GAME BOY ADVANCE

AGB-BWCE-USA

GOLDEN NUGGET CASINO

INSTRUCTION BOOKLET

MAJESCO

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Rev-D (L)

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INTRODUCTION

To get started with ***Golden Nugget® Casino***, please begin with the following:

1. Make sure your Nintendo Game Boy® Advance is turned off. Then plug the ***Golden Nugget® Casino*** Game Pak into the Nintendo Game Boy Advance.
2. Turn on your Game Boy Advance. In a few moments the Majesco Logo Screen should appear.
3. After the Majesco Logo Screen, the Title Screen will appear. Press Start to display the Lobby Screen.

Important Note: If nothing appears on the screen, turn the power switch OFF. Check to make sure the Game Pak is inserted correctly, then try again.

Always turn the power switch OFF before inserting or removing the Game Pak.

Brightness Control: When holding the **L Button** and **R Button** down; if the player presses Up or Down on the **Control Pad** the screen will dim or brighten.

THE LOBBY



On the Lobby Screen you can access all the games in ***Golden Nugget® Casino*** as well as resume play with a previously saved bank account balance by way of the Password Entry Screen. Simply use the **Control Pad** to highlight the type of game you wish to play, and then press the **A Button.**

Blackjack

Select to play **Blackjack.**

Table Games

Select to play either **Craps** or **Roulette.**

Slot Machines

Choose from a selection of **Slot Machines** to play.
See **Slot Machines** on page 18.

Video Poker

Choose from various **Video Poker** games to play.
See **Video Poker** on page 22.

Cashier

You can only borrow money from the cashier if you have less than $200. You can get a loan of up to $2,000 at a time, up to a maximum of $10,000. The cashier is similar to an ATM. On-screen instructions will lead you through the process of borrowing or repaying money.

Your initial bet limit is $500. If your winnings total between $10,000 and $20,000, you can increase your bet limit by $500 simply by visiting the ATM. With each $10,000 increment you earn you can further increase your maximum bet limit by $500 (up to $5,000).

Password

The Password Entry Screen allows you to enter a password and resume play with a previously saved bank account balance, See "Passwords" on page 8.



NAME ENTRY

Enter your name on the Name Entry Screen for use throughout the game. Follow these steps to do so:

- Use the **Control Pad** to move the on-screen highlight to the desired letter.
- Press the **A Button** to place the letter on the Name Entry Line.

- Press **SELECT** to input a lower case letter.
- Press the **B Button** to remove the previously placed letter from the Name Entry Line.
- When you're done entering your name, select the "OK" option.

PASSWORDS

The Password Entry Screen allows you to enter a password and resume play with a previously saved bank account balance. Passwords are composed of both letters and numbers. To enter a password, follow these instructions:



- Use the **Control Pad** to move the on-screen highlight to the desired character.
- Press **SELECT** to use lower case letters and alternate symbols.
- Press the **A Button** to place the character on the Password Entry Line.
- Press the **B Button** to remove the previously placed character from the Password Entry Line.
- When you're done entering your password, select the "OK" option.

CHIP TRAY

The Chip Tray allows you to change the amount of your Bet Unit at the card and table games. To display the Chip Tray, select the Bet Unit options while playing Blackjack, Craps or Roulette. Once the Chip Tray is displayed, change your Bet Unit amount via the following:



- Press the **Control Pad** to the Right or Left to highlight the desired wager amount.
- To add to the Bet Unit, move onto the chip you want and press the **A Button.**
- To decrease the Bet Unit, move onto the chip and press the **B Button.**
  When you've finished, move to the "Done" option and press the **A Button.**
- To clear the Bet Unit and start adding chips from scratch, highlight the "Clear" option and press the **A Button.**

Once you set your Bet Unit, you'll be using this amount as your basic bet until you change it.

