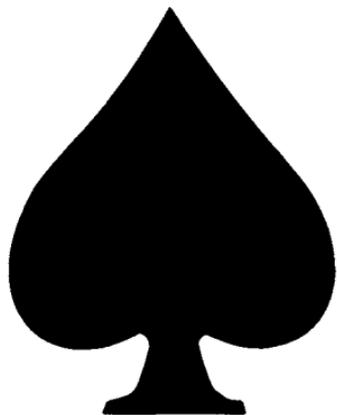


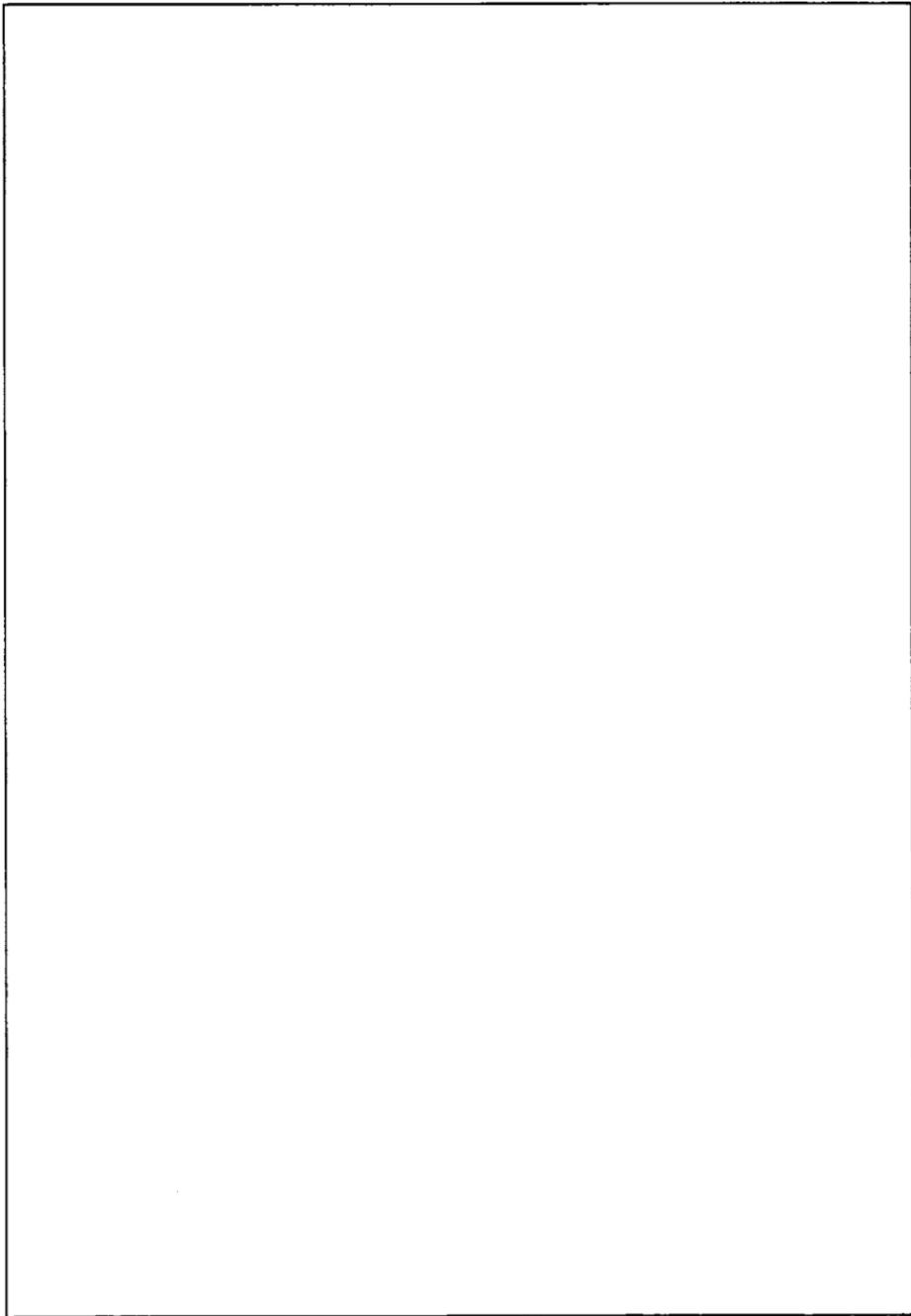
CARD SHARKS™



FOR COMMODORE 64/128

ACCOLADE™

Designed by
Mike Lorenzen



CARD SHARKS™

INTRODUCTION

Playing cards is perhaps one of the oldest forms of entertainment. There are games for one (perhaps hundreds of forms of solitaire) and games for many (from two players to almost an unlimited number . . . just add more decks). There are games of pure luck (such as the children's game called War) and games that require great skill and concentration to play well (Bridge, for example). Some card games are played simply for the entertainment value, while others include the chance of winning and the risk of losing very high stakes.

