

01838D Program Description I

Program Title	DRAW POKER		
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Program Description, Equations, Variables The 5 lettered keys on your HP-67 or -97 (A-B-C-D-E) are used to deal yourself a five-card POKER HAND. From this hand, you may reject any (or all) of the cards and draw new ones. You then calculate how much you have won or lost depending on the amount of your bet and the "quality" of your hand. This program uses a unique system of scoring to give you the same odds as in real poker! It works by comparing each card against the others to determine the number of pairs in your hand:

5 OF A KIND = 10 PAIRS	FULL HOUSE = 4 PAIRS	3 OF A KIND = 3 PAIRS
4 OF A KIND = 6 PAIRS	STRAIGHT = special	1-2 PAIRS = 1-2 PAIRS

Since it was impossible to program the calculator to compare 5 different cards in a RANDOM SEQUENCE to one of the five possible "straights," the author decided to let the player determine if he won! (There are some things that a human can still do better and faster - e.g. DETERMINE WHETHER 5 CARDS IN RANDOM SEQUENCE, IF RE-ARRANGED, WOULD EQUAL A "STRAIGHT.") Since it is harder to obtain a "straight" with this program than in real poker, the "odds" are doubled if you make it: 7 instead of $3\frac{1}{2}$!

Operating Limits and Warnings NONE! The player is cautioned, however, against using the "DRAW" feature of this program to CHEAT. If you desire maximum satisfaction from obtaining a particular winning poker hand, DO NOT CHEAT. Allow the laws of chance and probability to do "their thing" on your poker hands!!!

This program has been verified only with respect to the numerical example given in *Program Description II*. User accepts and uses this program material AT HIS OWN RISK, in reliance solely upon his own inspection of the program material and without reliance upon any representation or description concerning the program material.

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01838D Program Description II

Page 2 of 7

Sketch(es)	EXAMPLES OF POKER HANDS	[RANKED IN ORDER OF HIGHEST TO LOWEST]				
FIVE OF A KIND	=	9♥	9♠	9♦	9♣	JOKER
FOUR OF A KIND	=	8♥	2♦	8♠	8♦	8♣
FULL HOUSE	=	A♥	3♥	3♦	A♣	A♦
STRAIGHT	=	2♠	3♦	4♥	5♥	6♣
THREE OF A KIND	=	2♥	3♥	4♦	3♠	3♦
TWO PAIRS	=	A♥	9♦	8♣	8♥	9♥
ONE PAIR	=	7♦	7♥	6♥	2♣	3♦

Sample Problem(s)

NOTE: After you have written the program into the calculator's memory, do the following:

GTO 0 0 3 7 → 037 23.00 (DSP 0)

FOR DEMONSTRATION PURPOSES ONLY:

ADD R/S → 038 84 (R/S)

Switch to "RUN." Press f CL REG

EXAMPLE #1 —

	Keystrokes:	Output:	
Input seed.	1 2 3 4 5 f E	→	0.0
Make your bet (\$5).	5 f A	→	5. **
"Turn over" CARD #1	A	→	20000. (CARD #1 = 2)
CARD #2	B	→	25000. (CARD #2 = 5)
CARD #3	C	→	25900. (CARD #3 = 9)
CARD #4	D	→	25950. (CARD #4 = 5)
CARD #5	E	→	25958. (CARD #5 = 8)

You have decided that you will EXCHANGE the first, third, and fifth CARDS (2, 9, 8) = GTO page 3 =

** Normally, the display will flash twice and then calculate a new seed. Now, however, we have inserted an R/S for DEMONSTRATION PURPOSES; therefore, the display comes to a HALT; it does not FLASH.

Reference(s)

01838D Program Description II

Page 3 of 7

EXAMPLE #1 - continued

DRAW (to replace CARD #1)	A →	95958.	
DRAW (to replace CARD #3)	C →	95958.	(CARD 3 REMAINS 9)
DRAW (to replace CARD #5)	E →	95955.	
Wow! A Full House!			
Calculate your winnings.	f C →	25.	WON FOR FULL HOUSE
		25.00	TOTAL

EXAMPLE #2 -

Make your bet. (\$10)	10	f A →	10.	**
"Turn over" CARD #1		A →	80000.	(CARD #1 = 8)
CARD #2		B →	84000.	(CARD #2 = 4)
CARD #3		C →	84100.	(CARD #3 = 1)
CARD #4		D →	84150.	(CARD #4 = 5)
CARD #5		E →	84152.	(CARD #5 = 2)

EXCHANGE the last three cards (1,5,2).

