



MODEL 75033
For 1 player / Ages 8 and up
INSTRUCTION MANUAL

P/N 82391700 Rev.C

Experience a real World Poker Tour™ Tournament!

You'll be in the hot seat as you battle over 200 virtual opponents. Card turning and betting action is easy to follow as big screen play allows you to track your opponents every move. As virtual tables shut down, only the high rollers will survive as the best players make their way to the final table. So, put on your best poker face and get into the game!

FEATURES AND BUTTONS



ON/DEAL/ENTER – Press this button to turn the game ON. Press and hold the ON button for 2 seconds to start a new game. Press the DEAL button at the beginning of each round to shuffle and DEAL the cards to each player. Press ENTER to confirm your betting action.

SKIP/ZIP/OP. BANK – This button allows you to speed up game play or to review competitor moves:

- If a competitor is BETTING:
 - **SKIP** - Pressing this button immediately reveals the competitors BET choice and play continues to the next opponent. You have the option of SKIPPING through each competitor.
 - **SKIP** - Pressing and holding this button eliminates all detailed play (i.e. BETTING) and it immediately becomes your turn again or goes to the next stage of the game.
- **ZIP** - If you FOLD, pressing and holding this button will eliminate all detailed play (i.e. dealing, BETTING) and will immediately reveal the winning players hand.
- **OP. BANK (OPPONENTS BANK)** - If you're BETTING and need competitive insight, press this button to toggle through each competitors previous BET and current BANK amount.

SOUND/HIGH SCORE – Turn the SOUND ON or OFF. Press and hold the HIGH SCORE button to reveal your highest BANK ever reached.

BET/RAISE/ALL-IN – Press the BET button to select the amount you would like to wager. You can also RAISE above your opponents wager. When you RAISE to the maximum value of your BANK, you have gone ALL-IN.

CHECK/CALL – If no one has previously BET, you have the option to press the CHECK button which allows you to continue playing without wagering credits. **NOTE:** This function is only available after the FLOP, TURN and RIVER. Pressing the CALL button will allow you to match the highest BET amount previously made by a competitor.

FOLD – Pressing the FOLD button means you have decided to remove yourself from play and will **NOT** CALL or RAISE your hand.

RESET – Insert a blunt point into this button to reset the game to its original settings.

SLEEP MODE - After 3 minutes of inactivity, the

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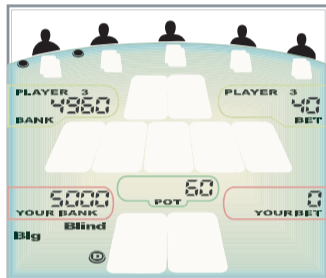
game will automatically shut down, going into "sleep mode." To turn it on again, simply press the ON button and the game will start back-up where you ended play.

HOW TO PLAY

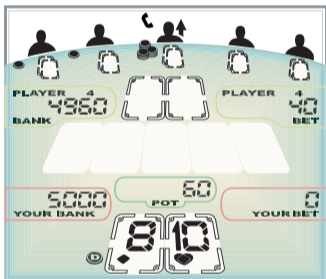
No Limit Texas Hold'Em is a fast pace high stakes poker game! The objective is to obtain the best five card combination among a total of seven cards with five community cards common to all players. The challenge is that you're sharing five of the seven cards with your opponents! "No Limit" means that any player can go "all in" - bet all the credit they have - during any round of betting. High stakes poker has never been so fun. So, let's get into the game.

Press the ON button to turn on the game. All players start with 5,000 credits in their BANK. You will always play at the same table; however, you will have new players join your table as other virtual tables shut down. Depending on the status of the game, you will have up to five opponents who will challenge your ability to get to the next round. The dealer or player who is ON THE BUTTON is randomly selected at the start of a game. Once selected, this status rotates clockwise from one player to the next after each round. The two players sitting to the left of the dealer or BUTTON must pay BLINDS.

BLINDS: Before cards are dealt, the two players to the left of the dealer are required to post predetermined forced BLIND/BETS. The player immediately to the left of the BUTTON must pay a SMALL BLIND that is half of the BIG BLIND. The second player from the BUTTON must post the BIG BLIND. Initially, the SMALL BLIND BET equals 20 credits and the BIG BLIND or LOWER LIMIT BET equals 40 credits. As play continues, the LOWER LIMIT BET will increase which directly impacts the value of the SMALL and BIG BLINDS. BLIND payments are automatically deducted from your BANK.

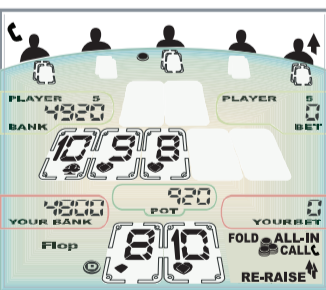


HOLE CARDS: The game begins with all the players receiving 2 cards face-down. Each player can only see his or her own cards.