But they all have at least one thing in common . . . the endless variations and combinations that occur through the deal of the cards. In Poker, for example, there are 2,598,960 possible hands in a deck of 52 cards. It is this almost infinite variety that has made playing cards one of the most universal and popular pastimes the world over.

Accolade has packaged three of the most popular forms of the game in CARD SHARKS: Poker, Hearts and Blackjack . And in addition, there are a variety of characters against whom you may play any of these card games. So, sit back and prepare yourself for some of the most entertaining times you'll have playing cards.

CAUTION: READ BEFORE STARTING TO PLAY!

Before you sit down to play CARD SHARKS you should know that you're going to be here for some time. Therefore, make sure there are plenty of snacks within easy reach before you plug your joystick into Port 2 and insert your disk in the disk drive and type that most important phrase:

LOAD "★", 8, 1

. . . and let the games begin.

SELECTING THE GAME

When the title screen appears, use the joystick to highlight the card game you would like to play and then press the fire button.

SELECTING YOUR OPPONENTS

After choosing which card game you would like to play, you must then select your opponent(s) from the six players that are available. To do so, move the joystick to highlight your playing partner(s), then press the fire button. When the border turns red, that opponent is selected. The position where the opponent will be seated in relation to you appears above their photograph. If you change your mind and want to delete an opponent you have chosen, move the joystick until the border is highlighted, then press the fire button.

Depending on which card game you choose to play, the number of opponents can vary. On the top of the "opponent selection screen" you will be prompted with one of the following:

- "Select 1 to 3 opponents for Poker"
- "Select 3 opponents for Hearts"
- "Select 0 to 2 opponents for Blackjack"

When all opponents have been selected, highlight "Play game" at the bottom of the screen and press the fire button.

KEYBOARD EQUIVALENTS OF JOYSTICK CONTROL

GAME AND OPPONENT SELECTION

Use the F5 and F7 keys to cycle through the game options and opponents. Use the F1 key to make your selections.

GAME PLAY

F1 - Fire Button

F3 - Joystick Right

F5 - Joystick Up

F7 - Joystick Down

DELETE — To change pass cards in Hearts

THE GAME - POKER

Poker has been around for hundreds of years. Its roots come from ancient games known in Europe and the Orient. But today, it is a distinctly American pastime. It's the game that every cowboy, both real and in the movies, has played. It is a game of pure skill, like Backgammon or Chess. Played well, it is neither easy nor simple, despite the fact that the basic rules are uncomplicated.

There are virtually hundreds of variations with names that excite the imagination: "Down the River", "Blind and Straddle", "Spit in the Ocean", "Lamebrain Pete" and "Hurricane" just to mention a few.

Recognizing that it would be impossible to offer all of them in CARD SHARKS, we have chosen three of the most popular and standard variations: Five Card Draw, Seven Card Stud and Texas Hold 'Em.

THE PLAY - POKER

1. Once poker has been selected, you must choose which variation you would like to play. By moving the joystick, highlight either "5 draw", "7 stud" or "Hold 'Em" and press the fire button to continue.
2. Each variation of poker plays at a slow enough pace for even beginners to become familiar with the rules. This slower speed is noted by an "s" in the lower right portion of the gaming table. If you wish to play at a faster pace, press the run/stop key.
3. To speed up the deal, press the fire button at the beginning of the deal.
4. Should you choose to stop playing poker, simply highlight "quit" and press the fire button during the game where you would normally "ante". If you are in fast game mode, however, you must first switch to the slower mode to "quit" since in the fast mode the "ante" is automatically done by the computer. You must then highlight either "again" to play the same opponents or "select" to choose a new game or new opponent(s). After making your selection, press the fire button.