DRAW (to replace CARD #3)	C →	84952.
DRAW (to replace CARD #4)	D →	84992.
DRAW (to replace CARD #5)	E →	84999.

Three of a kind is not too bad, considering what cards you started with.

Calculate your winnings.	f C →	40.	FOR 3 OF A KIND.
		65.00	TOTAL

= **GTO** page 4 =

01838D Program Description II

Page 4 of 7

EXAMPLE #3 —

Make your bet (\$25).	25	f	A	→	25. **	
"Turn over" CARD #1			A	→	30000.	(CARD #1=3)
CARD #2			B	→	31000.	(CARD #2=1)
CARD #3			C	→	31600.	(CARD #3=6)
CARD #4			D	→	31680.	(CARD #4=8)
CARD #5			E	→	31681.	(CARD #5=1)

On a "hunch," you decide to EXCHANGE the first, second, and fifth cards (3,1,1).

DRAW (to replace CARD #1)	A	→	91681.
DRAW (to replace CARD #2)	B	→	97681.
DRAW (to replace CARD #5)	E	→	97685.

Your "hunch" paid off! You ended up with a STRAIGHT.

Calculate your winnings. f C → 97685. (flashing)

You must now let your calculator "know" whether or not you made a STRAIGHT:

{ If you did, press "+"
 { If you missed, press "-"

You did make the STRAIGHT. + → 195370. (2x 97685)
 175. FOR YOUR STRAIGHT,
 240.00 TOTAL

EXAMPLE #4 —

Make your bet (\$100).	100	f	A	→	100. **	
"Turn over" CARD #1			A	→	40000.	(CARD #1=4)
CARD #2			B	→	47000.	(CARD #2=7)
CARD #3			C	→	47700.	(CARD #3=7)
CARD #4			D	→	47740.	(CARD #4=4)
CARD #5			E	→	47746.	(CARD #5=6)

Try for a Full House. EXCHANGE your last card.

DRAW (to replace CARD #5). E → 47745. (You missed!)
 Calculate your winnings. f C → 300. FOR TWO PAIR
 540.00 TOTAL

1	BET and DEAL	WIN or LOSE?	RCL \$	(SEED)	2
CARD #1	CARD #2	CARD #3	CARD #4	CARD #5	

STEP	INSTRUCTIONS	INPUT DATA/UNITS	KEYS	OUTPUT DATA/UNITS
1	Load side 1 and side 2.		<input type="text"/> <input type="text"/>	
2	Input a seed: any positive number.	SEED	f E	0.0
3	PLACE YOUR BET and DEAL!		<input type="text"/> <input type="text"/>	
	== Your bet may be any integer wager (whole dollar amount) of any reasonable number (e.g. - up to ONE BILLION DOLLARS!)	BET	<input type="text"/> <input type="text"/>	
			f A	BET.
			<input type="text"/> <input type="text"/>	flashing*
4	"TURN OVER" YOUR CARDS.		<input type="text"/> <input type="text"/>	
	== NOTE: This must be done during the one-second pauses during which your BET or HAND is displayed.		<input type="text"/> <input type="text"/>	
			A <input type="text"/>	A0000.**
			B <input type="text"/>	AB000.
			C <input type="text"/>	ABCOO.
			D <input type="text"/>	ABCD0.
			E <input type="text"/>	ABCDE.
			<input type="text"/> <input type="text"/>	flashing*
5	Decide which CARD(s) you wish to EXCHANGE and repeat STEP 4. (See example.)		<input type="text"/> <input type="text"/>	
6	Calculate whether you have WON or LOST.		f C	\$. TOTAL \$.00 ~OR~
			<input type="text"/> <input type="text"/>	
6A	If your hand contains NO PAIRS OF CARDS, the program will flash your hand again. DETERMINE if your hand consists of a "STRAIGHT" (12345, 23456, etc.)		<input type="text"/> <input type="text"/>	ABCDE. flashing*
	IF IT DOES ———→ (+)		<input type="text"/> <input type="text"/>	
	IF NOT ———→ (-)		<input type="text"/> <input type="text"/>	
			+ <input type="text"/> } - <input type="text"/> }	\$. TOTAL \$.00
7	For a NEW HAND, go to STEP 3.		<input type="text"/> <input type="text"/>	
8	To display the number of hands "WON"		RCL 6	# won
9	To display the number of hands "LOST"		RCL 0	# LOST
10	To display the TOTAL AMOUNT won or lost		f D	TOTAL \$.00
			<input type="text"/> <input type="text"/>	
	* "flashing" - This means that the display pauses (flashes) twice and then calculates a new SEED. This process keeps repeating.		<input type="text"/> <input type="text"/>	
	** A = "CARD" #1, B = "CARD" #2, etc.		<input type="text"/> <input type="text"/>	