BLACKJACK



RULES

Blackjack is a game played against the "house," or the casino. The object of the game is to achieve cards that add up to a number as close to 21 as possible. If you go over 21, you "bust" and are out of the hand. All cards are worth the numbers printed on them. Face cards are worth 10, and the ace is worth either 1 or 11, player's choice.

At the start of the game, each player is dealt a single card face up. Then each player is dealt another card. The dealer's first card is face down, but the second is face up. Try to make sure your total is higher than the dealer's without busting. If your hand is higher than the house's hand, you win. If it's a tie, you "push." If it's lower, you lose. If either you or the house draws 21 with the first two cards, it's called Blackjack. If you draw it, you win. If the dealer draws it, everyone loses. If both you and the dealer draw Blackjack, you tie.

PLAYING BLACKJACK

To place a wager, press the **Control Pad** Up to move the highlight onto the table and press the **A Button** to place a chip down. The value of the bet unit is placed each time you press the **A Button**. Once the betting is complete, press the **Control Pad** Down to once again highlight the options and select the "Done" option. The dealer will now deal the cards.

In Blackjack there are initially three options displayed at the bottom of the screen. After the cards are dealt,additional options will become available to you.

Speed Bet

Automatically selects the amount of the last bet you made and prepares you for the deal.

Bet Unit

Displays the Chip Tray that allows you to change your bet at the beginning of any hand. See ***Chip Tray*** on page 9.

Done

Causes the dealer to deal the cards.

Hit

Indicates you want another card. You can continue to Hit until you reach 21 or go bust.

Stand

Indicates you're satisfied with your hand. The dealer will always draw a card if his hand is less than 17. As soon as his hand totals 17 or more, he will Stand. In the event of a "Soft 17" (a hand which includes an Ace and can be counted as either 7 or 17), the dealer will always hit.

Double

While playing you can Double your bet, allowing you to place another Bet Unit. You will only be dealt one more card.

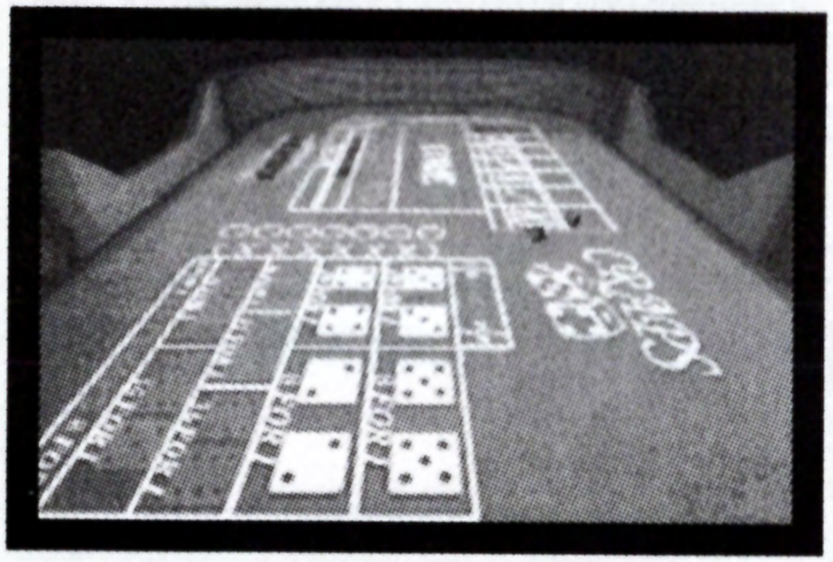
Split

On certain occasions, when your cards are identical (two 8s, for example), you can Split. This requires you to place another Bet Unit on the table and play each card as a separate hand.

Insurance

On occasion, the dealer will show an Ace as the face up card. The dealer will then ask you if you want insurance. This means that you must place an additional bet equal to one half your original bet on the chance the house has Blackjack. If you're right, you get your money back. If you're wrong, you lose the insurance bet and continue to play normally.