5. Joystick control is used throughout all three variations of poker. To play, move the joystick to highlight whatever action you choose to make and press the fire button. Continue responding in the same manner to any additional prompts until each hand is completed.
6. To discard undesirable cards from your hand, highlight "select discard". Use the joystick to point to the card(s) you wish to discard. Press the fire button to turn card(s) green. This will indicate which cards you want to remove from your hand. Highlight "discard" and press the fire button and that card will be discarded and a replacement will automatically be dealt. If you do not want to discard anything, highlight "discard" and press the fire button.
7. At the completion of each hand, all player's cards are revealed. For those players who folded before the show-down, the grey tinted cards indicate the best hand they were holding at the time of folding and the green tinted cards show cards of no significance. For players who remained in the hand until its completion, red and black cards indicate the best hand possible and green cards indicate those insignificant to the hand.
8. When the winner of the hand is determined, press the fire button to start the next deal.

THE RULES - POKER

ACCOLADE HOUSE RULES

1. One 52 card deck is used.
2. Aces are both high and low for straights.
3. Chip values: \$1-white, \$5-red, \$20-blue, \$100-yellow, \$500-purple.
4. Minimum bet is \$5. Maximum bet is \$10. Players may also bet any value in between.
5. Maximum number of raises in a betting round is three.
6. All players must ante \$1 before each hand.

7. If a player runs out of money in the middle of a hand, the bank automatically loans him funds to cover bets until the completion of the hand. However, the player must repay the bank at the end of the hand (by winning or splitting the pot) or he will be forced to drop out of the game.
8. At the beginning of a game, all players get \$400 in chips.
9. A betting round is over when the betting turn comes back to the last betting player without any raise since the last turn.
10. Checking and then raising is allowed.
11. Each time it is your turn to deal, you may choose a different variation of poker.

FIVE CARD DRAW RULES

1. Each player is dealt five cards face down. Starting at the dealer's left, the first player with a pair of jacks or better may (not must) begin the first betting round. If no one bets or has jacks or better, a new hand is started and everyone antes again. NOTE: In the fast mode, the computer automatically reads everyone's hands before the deal, so if no one has jacks or better the computer automatically continues to ante for everyone until a bettable hand is found and the cards are dealt.
2. After the first betting round, starting with the player to the left of the dealer, each player discards zero to four cards and is dealt as many new cards. (Discards are face down.)
3. The final betting round is started by the player who opened the first betting round.

SEVEN CARD STUD RULES

1. Each player is initially dealt two cards face down and one card face up. Then the first betting round begins with the player showing the highest card up. He must bet \$5 or fold on this first round. If he folds, then the next player must bet \$5 or fold, etc.
2. Each player is then dealt a second, third and fourth card face up. Each betting round begins with the player showing the best up cards.

3. Each player is then dealt a last card face down. The fifth and last betting round begins with the player showing the best up cards.

TEXAS HOLD 'EM RULES

1. Each player is dealt two cards face down. Starting at the dealer's left, any player may start the first betting round. He must bet \$5 or fold on this first round. If he folds, then the next player must bet \$5 or fold, etc.
2. Three cards are dealt face up to the center of the table. This is called the Flop. The second betting round begins at the dealer's left with everyone using the cards in the middle of the table to determine their best hand.
3. A fourth card is dealt face up to the center of the table. The third round of betting begins at the dealer's left.
4. A fifth card is dealt face up to the center of the table. The last round of betting again begins at the dealer's left.

WINNING HAND RANKING

Royal Flush — A-K-Q-J-10 of the same suit. All suits have equal rank, so a tie might result.

Straight Flush — Any five sequential cards in the same suit. Highest top card is winner. The suits have equal rank, so a tie might also be the result.

Four of a Kind — Highest four of a kind wins.

Full House — Three of one kind and two of another. Highest three of a kind wins.

Flush — Any five cards in the same suit not sequential. In determining the winner between two flushes highest top card wins. If tied, highest second top card wins. If tied third, etc. If all tied, then tie.

Straight — Any five sequential cards not all in the same suit. In determining the winner between two straights highest top card wins. If tied, then tie.

Three of a Kind — Highest three of a kind wins.

Two Pairs — The winner is the hand holding the highest pair. If tied, highest second pair. If tied, highest odd card. If tied, then tie.

Pair — Highest pair wins. If tied, then highest other card wins. If tied, then second highest other card wins. If tied, then third highest other card wins. If tied, then tie.

High Card — None of the above combinations. Highest card wins. If tied, keep checking next higher cards. If all tied, then tie.