Program Listing I

Page 6 of 7

01828D			COMMENTS		STEP KEY ENTRY KEY CODE COMMENTS				
001	* g LBL e	32 25 15	PSEUDO-RANDOM NUMBER GENERATOR		h STO I	35 33			
	↑	41			RCL (i)	34 24			
	↑	41			f x≠0	31 61			
	1	01		060	GTO 8	22 08			
	.	83			h RCL I	35 34			
	4	04			1	01			
	9	09			-	51			
	2	02			g 10 ^x	32 53			
	7	07			RCL E	34 15			
010	+	61			1	01			
	RCL E	34 15		0	00				
	+	61		X	71				
	9	09		f INT	31 83				
	.	83	070	STO (i)	33 24				
	9	09		f x=0	31 51				
	7	07		GTO 7	22 07				
	X	71		X	71				
	g FRAC	32 83		DSP 0	23 00				
	STO E	33 15		STO + 9	33 61 09				
020	CL 7	44		RCL 9	34 09				
	DSP 1	23 01		GTO 0	22 00				
	h RTN	35 22	*	f LBL 8	31 25 08				
*	g LBL a	32 25 11		h RCL I	35 34				
	STO A	33 11	080	1	01				
	0	00		-	51				
	STO 1	33 01		g 10 ^x	32 53				
	STO 2	33 02		X	71				
	STO 3	33 03		STO - 9	33 51 09				
	STO 4	33 04		0	00				
030	STO 5	33 05		STO (i)	33 24				
	STO 8	33 08		h RCL I	35 34				
	STO 9	33 09		GTO 9	22 09				
	RCL A	34 11	*	f LBL 7	31 25 07				
*	f LBL 0	31 25 00	090	g GSB e	32 22 15				
	g GSB e	32 22 15		h RCL I	35 34				
	h R↓	35 53		GTO 9	22 09				
	DSP 0	23 00	*	g LBL c	32 25 13				
	h PAUSE	35 72		RCL 5	34 05				
	h PAUSE	35 72		RCL 4	34 04				
040	GTO 0	22 00		f GSB 4	31 22 04				
*	f LBL A	31 25 11		RCL 3	34 03				
	5	05		f GSB 4	31 22 04				
	GTO 9	22 09		RCL 2	34 02				
*	f LBL B	31 25 12	100	f GSB 4	31 22 04				
	4	04		RCL 1	34 01				
	GTO 9	22 09		f GSB 4	31 22 04				
*	f LBL C	31 25 13		RCL 5	34 05				
	3	03		f GSB 4	31 22 04				
	GTO 9	22 09		RCL 3	34 03				
050	* f LBL D	31 25 14		f GSB 4	31 22 04				
	2	02		RCL 1	34 01				
	GTO 9	22 09		f GSB 4	31 22 04				
*	f LBL E	31 25 15		RCL 4	34 04				
	1	01	110	f GSB 4	31 22 04				
	GTO 9	22 09		RCL 2	34 02				
*	f LBL 9	31 25 09		f GSB 4	31 22 04				
REGISTERS									
0 # of LOSSES	1 CARD #1	2 CARD #2	3 CARD #3	4 CARD #4	5 CARD #5	6 # of WINS	7 TOTAL \$	8 # of PAIRS	9 CURRENT "HAND"
S0	S1	S2	S3	S4	S5	S6	S7	S8	S9
A BET.	B	C	D	E SEED	I USED				

