Red Black Poker Guide

Red Black Poker is a casino video poker machine simulator. Red Black Poker doesn't require real money to play. Red Black Poker follows the rules of the classic game of poker with a few small exceptions and twists.

Inserting Money



First you need to add money into your wallet. Adding money to your wallet is basically simulating inserting money into the machine. The wallet is your bank account. You can add as much money as you wish.



Now transfer the money from " Wallet" to "Cash". " Cash" represents the money that is available for betting. Your winnings will be added to "Cash".

Red Black Poker Winnings

Before getting into the actual game play the winning hands in Red Black Poker are described below from the lowest to highest.The Joker is Wild (it can be any card):

Two Pairs Example worth 5 points:



Three of a kind Example worth 10 points:



Straight Example worth 15 points:



Flush Example worth 20 points:



Full House Example worth 25 points:



Four of a Kind Example worth 100 points:



Straight Flush Example worth 250 points:



Royal Flush Example worth 1000 points:



Five of a Kind Example worth 5000 points:



Keep in mind the Joker is wild and can be any of these cards.

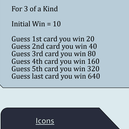
The Value of Your Bet

The amount that is bet for each round is set at 1, by default. This amount can be changed by the player by pushing the + or - bet buttons. If the + or - bet buttons are held down the amount will continue to increase or decrease until the player releases the button. The maximum bet for any round is 100. The payout for a winning hand increases as the amount the player bets increases.



Set the Bet amount

Game Play

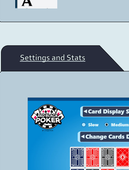


Click the Draw button to begin



Note that 1 point is deducted from the cash amount

First hand: Five cards are displayed. The possible winning cards are automatically held by the program. In this case two Aces. You can choose any cards that you wish to hold by simply clicking on them. The computer doesn't necessarily make the best choice every time.
Click the Draw button again to replace the cards that were not chosen.



Second Hand: The discarded cards are replaced by new ones, and the player is credited for any winning hand. In this case there is a winning hand, Two Pairs.



(Please note this screenshot is from another hand. I wasn't fast enough to capture that specific screenshot)

While a short song plays, these two buttons appear giving you the choice to either Double Up or Collect your winnings. If you don't make a choice between these two buttons, by default you will be taken to the Double Up page. However, if you choose to Collect the money. The process repeats, and a new hand will be displayed automatically

Red or Black Double Up

On this page you have the chance to Double Up your winnings by guessing the color of up to six cards. Each time the color of a card is guessed the initial winnings doubles up exponentially up to 64 times. You have the choice to collect your winnings at any point even if you choose not to guess any cards. However, if at any point you guess the wrong color you lose all the money in this session. You go bust.

Example:

For 3 of a Kind

Initial Win = 10

Guess 1st card you win 20
Guess 2nd card you win 40
Guess 3rd card you win 80
Guess 4th card you win 160
Guess 5th card you win 320
Guess last card you win 640

Icons

Grab and drag the game window with left mouse button
Close game window
Toggle original size and full size of the game window
Minimize game window
Settings and Statistics

All settings, statistics and winnings are saved automatically when the window is closed

Bonus

The Bonus column is located on the left side of the winnings table. The column is composed by nine bricks. When a single pair of Jacks or better is won another brick is activated. When the last brick activates you are taken automatically to the Double Up page where you get a chance to either collect 20 points or Double Up to increase your winnings.

Settings and Stats

Card display speed - Sets the speed of which cards are displayed to the user.
Change card design - Changes the back design of the main playing cards.
Reset all data - Resets all game data including winnings, statistics, display speed and card design. This feature requires game restart. General Statistics - Displays how many times the user won specific hands and guessed all the cards in the double up session.

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