



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

P/N 82391710 Rev.D

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

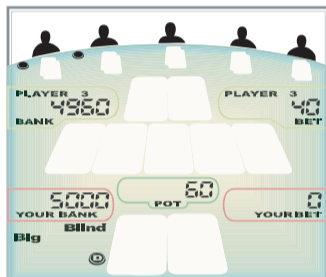
game will automatically shut down, going into "sleep mode." To turn it on again, simply press the ON button and the game will start back-up where you ended play.

HOW TO PLAY

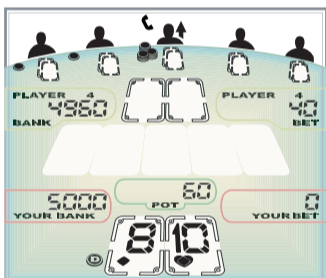
No Limit Texas Hold'em is a fast pace high stakes poker game! The objective is to obtain the best five card combination among a total of seven cards with five community cards common to all players. The challenge is that you're sharing five of the seven cards with your opponents! "No Limit" means that 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**.

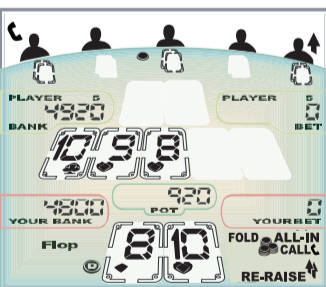


HOLE CARDS: The game begins with all the players receiving 2 cards face-down. Each player can only see his or her own cards.



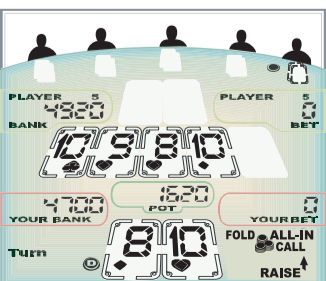
BETTING (FIRST ROUND) – Considering the first two players, left of the **BUTTON**, have already **BET** by paying **BLINDS**, **BETTING** continues clockwise with the third player. Players can **BET**, **RAISE**, **FOLD**, **CALL**, **RE-RAISE** or go **ALL-IN**. When it becomes your turn and you've 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.



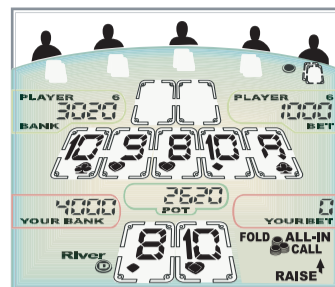
BETTING (SECOND ROUND) - Second round of **BETTING** again starts with the active or not folded player to the left of the **BUTTON**. Players can **CHECK**, **BET**, **RAISE**, **FOLD**, **CALL**, **RE-RAISE** or go **ALL-IN**. Once you've decided your action, press the **ENTER** button to continue play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

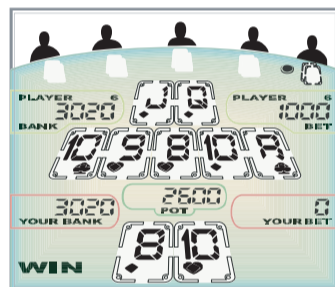


BETTING (FOURTH ROUND) - Fourth round **BETTING** begins just like the prior round with the active player to the left of the **BUTTON**. Players can again **CHECK**, **BET**, **RAISE**, **FOLD**, **CALL**, **RE-RAISE** or go **ALL-IN**. Once you've decided your action, press the **ENTER** button to continue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

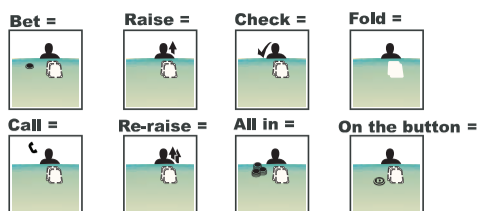
POT – The total credits accumulated from all community **BETS** and **BLINDS**

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

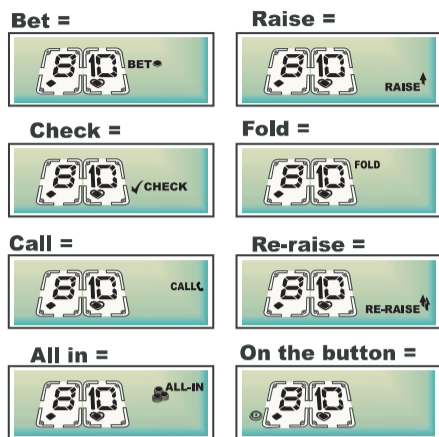
RE-RAISE – In the same round, to wager a second **BET** that exceeds your opponent's previous **BET**.

