



## THE JOKER SOFTWARE RISK GAME

Congratulations for choosing the RISK game. This is a new card game based on the poker game but is an exciting new version and suitable for playing on computer.

### WHAT YOU NEED TO PLAY

To play RISK you need a Commodore Amiga 500, 1000 or 2000 computer. You need to leave the RISK game disc in the drive while the game is played as the game status is updated on disc as you play.

### HOW TO LOAD THE GAME

You need to have Kickstart version 1.2 booted. When this requests Workbench insert your RISK disk. The game will ask for the time and then load automatically.

### PLAYING A GAME

The Joker Software Logo will appear while the game is loading. When the loading is complete you will see the games screen and a royal flush is dealt.

The Main Menu will then be displayed. We are almost ready to play but we need at least 2 players before the game can commence. Select 4) NEW PLAYER and enter the names of the players. Players are entered one at a time. The game will reject any duplicate names and names longer than 16 characters. In the case of the former, use a nickname or suitable variation as the new name. In the case of the latter, use a suitable abbreviation.

Before you select play for the first time it is recommended that you read these instructions and/or select 3) RULES and read the pages of information included in the RISK program.

When we use the word "click" we mean for you to use the mouse to point at a desired option and then press the left hand mouse key.

## THE MAIN MENU

When you first load up the RISK game the main menu will look like this:

### MAIN MENU

- |               |                  |
|---------------|------------------|
| 0) EXIT       | 5) PLAYER LEAVES |
| 1) PLAY       | 6) GAME FORMAT   |
| 2) SCORES     | 7) TIME          |
| 3) RULES      |                  |
| 4) NEW PLAYER |                  |

### CANCEL

Options 8 and 9 are not available yet. That is because these are the gambling options which are password protected. This allows children to play the game without being offered the gambling options. You are able to change the password so that this is a truly secure lock. Instructions on how to change the password are included under BETTING AND ACCOUNTING SYSTEM below.

You enter the password in the NEW PLAYER gadget. When the Game is first run the password is RISK. Select 4) NEW PLAYER and enter the password (RISK) to open the gambling section. If you enter anything other than the password at this point you will add a new player to the game.

If the password has been entered correctly the main menu will now look like this:

### MAIN MENU

- |                |                  |
|----------------|------------------|
| 0) EXIT        | 5) PLAYER LEAVES |
| 1) PLAY        | 6) GAME FORMAT   |
| 2) SCORES      | 7) TIME          |
| 3) RULES       | 8) SET BETS      |
| 4) NEW PLAYERS | 9) ACCOUNTS      |

### CANCEL

You are able to play RISK using the keyboard and/or a mouse. To select options within the menu structure you can move the pointer to your desired selection and click the mouse key or you can type in the first number or letter of your selection.

Let's have a look at the Menu Options.

#### 0) Exit

When you select this you are given the options:

- 1) EXIT RISK
- 2) Play a new game
- 3) Reset Accounts

### CANCEL

These do what they say. If you select 1) the program will end. If you select 2) you erase all players names along with their scores and accounts. If you select 3) the current accounts will be reset to \$0.00. If you have selected 2) you can recover the data using the "load" statement in 4) NEW PLAYER immediately afterwards.

If you don't want any of these options select CANCEL to return to the Main Menu.

### **1) Play**

Use this option to commence a game. After selecting 1) you are told how many players are entered, how many hands per round each player will have, the size of the Card Deck in use and the amount of the Bet. If these settings are OK select continue to start the game, otherwise select exit to return to the Main Menu where you can make changes.

If you have selected the Main Menu during a game this returns you to play.

### **2) Scores**

This shows the last scores of all the players. The Scores are always displayed from the highest score down.

If you have selected the Main Menu during a game this will show the current scores.

### **3) Rules**

When you select this option you will be shown the in-program instructions and rules. Page 4 has a listing of the poker scores used in RISK.