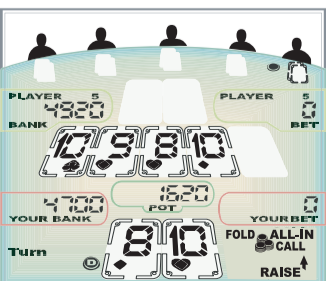
BETTING (FIRST ROUND) – Considering the first two players, left of the BUTTON, have already BET by paying BLINDS, BETTING continues clockwise with the third player. Players can BET, RAISE, FOLD, CALL, RE-RAISE or go ALL-IN. When it becomes your turn and you've chosen your action, press the ENTER button to continue play. Once every player calls or folds the next cards are dealt.

THE FLOP: Three community cards are dealt face-up on the center of the table. Players combine these cards with their own hand to construct the best five card hand possible.



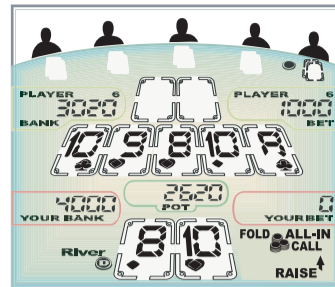
BETTING (SECOND ROUND) - Second round of BETTING again starts with the active or not folded player to the left of the BUTTON. Players can CHECK, BET, RAISE, FOLD, CALL, RE-RAISE or go ALL-IN. Once you've decided your action, press the ENTER button to continue play and when every player calls or folds the next card is dealt.

THE TURN: A fourth community card is dealt on the table face-up.



BETTING (THIRD ROUND) - Just like the second round of BETTING, the active player to the left of the BUTTON BETS. Players can again CHECK, BET, RAISE, FOLD, CALL, RE-RAISE or go ALL-IN. Once you've decided your action, press the ENTER button to continue play and the next cards are dealt.

The River: One final community card is dealt on the table face-up.

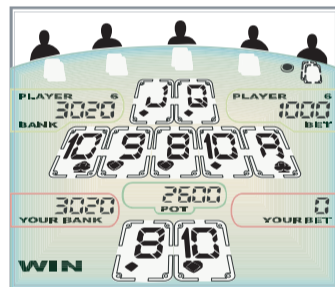


BETTING (FOURTH ROUND) - Fourth round BETTING begins just like the prior round with the active player to the left of the BUTTON. Players can again CHECK, BET, RAISE, FOLD, CALL, RE-RAISE or go ALL-IN. Once you've decided your action, press the ENTER button to continue play. Once all BETTING is complete the showdown begins.

THE SHOWDOWN: The players show their hands. The best hand which is any five card combination of the community cards and player's cards WINS. The POT will automatically be added to the winners BANK. If two or more players have an equal hand the game will result in a DRAW, and the pot will be split evenly. If there is a SIDE POT(S), it will be divided after the SHOWDOWN.

Note: SIDE POT(S) occurs when a player does not have a BANK large enough to CALL previous BETS, forcing the player to go ALL-IN. The additional BETS, above the player going ALL-IN, will go into a SIDE POT(S) that will only be won by the player(s) who contributed. If the player who goes ALL-IN wins, this player will receive the main POT. The other players will evenly divide the remaining SIDE POT(S). However, if a player wins who contributed to a SIDE POT, they will win both the main and any contributing SIDE POT(S).

Press the DEAL button to begin another hand of Texas Hold'Em.



ADDITIONAL TERMS/SYMBOLS

ALL-IN – To BET your complete BANK.

BANK – A player's total number of earned credits.

BET – The act of wagering credit during each turn.

BLIND – A forced BET for the two individuals who sit to the left of the dealer. The SMALL BLIND is paid by the first player left of the DEALER. This BET is half of the BIG BLIND or LOWER LIMIT BET which is paid by the second player to the left of the DEALER. The BLIND will increase as the tournament progresses.

CALL – To match a competitor's current BET or BIG BLIND.

CHECK – If no one has previously BET, you have the option to CHECK which allows you to continue playing without wagering credits. This move is only available after the FLOP, TURN and RIVER.

FOLD – To withdraw yourself from a hand.

LOWER LIMIT BET – The predetermined amount that defines the total value of the BIG BLIND and the SMALL BLIND is half that value. This will increase as the tournament progresses.

MAX POT – The maximum size of an individual POT.

ON THE BUTTON/DEALER – At the beginning of the tournament, a player is randomly selected to deal the cards. As play continues, DEALER status rotates clockwise.

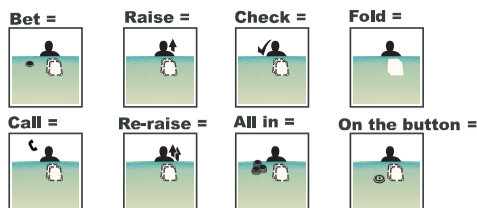
POT – The total credits accumulated from all community BETS and BLINDS

RAISE – To wager a BET that exceeds your opponent's previous BET.