BETTING ACTIONS / OTHER SYMBOLS:

COMPETITORS



YOUR ACTIONS



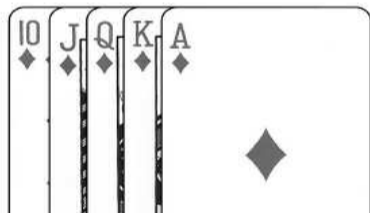
GAME PROGRESS:

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

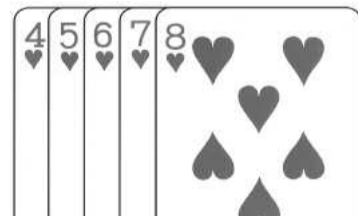


RANKING OF THE HANDS - Here are the basic hands, in order of the strongest to the weakest:

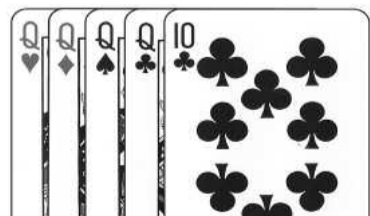
- Royal Flush:** A royal flush is a straight flush that has a high card value of Ace (Ex: A, K, Q, J, 10).



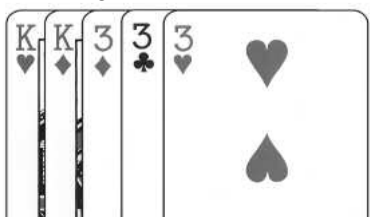
- Straight Flush:** A five card sequence in the same suit. (Ex: 8, 7, 6, 5, 4).



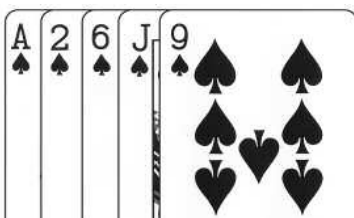
- Four of a Kind:** Four cards of the same value. (Ex: Q, Q, Q, Q).



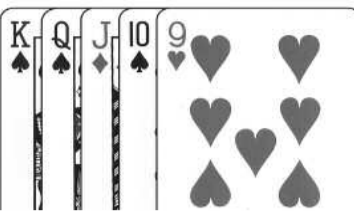
- Full House:** Three of a kind combined with a pair (Ex: 3, 3, 3, K, K). Ties on a full house are broken by the three of a kind, since it is impossible to have two equal sets of three of a kind in a single deck.



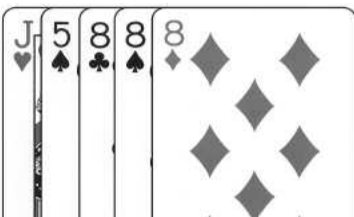
- Flush:** Any five cards of the same suit, but not in sequence. If two people both have a flush in the same suit, the person with the highest card is the winner.



- 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.



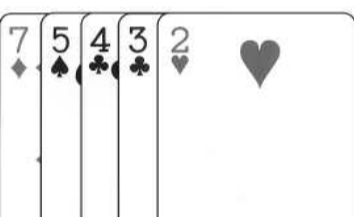
- Two Pair:** Two pairs (Ex: 7, 7, Q, Q). The pair with the higher value is used to determine the winner of a tie.



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

Please retain this for future reference.

RECYCLING - EUROPE

The consumer has a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, through re-using or recycling such equipment.

The crossed out wheelee-bin symbol on this product is to remind you that Waste Electrical and Electronic products should not be disposed of with household waste. If you are unable to re-use or recycle your product it should be disposed of at a civic amenity site.

While Radica toys comply with all relevant safety standards, we are obliged to tell you that some of the components used in electrical and electronic equipment may contain hazardous substances that can damage the environment and present a risk to human health if not properly disposed of.

6 MONTH PRODUCT WARRANTY (This product warranty is valid in the United Kingdom only)

All products in the **RADICA®** range are fully guaranteed for a period of 6 months 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.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the Technical Support team: **Tel. 0871 222 8278. Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm-11pm, Monday to Friday.**

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

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