Joker Poker video poker

Introduction

Joker Poker video poker game is played with one deck of cards (52 cards + Joker).

A game consists of two rounds. Five cards are being dealt. At the end of the first round the player can select which cards to hold. After the first round, if the game maintains Auto Hold mode, the player will be offered which cards are best for him/her to hold, as those cards are automatically marked. The player can deselect those cards and mark different ones, as he wishes. The rest of the cards are "disposed". A second round starts, after the selection of the cards that will be held is made. The "disposed" cards are replaced with different cards from the deck of cards. If there is a winning combination, at the end of the second round, the player wins that amount.

How to Bet

- A wagering denomination (coin value) is displayed on the denomination button. This value could be changed, as the button is activated, and then any of the four denomination buttons is selected.
- Game bet is selected as any of the 5 bet buttons (located in the lower middle part of the screen) is being activated. When the player activates a certain bet button, simultaneously a bet is selected and the game is started. Activation of those buttons is also possible by pressing „C", „V", „B", „N" and „M" buttons from the keyboard. Pressing „C" button places the smallest bet, pressing „V" button places next bet and so on.
- When opening the game at first, the lowest bet button is always selected by default.
- If when activating a bet field there is a sum that was won, the animation of the increasing amount won in the "Win" field stops and the whole amount won is visualized.

Gamble Feature

In case of a winning, the player is given the option to access the Gamble round, by pressing the active button "Gamble".

Gamble feature activates when Gamble screen is open and the card in the middle of the screen is face down and flashes red and black. The label "Gamble Attempts Left" shows the number of trials the player has for this game. The label "Gamble Amount" shows the amount the player would like to double in the game Gamble. The label "Gamble to Win" shows the amount which a player could win if he/she guesses the color of the card. There are two buttons to select: "Red" and "Black". Clicking the "Black" button is also possible by clicking the „▶" from the keyboard. Clicking the "Red" button is also possible by clicking the „◀" from the keyboard. When selecting "Black" or "Red", the card is moved up in the screen and is kept as history. Last five cards from the player's session are kept in the History section.

If the player has guessed the color of the card, a new card appears in the middle of the screen face down and flashes red and black. This process continues until the player makes a wrong guess. The sum from field "Gamble Amount" is shown in the field "Win". If the player wishes to end the game "Gamble", he/she activates the button "Collect". The screen closes and the amount from the field "Win" is transferred to the field "Balance".

If the player does not guess the color of the card, the game Gamble ends, and the player loses the amount. The screen closes up. The amount from the field "Win" is lost, and does not add up to the Balance.

Game Controls

Following fields appear on the screen of the Joker Poker game:
- ***"Balance/Credit"*** - upon activation of this field, the player switches from credit to currency which he/she has chosen to play with. This is also valid when switching from

currency to credit. The activation of this button is possible at all stages of the game;

- **"Win"** – this field displays the total amount won from that particular game. If, while the animation of the increasing amount goes, "Collect" button is activated, the animation stops and the amount won for this game is shown;
- **"Last Win"** – this field displays the last winning amount from the game.

Following buttons appear on the screen of the Joker Poker game:

Button	Name	Description
	Deal	When activating button "Deal", the cards start to deal, and this button turns into "Draw" button. If there was an amount previously won, it is automatically added to the player's balance. Dealing of the cards should also start when using the Space button (from the keyboard). At the end of the first round, the player selects cards he/she wants to hold, by pointing the card with the mouse cursor and clicking its left button.
	Draw	When the button "Draw" is activated, the cards from the second round are being dealt, and this button changes into "Deal" button if there is no winning combination, and if there is winning combination it changes into "Collect" button. Space button can also start second round of the game.
	Collect	When activating "Collect" button, the animation of the increased winning stops and in the field "Win" the entire winning sum is shown, and the button gets status "Deal". The animation of the increased winning can also stop by activation of the "Space" button (from the keyboard).
	Gamble	When activated it opens up the Gamble screen. Pressing the „◄" or „►" buttons from the keyboard can also activate "Gamble".
	Denomination	Displays the value of one credit. Clicking this button is also possible by pressing „X" button from the keyboard. This button is inactive while the cards are dealing and when the game is in Gamble mode. When clicking the button there are four different buttons with different values, from which the player can select. The selection of the specific value is also possible by pressing following buttons „C", „V", „B" and „N" from the keyboard. Pressing „C" button selects the smallest denomination, pressing „V" button selects next one and so on. If there is win amount, when changing the denomination this amount is added to the player's balance and he/she cannot gamble this amount furthermore.

