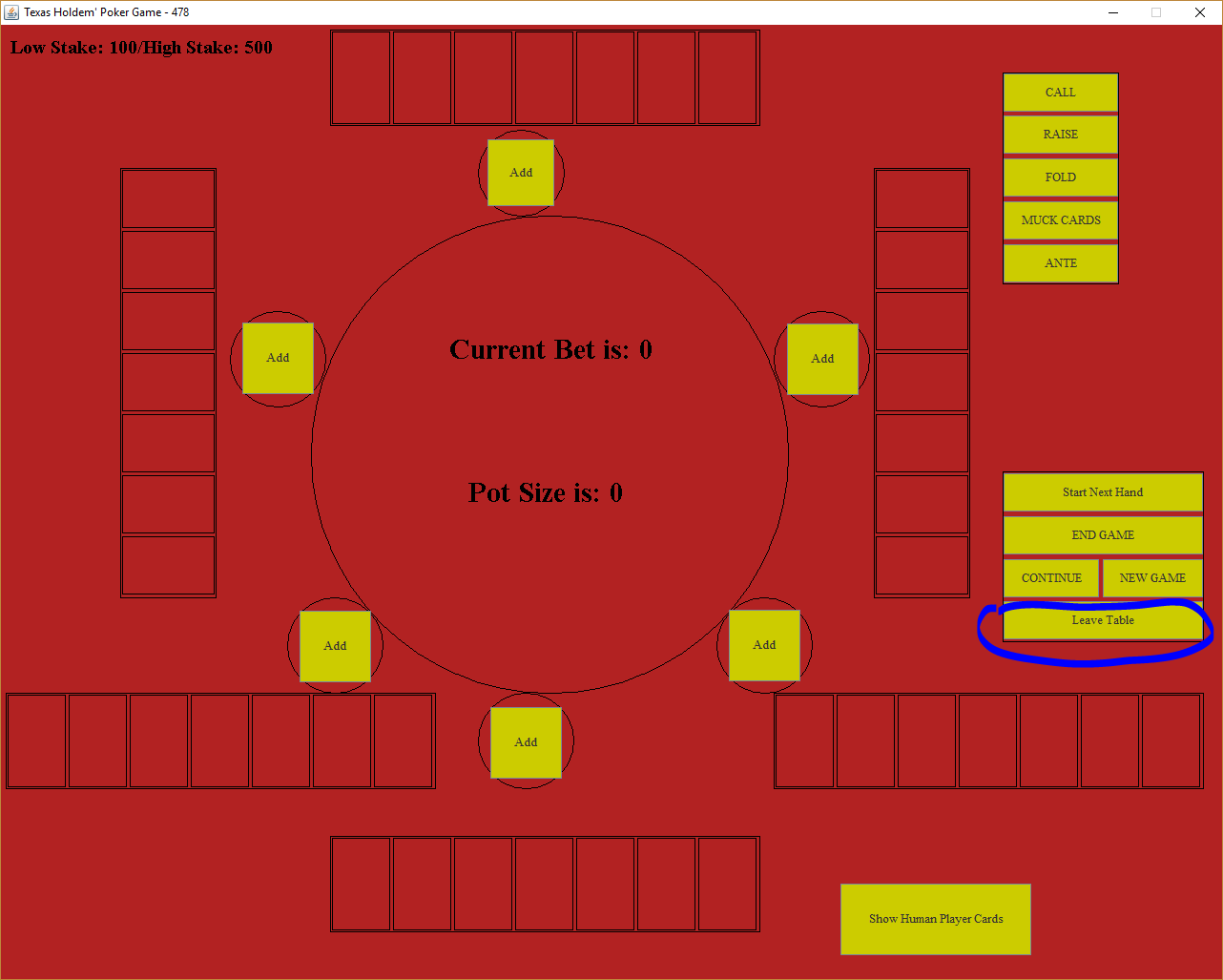
### Ante

Press this button to place an ante at the beginning of a hand:



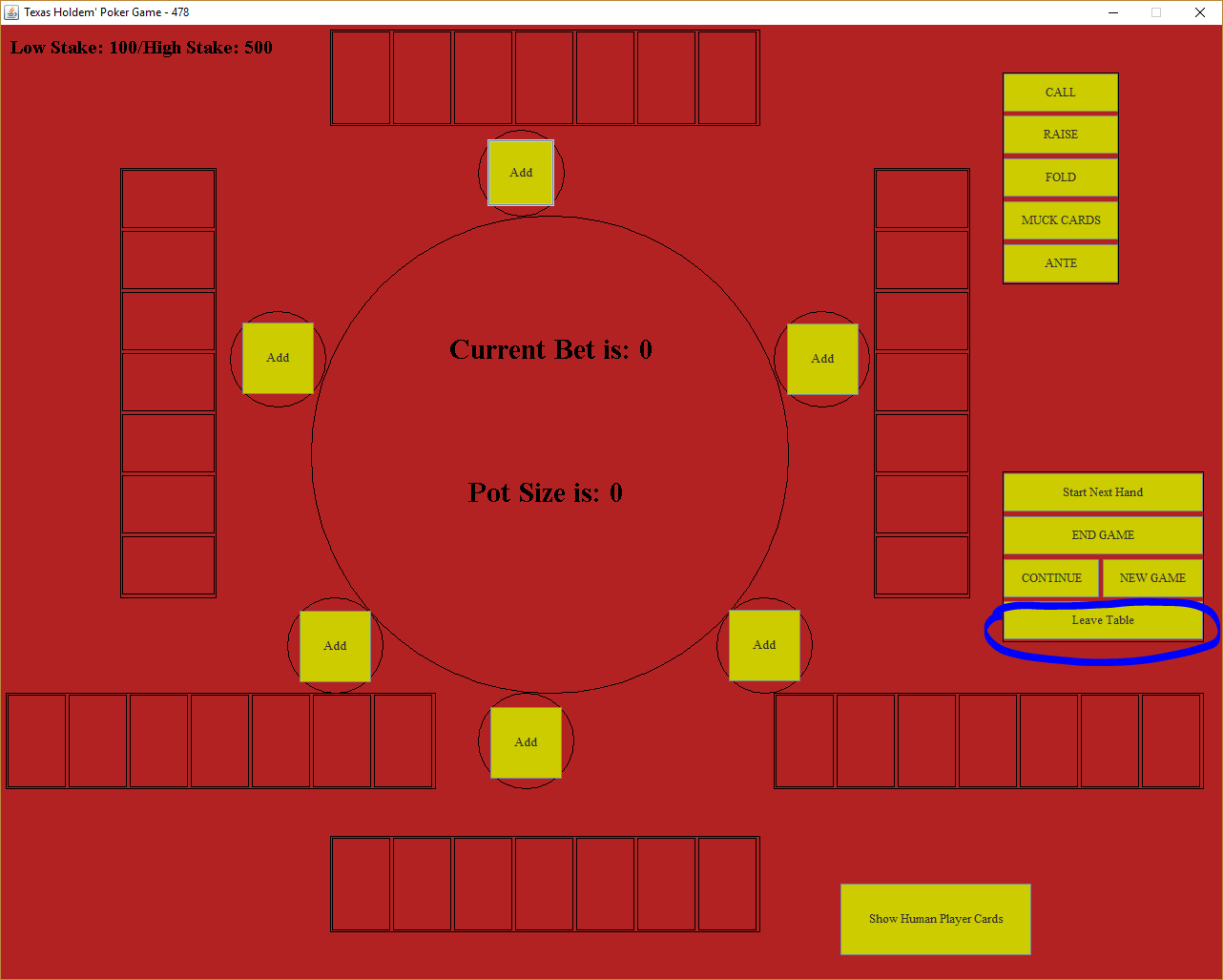
### Leave table

Press this button to leave the table and go to the lobby. If you run out of money and need to take out a loan, you will need to leave the table in order to do so.



### End Game

Press this button to end the game and exit the program:



## Actions while in lobby

# Rules of the game

## 

**NOTE**: The following test is copied directly from the following link: <https://www.bicyclecards.com/how-to-play/seven-card-stud-poker/>

## **OBJECT OF THE GAME**

The goal of each player is to win the pot, which contains all the bets that the players have made in any one deal. A player makes a bet in hopes that he has the best pot, which to give the impression that he does. In most Poker versions, the top combination of five cards is the best hand.

## **THE DEAL**

Each player receives two cards face down and then one card face up, dealt one at a time in rotation.

## **THE PLAY**

After the initial deal, there is a betting interval.  
Each active player receives three more face up cards and one more face down card, with a betting interval after each round of cards dealt.  
In the showdown, each player turns up all his hole cards and selects five of his seven cards as his hand. The player must separate these cards from the other two, which he discards.  
The player cannot reclaim his discards upon finding that a better five-card combination could have been made.

## **POKER HAND**

**Five of a Kind** - This is the highest possible hand and can occur only where at least one card is wild, such as a Joker. Examples of five of a kind would be four 10s and a wild card or two Queens and three wild cards.

**Straight Flush** - This is the highest possible hand when only the standard pack is used, and there are no wild cards. A straight flush consists of five cards of the same suit in sequence, such as 10, 9, 8, 7, 6 of hearts.

**Four of a Kind** - This is the next highest hand. An example is four aces or four 3s.

**Full House** - This colorful hand is made up of three cards of one rank and two cards of another rank, such as three 8s and two 4s.

**Flush**- Five cards all of the same suit, but not all in sequence, is a flush. An example is Q, 10, 7, 6, and 2 of clubs.

**Straight** - Five cards in sequence, but not all of the same suit is a straight. An example is 9♥, 8♣, 7♠, 6♦, 5♥.

**Three of a Kind** - This combination contains three cards of the same rank, and the other two cards each of a different rank, such as three Jacks, a seven, and a four.

**Two Pairs** - This hand contains a pair of one rank and another pair of a different rank, plus any fifth card of a different rank, such as Q, Q, 7, 7, 4.

**One Pair** - This frequent combination contains just one pair with the other three cards being of different rank. An example is 10, 10, K, 4, 3.

**No Pair** - This very common hand contains "nothing." None of the five cards pair up, nor are all five cards of the same suit or consecutive in rank. When more than one player has no pair, the hands are rated by the highest card each hand contains, so that an ace-high hand beats a king-high hand, and so on.