THE GAME - HEARTS

Hearts is a fun-packed game that mixes luck and skill. There are no partners and it's every player for him or herself. Hearts is a game in which every card in the heart suit counts "minus" when won in tricks. In this respect, it is the reverse of many card games, in that the object is to avoid getting hearts. Indeed, the 18th century ancestor of Hearts was called Reverse.

There are several variations of this favorite family game. The one implemented in CARD SHARKS is officially known as Black Lady. In this variation, the object is to avoid getting both hearts and the queen of spades. As with all family card games the rules differ slightly from family to family. The Accolade family hopes you will enjoy its house rules.

THE PLAY - HEARTS

1. Once the game of Hearts and the three opponents have been selected, the game-end score must be chosen. The options for this score are 100, 200, 400 or 800 points. Highlight your choice by moving the joystick, then press the fire button to select.
2. To begin the deal, press the fire button.
3. Once the deal has begun, you may speed it up by pressing the fire button.

4. After the cards are dealt your opponents will tell you whether that hand will be a "pass" or a "hold" hand. A "pass" hand is one in which you must choose three cards from your hand to pass to one of your opponents. A "hold" hand is one in which no cards are passed. When selecting the cards to pass, move the joystick left or right to indicate the card to pass. Remember, when there is a pass, three cards must be selected. Press the fire button for each of the three cards after they have been selected. To change a card selected before it is passed, move the joystick up and press the fire button. When all three cards have been selected, and they are correct, press the fire button and the cards will be passed.
5. To play a card, move the joystick left or right and press the fire button. After a trick is completed, press the fire button. The winner of the trick will retrieve the cards and then lead the next trick.
6. When all cards have been played, press the fire button to score automatically.
7. To quit hearts, when on the scoresheet, push the joystick forward and hold while pressing the fire button. You will then be able to highlight either "continue game", "play again" with the same opponents or "select game" which will let you choose a new game or new opponents. After making your selection, press the fire button.

THE RULES - HEARTS

1. The game is played with a regular deck of 52 cards.
2. There are always three other players at the table.
3. Everyone is dealt 13 cards.
4. After the cards are dealt, each player passes three cards. The direction of the pass changes each round. The order of the pass is first to the LEFT, then the RIGHT, then ACROSS and then NO PASS.
5. The cards are ranked 2,3,4,5,6,7,8,9,10,J,Q,K,A (high).

6. The player with the two of clubs begins the first round by placing the card face up in the middle of the table.
7. The queen of spades is never allowed to be played in the first trick.
8. Hearts may not be played in the first trick unless there is no choice.
9. The player leading may only lead a heart if hearts have been broken (ie.: a heart has been played earlier in the round) or if hearts is the only suit remaining in the player's hand.
10. Each player must follow the suit led if possible; if unable, the player may play any card.
11. Cards are played in order, with play proceeding clockwise.
12. The cards in the middle of the table are called the trick. After all players have played, the player who played the highest card in the suit that was led takes the trick.
13. The player who won the trick leads the next trick.
14. After all tricks in the round have been played, the round is scored. Each player counts one point for each heart found in his taken trick pile. The queen of spades counts as 13 points.
15. If one player has all the points possible, he scores zero and the other players all score 26. This is called SHOOTING THE MOON.
16. Points are "bad" (ie.: like GOLF) and the low score wins.
17. The game ends when the score of one of the players exceeds the predetermined end-game score. Low score wins, high score loses.

THE GAME - BLACKJACK

Blackjack is the most popular gambling game of all in many casinos around the world. It is simple to understand and fun to play. It evolved from the French card game called Vingt-et-un and is therefore called twenty-one by many players. If played according to a very precise system and a strict set of rules in a gambling casino, the house advantage can be reduced to under 1%!!! . . . the best odds in the house. No wonder so many peo-

ple play. However, it is important to understand the particular subtleties of each set of rules. Here are some tips for game play and the Accolade house rules.