CRAPS



RULES

In Craps, the person rolling the dice is called the "shooter." Before the shooter rolls the first roll, the player bets on whether the shooter will roll a 7 or 11. Betting on the PASS line means that the player believes the shooter will roll 7 or 11. Betting on DON'T PASS means the player doesn't think the shooter will hit those numbers. PASS and DON'T PASS can only be bet on for the shooter's first roll.

If the shooter doesn't hit 7 or 11, or doesn't roll a 2, 3 or 12 (called "craps"), which are automatic losses for everyone, the number rolled becomes the "point." The shooter keeps rolling until the dice hit the point, 7, 11 or a craps.

The COME and DON'T COME bets are very similar to PASS/DON'T PASS, but they are opposite (a 7 or 11 wins for the COME while craps loses). Any other roll shifts the bet onto that number. If that number is rolled again, the bet wins, a 7 loses and all others allow the bet to remain. You can only bet COME/DON'T COME if the shooter is not on his/her first roll. Once the point is established,

or the COME/DON'T COME bets are placed, you can bet up to double your original bet on the bet's odds of winning. These bets are placed beside the original bets.

Players can also bet that a specific number will appear before a 7 is rolled by betting on the double line below the number. Similarly, you can bet that a 7 will be rolled before that number by betting on the line at the tip of a number's box. The last main bet is the FIELD where one of the listed numbers will be rolled on the next throw. Two and 12 win triple here.

On the right-hand section of the table are the "Proposition" bets--long odds for big payoffs. The four large boxes are betting that a double will be rolled before a 7 or any other version of this number. All other proposition bets are one-offs (bets that the next roll will be a 7, craps, 12, 2, 11, 3 or an 11/Craps).

PLAYING CRAPS

To place a wager, press the Control Pad Up to move the highlight onto the table and press the **A Button** to place a chip down. The value of the Bet Unit is placed each time you press the **A Button.** Once the betting is complete, press the **Control Pad** Down to once again highlight the options and select "Done." The view will change to reveal the dice automatically being thrown. When the dice have stopped moving, the perspective will return to betting view.

In Craps there are three options displayed at the bottom of the screen:

Clear

Select to clear all bets from the table.

Bet Unit

Select to display the Chip Tray that allows you to change the amount of your Bet Unit. See ***Chip Tray*** on page 9.

Done

Select to close the betting and cause the dice to be thrown.

ROULETTE



RULES

There are 40 numbers on a roulette wheel: 18 are red, 18 are black and 2 are green. You bet on the number that you believe the ball will drop into on the wheel. The two green numbers, 0 and 00, are automatic house wins. If they come up, you can win only if you have bet on one of those two numbers.

In Roulette there are a variety of bets you can place:

- You can bet on the particular color the ball will land on.
- You can bet on the exact number the ball will land on.
- You can bet on a pair of numbers located next to each other.
- You can bet whether the number the ball will land on will be odd or even.
- You can bet that the number the ball lands on will be between 1 and 12, 13 and 24, or 25 and 36, or even that it will be a number between 1 and 18 or 19 and 36.
- Players can even bet on a column of 3 numbers, placing their bets on the top line, or any of 3 rows of 12 numbers.

PLAYING ROULETTE

To place a wager, press the **Control Pad** Up to move the highlight onto the table and press the **A Button** to place a chip down. The value of the Bet Unit is placed each time you press the **A Button**. Once the betting is complete, press the **Control Pad** Down to once again highlight the options and select "Done." The view will now change to reveal the wheel spinning. When the wheel finally stops spinning, the perspective will return to betting view.

In Roulette there are four options displayed at the bottom of the screen:

Speed Bet

Select to automatically choose the amount of the last bet you made and spin the wheel.

Clear

Select to clear all bets from the table.

Bet Unit

Select to display the Chip Tray that allows your Bet Unit amount.
See **Chip Tray** on page 9.

Done

Select to close the betting and start the wheel spinning.