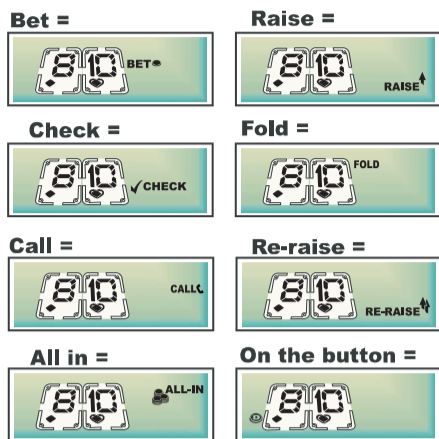
RE-RAISE – In the same round, to wager a second BET that exceeds your opponent's previous BET.

BETTING ACTIONS / OTHER SYMBOLS:

COMPETITORS



YOUR ACTIONS



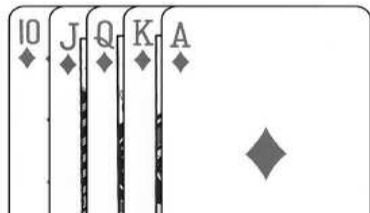
GAME PROGRESS:

ORDER – Small Blind, Big Blind, Flop, Turn, River, Win, Game Over.

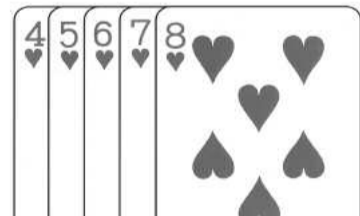


RANKING OF THE HANDS - Here are the basic hands, in order of the strongest to the weakest:

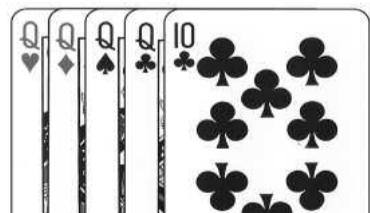
- Royal Flush:** A royal flush is a straight flush that has a high card value of Ace (Ex: A, K, Q, J, 10).



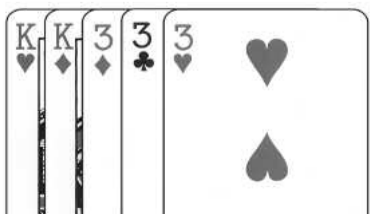
- Straight Flush:** A five card sequence in the same suit. (Ex: 8, 7, 6, 5, 4).



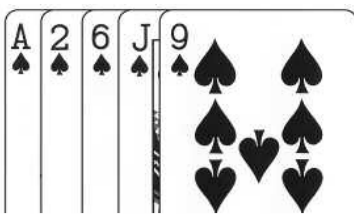
- Four of a Kind:** Four cards of the same value. (Ex: Q, Q, Q, Q).



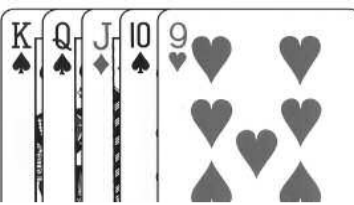
- Full House:** Three of a kind combined with a pair (Ex: 3, 3, 3, K, K). Ties on a full house are broken by the three of a kind, since it is impossible to have two equal sets of three of a kind in a single deck.



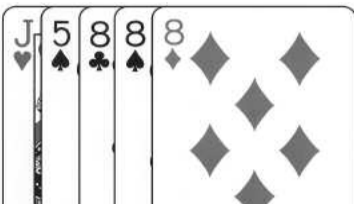
- Flush:** Any five cards of the same suit, but not in sequence. If two people both have a flush in the same suit, the person with the highest card is the winner.



- Straight:** Five cards in sequence, but not in the same suit. **Note:** There is no wrap around (it doesn't work if you have K, A, 2, 3, 4). The straight that has the highest card wins.



- Three of a Kind:** Three cards with the same value are considered three of a kind (Ex: 8, 8, 8). The three of a kind of the highest value wins.



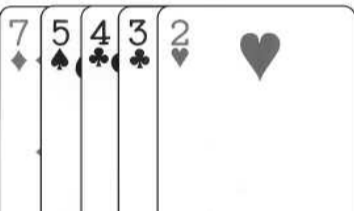
- Two Pair:** Two pairs (Ex: 7, 7, Q, Q). The pair with the higher value is used to determine the winner of a tie.



- Pair:** One pair (Ex: J, J).



- High Card:** If the hand has no other combination (see above), its worth is determined by the high card. If two players have the same high card, the tie is broken by the second highest card.



BATTERY INSTALLATION

This game is powered by one (1) CR2032 battery.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert one (1) CR2032 battery as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES

CAUTION

- As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.
- Do not dispose of batteries in fire.
- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.
- Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.

MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.

- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY (This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

Distributed by:
RADICA USA Ltd.
13628-A Beta Road
Dallas, TX 75244-4510



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