STEP	KEY ENTRY	KEY CODE	COMMENTS	STEP	KEY ENTRY	KEY CODE	COMMENTS	
	RCL 5	34 05			1	01		
	f GSB 4	31 22 04		170	STO + 6	33 61 06		
	RCL 8	34 08			GTO fd	22 31 14		
	f X ≠ 0	31 61	Rg → # OF PAIRS	*	f LBL 1	31 25 01	YOU LOST!	
	GTO 3	22 03			RCL A	34 11	YOUR BET X2	
	h SF 1	35 51 01			2	02		
	5	05			X	71		
120	h STD I	35 33			CHS	42		
	f GSB 5	31 22 05			f - x -	31 84		
	h F? 1	35 71 01			STO + 7	33 61 07		
	GTO 1	22 01			1	01		
*	f LBL 6	31 25 06	FI WAS CLEARED, NOW YOU MUST LET THE CALCULATOR KNOW IF YOU MADE YOUR "STRAIGHT"	180	STO + 0	33 61 00	DSP WINNINGS	
	RCL 9	34 09		*	g LBL d	32 25 14		
	↑	41			RCL 7	34 07		
	h PAUSE	35 72			DSP 2	23 02		
	h PAUSE	35 72			R/5	84		
	f X = 0	31 51	YES → + NO → -					
130	GTO 1	22 01						
	RCL 9	34 09						
	2	02						
	X	71						
	g X = Y	32 51		190				
	GTO 2	22 02						
	GTO 6	22 06						
*	f LBL 4	31 25 04	COUNTS NUMBER OF PAIRS IN YOUR HAND.					
	g X ≠ Y	32 61						
	h RTN	35 22						
140	1	01						
	STO + 8	33 61 08						
	h R ↓	35 53						
	h RTN	35 22						
*	f LBL 5	31 25 05	DETERMINES IF IT IS POSSIBLE FOR YOU TO HAVE A "STRAIGHT"	200				
	RCL (i)	34 24						
	g X = Y	32 51						
	h CF 1	35 61 01						
	h R ↓	35 53						
	f DSZ	31 33						
150	GTO 5	22 05						
	h RTN	35 22						
*	f LBL 3	31 25 03	YOU'VE WON!					
	RCL 8	34 08						
	1	01	# OF PAIRS + 1 X YOUR BET	210				
	+	61						
	RCL A	34 11						
	X	71						
	f - x -	31 84						
	STO + 7	33 61 07						
160	1	01						
	STO + 6	33 61 06						
	GTO fd	22 31 14						
*	f LBL 2	31 25 02	YOU'VE WON!					
	RCL A	34 11						
	7	07	YOUR BET X7 FOR A STRAIGHT.	220				
	X	71						
	f - x -	31 84						
	STO + 7	33 61 07						
LABELS				FLAGS		SET STATUS		
A CARD #1	B CARD #2	C CARD #3	D CARD #4	E CARD #5	0	FLAGS	TRIG	DISP
a BET + DEAL	b	c WIN OR LOSE?	d RCL \$	e (SEED)	1 used	ON OFF		
0 DSP LOOP	1 LOSE	2 WIN - STRAIGHT	3 WIN - PAIRS	4 COUNT PAIRS	2	0 <input type="checkbox"/> <input checked="" type="checkbox"/>	DEG <input checked="" type="checkbox"/>	FIX <input checked="" type="checkbox"/>
5 USED	6 DSP LOOP	7 ZERO "CANCEL"	8 2ND CARD	9 DSP CARDS	3	1 <input type="checkbox"/> <input checked="" type="checkbox"/>	GRAD <input type="checkbox"/>	SCI <input type="checkbox"/>
						2 <input type="checkbox"/> <input checked="" type="checkbox"/>	RAD <input type="checkbox"/>	ENG <input type="checkbox"/>
						3 <input type="checkbox"/> <input checked="" type="checkbox"/>		n <u>2</u>