SLOT MACHINES

Golden Nugget® Casino allows you to play two different Slot Machines that share the following controls:

Coin Slot

Press the **A Button** while this is highlighted to drop a coin into the machine. Although you may insert as many coins as desired, the rollers will automatically begin spinning after the third coin.

Spin Button

Select to start the rollers spinning.

Cash Out Button

Select to empty accumulated credits from the machine.

Quit Button

Select to exit the current Slot Machine and return to the Lobby Screen.



Bet One

If you have accumulated credits, press this button to use one of the credits in the machine.

Bet Max

If you have accumulated credits, press this button to automatically bet three coins at once. If you have less then three coins in the machine, all remaining credits will be played.

WILD WEST

The Wild West machine has 3 reels and one pay line. You can also play 1 to 3 coins but the largest jackpot is only available if you play 3 coins. Although unmatched badges pay well, matched badges pay the largest jackpot. If two of the three reels display a badge, but the third reel does not match up, then the unmatched reel will spin again, giving you a second chance at the big jackpot.

Reel Symbols	1 Coin	2 Coins	3 Coins
3 x Matching Badges	2500	2 x 2500	10000
3 x Badges	500	2 x 500	3 x 500
3 x Fans	200	2 x 200	3 x 200
3 x Stetsons	100	2 x 100	3 x 100
3 x Cow Skulls	25	2 x 25	3 x 25
3 x Cacti	25	2 x 25	3 x 25
3 x Wagon Wheels	10	2 x 10	3 x 10
2 x Wagon Wheels	5	2 x 5	3 x 5
1 x Wagon Wheels	1	2 x 1	3 x 1

HALLOWEEN SPOOKY

The Halloween machine has 3 reels and 3 pay lines. You can play 1 to 3 coins but the largest jackpot is only available if you play 3 coins. The ghost is a wild card symbol that will substitute for any other symbol. If three gravestones land in the correct order spelling out "R.I.P," you will win 100 coins instead of the regular 40 for any three gravestones.

Reel Symbols	1 Coin	2 Coins	3 Coins
3 x Ghost	1000	2 x 1000	5000
3 x Bat	200	2 x 200	3 x 300
Gravestones R.I.P.	100	2 x 100	3 x 100
3 x Gravestones	40	2 x 40	3 x 40
3 x Pumpkin	20	2 x 20	3 x 20
3 x Skeleton	10	2 x 10	3 x 10
3 x Coffin	10	2 x 10	3 x 10
2 x Coffin	5	2 x 5	3 x 5
1 x Coffin	2	2 x 2	3 x 2

VIDEO POKER



Golden Nugget® Casino offers you four types of Video Poker. Each machine has slightly different rules regarding the cards that compose a winning hand.

DEUCES WILD

In this game, the rules of standard poker apply except that all Twos in the deck are considered "wild" and can be counted as any card of any suit when determining a winning hand.

JOKERS WILD

This game has the same rules as Deuces Wild except Jokers are wild.

JACKS OR BETTER

In this game, the rules of standard poker apply. However, the computer only counts pairs of Jacks, Queens, Kings and Aces as winning pairs.

TENS OR BETTER

This game is identical to Jacks or Better with one difference: a pair of Tens is also a winning pair.

To play either Video Poker Machine, use the following controls:

Coin Slot
Press the **A Button** while this is highlighted to drop a coin into the machine.

Hold Buttons
Press one of these buttons to cause the corresponding card to be "held" in the player's hand during the card exchange phase. Pressing these buttons while a card is being "held" will release the card, allowing it to be exchanged for another card during the card exchange phase.

Deal Button
Causes the cards to be dealt or exchanged.

Cash Out Button
Empties accumulated credits from the machine.

Quit Button
Exits the current Slot Machine and returns you to the Lobby Screen.

Left Button
View the winning hand combinations.

Bet One
If you have accumulated credits, press this button to use one of the credits in the machine.

Bet Max

If you have accumulated credits, press this button to automatically bet five coins at once. If you have less then five coins in the machine, all remaining credits will be played.

