Poker Squares Introduction

Poker squares is a highly addictive poker variation in which you must build the best poker hands in a 5X5 grid. Your hands will be evaluated on the 5 rows and the 5 columns, which will then give you your final score.

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How to play

Select "New Game" from the file menu or just press "F2". This will start a new game depending on how many players you have selected.

A card will appear in the next card box, which you must place on the 5X5 grid. This will keep on happening until all 25 cards have been played.

Once the 25th card has been played, you will then see your final score in the scoring box.

Should you wish to restart the dealing sequence, click "Restart game" from the file menu or press "F3". This will restart the hand with exactly the same cards and sequence. (This is a cheating feature because you can restart the hand before the last card is played, therefore seeing all the cards that have been played!)

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Settings Players

You can have 1-4 players playing Poker Squares. Each player will receive the same cards and sequence, and the player who accumulates the biggest score wins.

To set how many players, just click "Options", "Players" and then the number of players. You can then click "Options", "Names" to set each players name.

These settings will be stored between games, so the next time you start Poker Squares, the same options will be set.

Poker Hands Scoring Credits Disclaimer

Poker Hands

An example of poker hands are as follows :-













Two pairs



















Three of a kind



















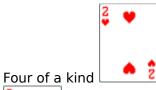
Straight





















Royal flush









Scoring Credits Disclaimer

Scoring

Poker Squares is scored on the following basis :-

1	Point	
3	Points	
5	Points	
	6	Points
10	Points	
	12	Points
16	Points	
30	Points	
	5 10 16	3 Points 5 Points 6 10 Points 12 16 Points

Scoring between 60 and 70 is considered a very good score and anything above is an excellent score.

<u>Credits</u> <u>Disclaimer</u>

This help file was created with $\underline{\mathsf{HelpScribble}}$.

Credits

The program was written by Stephen Wood using Delphi 2.0. The original game concept came from the same game written on an Apple computer long time ago. As I cannot remember the original author, I cannot give him/her the credit. All I have done is put the game on a Windows95 platform.

Any hints, suggestions or otherwise can be e-mailed to me at swood@iafrica.com My homepage address is http://users.iafrica.com/s/sw/swood

Disclaimer

Disclaimer

I accept no responsibility whatsoever for any kind of damage done to your computer hardware, software or anything related to the computer. This program is freeware and is provided as is.

HelpScribble

HelpScribble is a help authoring tool written by Jan Goyvaerts. This help file was created with the unregistered version of HelpScribble, which is why you can read this ad. Once the author of this help file is so honest to register the shareware he uses, you will not see this ad again in his help files.

HelpScribble is a stand-alone help authoring tool. It does *not* require an expensive word processor. (Only a help compiler as Microsoft likes keeping the .hlp format secret. Not my fault.)

Here are some of HelpScribble's features:

- The Setup program will *properly* install and uninstall HelpScribble and all of its components, including registry keys.
- Create, edit and navigate through topics right in the main window. No need to mess with heaps of dialog boxes.
- All topics are listed in a grid in the main window so you won't lose track in big help projects. You can even set bookmarks.
- Use the built-in Browse Sequence Editor to easily create browse sequences.
- Use the built-in Window Editor to change the look of your help window and create secondary windows.
- Use the built-in Contents Editor to create Windows 95-style contents files. Works a lot better than Microsoft's HCW.
- No need to mess with Microsoft's SHED: use the built-in SHG Editor to create hotspot bitmaps. Draw your hotspots on the bitmap and pick the topic to link to from the list.
- With the built-in Macro Editor you can easily compose WinHelp macros whenever needed. It will tell you what the correct parameters are and provide information on them.
- If you have a problem, just consult the online help. The help file was completely created with HelpScribble, of course.
- HelpScribble is shareware. However, the unregistered version is not crippled in any way. It
 will only add a small note to your help topics to encourage you to be honest and to register
 the shareware you use.

These options are very interesting for Delphi developers:

- If you are a component writer, use the Delphi Parser to build an outline help file for your component. Just fill in the spaces and you are done. (Try it if you do not believe me or just look at the help file you are reading now.)
- If you are an application writer, HelpScribble provides you with a property editor for the HelpContext property. You can select the topic you need from a list of topic titles or simply instruct to create a new topic. No need to remember obscure numbers.
- The property editor also provides a tree view of all the components on your form and their HelpContext properties. This works very intuitively. (Much nicer than those help tools that simply mess with your .dfm files.)
- HelpScribble can perform syntax highlighting on any Delphi source code in your help file.

HelpScribble is shareware, so feel free to grab your copy today from my web site at http://www.tornado.be/~johnfg/