### **4) New Player**

Use this option to enter the names of the players. As mentioned above, the game will not accept names longer than 16 characters or duplicate names. If a duplicate name is found simply edit the name to a suitable variation. A RETURN enters the name.

This is also where you enter the password to open the gambling system. When you first use the RISK game the password will be RISK. Enter this to open options 8) and 9) on the Main Menu.

Finally, this option is able to recover the last game played including the names of the players, scores, accounts and bet by entering the word LOAD. This will only work if there are not current players entered. This is very useful if you wish to continue a game at a later date. All the game data is stored to disk at the end of each game. If you have any kind of failure with your Amiga or your power supply, don't worry, this option allows you to restore the data up to the point of the last completed game.

### **5) Player Leaves**

If a player wishes to leave the current game use this option and enter his or her name. If you mis-spell the name you will be told that it cannot be found. Simply edit the name until it is correct.

If the bank is on (options 8 and 9 are showing on the Main Menu) and the leaving player has a non zero balance this facility suggests the way in which the account should be balanced and adjusts the accounts accordingly.

That player will then be removed from the game.

## **6) Game Format**

Here you can set the size of the deck to use and the amount of hands each player has per round. We suggest that you set a decksize between 6 up and 9 up and 3 hands per Player. The default settings are 7 up and 3 hands. To use the whole deck of cards enter 2 for decksize. This will use all cards from 2 to ace. The smallest deck you can select is 10 up and the largest deck is 2 up.

These settings are recorded on the disk and become the new default settings for the game.

## **7) Time**

If you have set the clock on your computer this will show the correct time.

## **8) Set Bets**

Use this option to set the betting amount.

## **9) Accounts**

Here you can view the current account balances.

## **CANCEL**

This acts in the same way as 1) PLAY.

The Main Menu can be selected during a game while the HOLD CARDS sign is showing at the bottom centre of the games screen by either clicking the mouse on the RISK sign at the top centre or by touching the M key.

If you have selected the Main Menu during a game, option numbers 0), 5), 6) and 8) will not be available as these options may only be selected at the end (or beginning) of a game.

However option 4) NEW PLAYER is always available allowing players to join in at any time.

## **SO LET'S PLAY**

Select 1) PLAY to start. If you are happy with the information shown select Continue, otherwise select Exit to return to the Main Menu to make changes.

The next player is announced and the game waits for a mouse click or space to continue.

After this you are dealt your first hand. On each hand the programme is actually dealing from a real deck. As you are able to have as many deals as you like without busting you are getting further and further into the deck with each deal. Watch the decksize indicator at the top left below the high score while cards are dealt.



## GAME INFORMATION

The current players score is shown on the top left hand corner. Below this is the high score for the current game. In the top right hand corner you are shown the current round, hand and deal. In the top centre is the current players name. Below this is information regarding the current hand. It will tell you the poker combination in the hand and the value of the hand. This value can be added to your score by clicking SCORE at the base of the screen or by touching the space bar.

RISK automatically and accurately scores your hands according to Hoyle's Poker hand values. These are shown in the fourth page of the rules (No. 3 on the Main Menu). Fractions are added to these scores that are calculated from the values and suits of the cards involved in the poker hands! (not the values of any remaining cards). The order of suit values used is:

- 1) Hearts      2) Diamonds      3) Clubs      4) Spades  
where Hearts has the highest value.

If for instance you have a pair consisting of 2 black jacks and you risk these and get 2 red jacks you will still be in that hand.

## HOLDING

When you wish to hold some cards and risk another deal, use keys 1-5 to indicate the cards to hold followed by a (RETURN) or by clicking the cards to hold and then clicking the DEAL sign at the bottom left of the screen. If the card is already on hold when you click it, the hold will be turned off. Use the (BACKSPACE) key or click this CLEAR sign to undo all holds. Any cards without a (HOLD) sign below them will be exchanged for new cards in the next deal.

