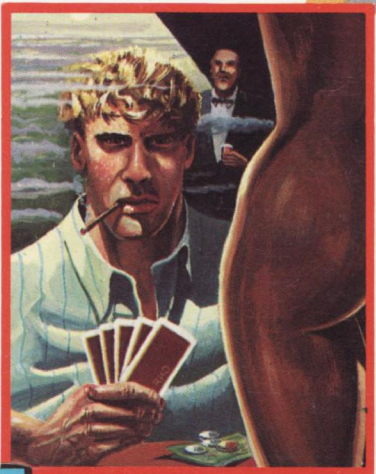




CPC 464/664/6128

Tensions

**COLLECTION
SIMULATION**

The stakes are riding high, and in the blue haze of the smoke-filled back-room, you push another "chip" across the table. Beads of sweat break out on your opponents' foreheads and a convulsive twitch betrays one player's frayed nerves. The piano-player slides into a deliciously voluptuous blues. And that's when SHE glides into the room, dripping sheer sensuality, swaying slinkily right up to you. Stay cool !



Tensions is an animated-graphics poker game, incorporating six players, each using different strategies, and a stripper so seductive you'll start steaming !



Made in France

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ERE INFORMATIQUE

1986



REGIS WILLM

The rules :

Your funds (the sum you borrow from the bank to play with), the minimum initial bet and the order of play are all fixed at the start. Dealing (distributing the cards) and opening (starting the betting) are taken in turns. Thus each player becomes opener then dealer.

Dealing the cards :

The dealer distributes 5 cards, one at a time. Without seeing his hand, each player places a chip (the minimum initial bet) in the central kitty.

Opening the game :

After the opener (who starts the betting), the players can in turn announce :

"pass" : the player doesn't bet, but reserves the right to bet when his turn comes round again.

Special cases :

1. If all four players "pass", the new dealer deals. The initial bets are added to the kitty. Opening requires a minimum hand (see the 1st hand in the Table of Hands) or better.

2. A better "opening" hand than the previous one is required each time all the players pass. This will continue until the minimum is "2 pairs Aces", at which time there is no longer a minimum required opening hand.

3. After a "pass" round, a "Folded" player (who has given up) can once again bet a sum equal to his opponents' bets.

"The openers" : the player bets an amount which must be less than both the kitty and the smallest personal funds in the game. The game has "opened".

Betting :

Once the game has opened, the player can :
"fold" : the player ends his participation in the round, and loses what he has already bet.
"see" : the player bets a total equal to that of the preceding player. He stops the betting and asks to see what hands the other players have.
"raise" : the player raises by betting more than the preceding player. This forces the following player to bet more if he wishes to see or raise. To ensure continuity, a raise must never exceed either the kitty or the smallest personal funds in the game.

Special cases : all the players "see" : the betting is finished. The players can improve their hands by changing one, two, three or four cards. A player may keep his original hand. A player may change 4 cards only if no one before him has already done so. Betting then begins again without minimum openers.

Determining the winner :

The remaining players compare hands. The player with the highest hand (see the Table) wins the kitty. If only one player is left, he wins the kitty without having to show his hand.

Bluff : an essential ingredient of poker. The idea is to scare all your opponents into folding by betting large amounts. If they all fold you don't have to show your hand.

Elimination : a player who has already borrowed and spent his catch-up funds borrowed from the bank is eliminated.

TABLE OF HANDS

NOTHING	No particular hand
PAIR	2 CARDS / SAME VALUE
2 PAIRS	2 x PAIR
3 OF A KIND	3 CARDS / SAME VALUE
STRAIGHT	5 CONSECUTIVE VALUES (any suits)
SUIT	5 CARDS OF SAME SUIT
FULL HOUSE	3 + 2
POKER	4 CARDS / SAME VALUE
STRAIGHT FLUSH	STRAIGHT IN NAME SUIT

NOTES :

- In a 32-card set, a suit is stronger than a full house.
- A near straight and a near suit are hands requiring only one card to become a straight or a suit.

Standard proposed version :

- advanced level
- 4 players (including you)
- 52 cards
- initial funds = 100
- initial bet = 1
- cards dealt 1 by 1
- normal speed

TABLE OF ORDERS

	SPACE BAR	ENTER	FIGURE + ENTER	OTHER KEY
ALL OPTIONS	used until option	validates option		restarts choice
CHANGE CARDS	keep the card	change the card		restarts choice from start
BETTING	Fold/pass (at start of round)	See/pass (at start of round)	opening bet	restarts choice

ARROWS : at the end of the round except if successful bluff :

Shows hand of player indicated by the arrow.

SHIFT + : shows the initial hand indicated by the arrow.

In the average game : indicates the average hand of the indicated player at the end of the session.

ESC : quit the strip-tease.

ESC : quit computer-only game (ends after current round).

Strip-tease animation :

Keep an eye on your funds.

Each time they reach a multiple of their initial level you'll be able to admire the stripper at work ! But just a little, because the entire strip routine is reserved for a player who has eliminated his three opponents. Eight separate scenes for your pleasure. This animation doesn't take place in the computer-only game or when there are several real players.