	Sound control	Upon activation of the button, the sound of the game is switched on/off, depending on its preceding condition.
	Screen size control	Upon activation of the button, the screen either expands or decreases its size, depending on its current state.
	Speed	A button to adjust the fastness of dealing of the cards. The game maintains 3 different types of speed for dealing of the cards, which change when button is activated. Activation of this button is also possible by pressing „." symbol from the keyboard.
	Exit	When activating this button, the player leaves the game. The button is inactive when the cards are being dealt and when the game is in Gamble mode. In case a sum is won, during the activation of the button, the won amount is added to the player's balance and the game is closed. The player cannot gamble this last amount won furthermore. Activation of this button is also possible by pressing „," symbol from the keyboard.

On the top of the game screen, the player can also see the number of the game and the local time according to his/her PC.

Rules

- Payouts are displayed on the Paytable.
- Malfunction voids all pays and plays.

Jackpot Cards Bonus

Jackpot Cards Mystery is a randomly triggered bonus while any **Jackpot Cards** stamped game is played.

Jackpot Cards is a four-level mystery jackpot. Each mystery jackpot level is illustrated by a card suit:

- CLUBS - 1st level (the lowest jackpot value);
- DIAMONDS – 2nd level;
- HEARTS - 3rd level;
- SPADES - 4th and the highest level.

Each **Jackpot Cards** mystery level value and currency is displayed on the right side of its corresponding card suit symbol.

The jackpot levels contribution is a percentage of the player's bet.

- **TRIGGERING**

The **Jackpot Cards** Mystery bonus can be randomly triggered after a single game is finished and all resulting winnings are collected. When the **Jackpot Cards** Mystery is triggered, the player is automatically guaranteed one of the mystery jackpot levels.

Jackpot Cards Mystery plays on top of the base game and does not close it. After it finishes, the control goes back to the game that has being played prior to the triggering of the **Jackpot Cards** Mystery bonus.

- **RULES AND CONTROLS**

Once triggered, the player is taken to the Jackpot Cards bonus game where a pick field made up of 12 cards face-down is displayed. The player selects cards by left-mouse click until revealing 3 matching card suit symbols. The **Jackpot Cards** Mystery level corresponding to the revealed suit will be awarded. The bonus amount will correspond to the amount accumulated at the moment of revealing the last matching symbol. To be able to end the **Jackpot Cards**, the player will be invited to press on "Collect" button, thus adding the bonus game winnings to his/her total balance.

The amount won in the **Jackpot Cards** Mystery round cannot be taken to the Gamble round.

The player has a reasonable chance to win the highest level of the bonus game with any of the qualifying bets, every time he enters the **Jackpot Cards** bonus. However, the higher the qualifying bet in the base game, the higher the chance to enter the bonus and win any one of the mystery jackpot levels.

Qualifying bets:

- **SLOW INTERNET CONNECTION AND DISCONNECTION**

A slow Internet connection could cause a delay and show outdated jackpot values.

Jackpot Cards bonus supports recovery in case of disconnection.

- **WINNERS**

If any of the jackpot mysteries is awarded, all the players that are playing **Jackpot Cards** stamped games will be notified that such event occurred on their screens.

Game Interruptions

- ### Full Game Recovery

In the event that the game is interrupted due to a loss of connection, next time when the player accesses the game, the unfinished game will be automatically resumed at the state it was interrupted at the time immediately before the interruption.

- ### Cancelation

In case the game has been canceled independently from the player, the moment of the cancelation is considered to be the end of the game. Any funds accumulated will be automatically returned to the player.

Return to Player

Return to Player of the Joker Poker game is 99.31%.