## ORDERING

You can order your hand by touching (A) or (0) or by clicking the SORT sign in the bottom right corner of the screen. This is an intelligent feature that allows you to have the current hand ordered in a logical way. If you have three of a kind this will arrange the three similar cards together on the left side and places remaining cards in accending (increasing) order. Use this even if you have no poker combinations as your hand will be ordered in accending order showing possible straights.

## RISKING

You will soon realize why the name of the game is RISK. You will have to use your skill and daring to win in this game. Remember, if you keep busting you are taking very large risks (the size of the deck used will affect this dramatically). Sit with that current score by using the space bar or clicking SCORE.

## GAME ENDING

When all players have had their rounds the end of the game is signalled and the scores displayed in descending order.

Click the mouse or touch space to see the Winner. At this point the current game data is saved to disk, so wait until the disk drive light is out before clicking the mouse or touching space.

This returns you to the Main Menu with all options available.

Select 9) to see how the betting system works.

## BETTING AND ACCOUNTS SYSTEM

The RISK game includes a betting and accounting system that is password protected. To open the betting and accounts system you select 4) NEW PLAYER on the Main Menu and enter RISK as the new player game.

The Betting and Accounts System may be locked again by a shift 3 (#).

While the password is not entered you may play the game without being offered the betting options. This is suitable if gambling is not desired for any reason or for allowing children to play the game.

If for any reason a game is interrupted you can recall the last completed game at any time. As soon as a game is completed, the latest game details are saved to disk. You are able to restore the last saved game by entering the word LOAD in the NEW PLAYER option while there are no current players.

The betting and accounting system works in a way that resembles a general ledger. The positive and negative balances always add up to zero (if certain conditions arise the system has to divide amongst players and has to round out to the nearest cent and this can put that balance out by a cent or two) and no money need change hands until a player leaves the game. The system will then figure out that persons status and report the transactions that will balance accounts. If the leaving player has a positive balance the system will divide the amount owing to the leaving player amongst all players that have negative balances equally. This may seem unfair as there are differing negative balances, however, as each player concerned is debited the same amount at that point the existing ratios are maintained and any further differences will be settled as remaining players leave. The same applies to any amounts that the leaving player may owe to the remaining player(s), only the amount owing is divided amongst players with positive balances equally.

If you are using the gambling feature of this game, make sure that No. 8 and No. 9 options are activated on the main menu. When a player leaves use option 5) PLAYER LEAVES and the system will figure out the transactions required to balance the accounts.

Joker Software takes no responsibility for the use made of the gambling facility provided in the RISK game.

It is up to you to check out the legality of any serious gambling in your state and country.

However, no monies need change hands here. It is always fun to watch the 'potential' wins and losses, using them to keep a score of the overall game.

The default bet is \$1.00 so that the accounts can track the overall game.

## PASSWORD

As mentioned above, the original password supplied with the game is RISK.

To change the password select 4) NEW PLAYER and enter the current password followed by a greater then sign ">" followed by the new password. Avoid the use of people's names as a password. This could cause conflict should a similar name be required for a player.

Remember it well or you may lock yourself out of the betting facility. Joker Software takes no responsibility for lost passwords.

## CREDITS

RISK conception and programming	— Wolfgang Flatow
RISK co-programming	— Wolfgang Flatow — Steve Zadarnowski
Disc management, systems analysis	— Steve Zadarnowski — Ray Patterson
Graphics	— Wolfgang Flatow — Steve Zadarnowski — Jenny Turner

A special thanks to Jenny who has provided me with artistic and logistic support throughout the creation of this programme.

A special thanks also to the investors who supported the development of this game.

Copyright © 6-6-1987 Wolfgang Flatow and Joker Software.

Copying of the RISK DISC is illegal except for personal backup purposes.

Copying of the RISK instructions to any media is illegal.

Help us help you. We will keep on creating polished software for your entertainment as long as we can make a living from our efforts. Please do not supply illegal copies of this game to anyone. This may help us help you.

This is a multiplayer game and just one disk can manage up to 90 players. Try it at your next party. We trust that the RISK game will provide many hours of entertainment.