THE PLAY - BLACKJACK

1. Once the game of Blackjack and your opponents have been selected, the dealer will ask you, "How many decks of cards would you like to play with?" You may choose one or four decks. Move the joystick to highlight your choice then press the fire button to select.
2. Toggle the joystick up or down to select amount you wish to bet. Minimum bet is \$5 and maximum bet is \$200. Intermediate bets of \$10, \$15, \$25, \$50, \$75 and \$100 may also be made. Press the fire button to place your bet and start the deal.
3. Once the cards are dealt, move the joystick up/down to "stand" or "hit". Stand indicates that you are happy with the cards dealt you and "hit" means you would like an additional card(s). Highlight selection, then press the fire button to proceed.
4. If your first two cards do not contain an ace and total 10 or 11, you are given the option to "double". If selected, your bet is automatically doubled (provided you have sufficient funds) and you are given one more card, at which point you must "stand".
5. If your first two cards are the same rank, you are given the option to "split" your hand into two separate hands. If you split aces, you are only dealt one more card to each of the two hands. If you split anything other than aces, you may "hit" each hand as many times as you like. NOTE: Blackjacks in split hands are counted like a "hard 21" paying only even money on a winning hand. Also, a hand may only be split when there are sufficient funds to cover both bets.
6. If the dealer shows an ace up, he offers "insurance" to all players. Insurance is a side bet of one-half the original bet that states the player bets that the dealer's down card is

worth 10 points. The dealer will pay double the insurance bet if the down card is worth 10 points. However, you lose your original bet if your hand was not also a Blackjack.

7. If you wish to speed the game up to a casino pace, press the run/stop key. When playing at the normal slower pace, an "s" appears in the lower right corner of the gaming table.
8. When the winner of the hand is determined, press the fire button to start the next deal.
9. To speed up the deal, press down and hold the fire button at the beginning of the deal.
10. To stop playing, move the joystick down at your betting turn until "I quit" appears and then press the fire button. You must then highlight either "again" to play the same opponents or "select" to choose a new game or new opponent(s). After making your selection, press the fire button.

THE RULES - BLACKJACK

ACCOLADE HOUSE RULES

1. The dealer is supplied by the house and is the only one to touch the cards.
2. Suits have no meaning.
3. The cards 2,3,4,5,6,7,8,9 are worth their face value in points.
4. The 10,J,Q,K are worth 10 points.
5. An ace is worth one or 11 points.
6. Each player is advanced \$500 in chips.
7. Chip values: \$5-red, \$25-black, \$100-yellow, \$500-purple, \$2500-brown
8. The minimum bet is \$5 and maximum bet is \$200.
9. A blackjack is defined as an ace and a 10-point card as the original two cards dealt to a player.

10. A SOFT hand is defined as one with at least one ace that can be counted as either one or 11 and not exceed 21 points. It is easiest to keep track of your card count for SOFT hands by counting all aces as one point and have the option to add 10 points to the total if you want.
11. As a special bonus, any hand consisting of eight cards is automatically counted as 21 points.
12. Each player is dealt two cards face up. The dealer deals himself one card up and one card down.
13. The dealer checks his hand to see if he has a blackjack. If he does, all the players without a blackjack forfeit their bet. Any player with a blackjack ties and their original bet is refunded.
14. Each player in a clockwise direction from the dealer has an opportunity to play.
15. Any player who gets a blackjack trades his cards for $1\frac{1}{2}$ times his bet at the beginning of his turn.
16. At each turn, a player may elect to STAND. This means that the player thinks he has the best chance of having cards totaling 21 or less, but more than the dealer will have when he is done with his turn.
17. At each turn a player may elect to HIT. This means that the player will receive an additional card into his hand.
18. If a player's points exceed 21, his hand goes BUST and he forfeits his cards and bet.
19. House rules do not permit the splitting of a pair of fives.
20. After each player has taken his turn, it becomes the dealer's turn. The dealer will skip his turn if all players have Busted or Blackjacked. The dealer has no choice in how to play out his hand. If he has less than 17 points, he must HIT. If he has more than 17 points, he must STAND. The dealer must STAND with a SOFT-18 and HIT with a SOFT-17 or less.
21. After the dealer's turn, the dealer settles any remaining hands. Any player with a hand remaining that beats the dealer's count, is refunded his original bet and paid an amount equal to his bet. Any player tying the dealer is refunded his bet. Any player with a count less than the dealer forfeits his bet.

22. Any player who can not meet the minimum bet of \$5 must drop out of the game.
23. If any player wins \$10,000, the house goes bankrupt and the game is over.

CONCLUSION

That's it. The rules are easy to understand. The game play is simple. Perhaps that's why people continue to go to Las Vegas, Monte Carlo, and other famous gambling spots around the world. It is also surely why families play around the kitchen table any night of the week and why children of all ages play hundreds of different card games.

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