RULES OF VIDEO POKER

In Video Poker, cards are ranked from highest to lowest:

Ace, King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two

The chart below lists the ranks of hands in Video Poker:

- **Royal Flush:** The five highest ranking cards of the same suit (for example: Ace of Hearts, King of Hearts, Queen of Hearts, Jack of Hearts, 10 of Hearts)
- **Straight Flush:** Any five cards in order of rank, and of the same suit (for example: Three of Clubs, Four of Clubs, Five of Clubs, Six of Clubs, Seven of Clubs)
- **Four of a Kind:** Four cards of the same rank (for example: Ace of Hearts, Ace of Clubs, Ace of Diamonds and Ace of Spades)
- **Full House:** Three cards of the same rank, and a pair with the same rank (for example: Three Jacks and a pair of Fives)

- **Flush:** Any five cards of the same suit, but not in order (for example: Three of Hearts, Six of Hearts, Seven of Hearts, Queen of Hearts and Ace of Hearts)
- **Straight:** Any five cards in order, but not of the same suit (for example: Two of Clubs, Three of Diamonds, Four of Hearts, Five of Spades and Six of Spades)
- **Three of a Kind:** Three cards of the same rank, along with any two other cards (for example: King of Hearts, King of Spades and King of Clubs)
- **Two Pairs:** Two sets of cards of the same rank, along with any other card (for example: Seven of Hearts, Seven of Spades, Queen of Clubs and Queen of Diamonds)
- **One Pair:** Two cards of the same rank, along with any three other cards (for example: Jack of Clubs and Jack of Hearts)
- **No Pair:** A hand with no matching cards. When this happens, the card highest in rank determines the value of the hand (for example: Ace of Hearts, Ten of Diamonds, Nine of Spades, Three of Spades and Two of Clubs. In this case, the Ace of Hearts is highest in rank so the hand is known as “ace high.”)

PLAYING VIDEO POKER

When the machine first appears, you may insert coins by highlighting the Coin Slot and pressing the **A Button**. You may enter up to five coins for a single hand. If you have entered five coins, the cards will automatically be dealt. Otherwise, simply highlight the "Deal" button and press the **A Button**. After you've examined your cards carefully, you can decide which cards you wish to keep and which cards you wish to discard. Beneath each of the cards in your original hand is a "Hold" button. By pressing any of these buttons you are choosing to hold that particular card. So if you want to keep two of the cards you've been dealt and discard the other three, you simply push the buttons below the cards you'd like to keep (you may keep as many cards as you like from one to five).

If for any reason you wish to change your mind after making your selections, simply press the "Hold" button beneath the corresponding card to release it. When you are completely satisfied with your choice, press the "Deal" button to replace the cards you don't want to keep. The cards you have elected to hold will remain on the screen and new cards will replace those you have discarded. If you have a winning hand, the credit display will indicate the amount of money you've won.

GLOSSARY

Action: The amount of money being wagered on a game.

Ante: An initial bet put up by all players before the first card is dealt in a Poker game.

Banker: Whoever covers the betting in any game, usually the casino.

Bankroll: The amount of money the player intends to gamble.

Bet the limit: The maximum amount a player can risk in any game.

Bust: In Blackjack, a player busts when his cards total over 21.

Come-out: The first roll of the dice in Craps that establishes the point.

Crapping out: In Craps, losing by rolling a 2, 3 or 12 on the come-out.

Even money: A bet whose odds are 1:1.

Face cards: Any jack, queen or king in a deck of cards.

Hit: In Blackjack, it means to take another card.

Jackpot: A big win.

Natural: A perfect hand: in Craps, a 7 or 11 on the first roll, and in Blackjack, an ace with a 10, jack, queen or king.

Progressive slots: Any slot or group of slot machines in which the jackpot increases with each non-winning bet.

Push: A tie between the house and the player in which no money changes hands.

Shooter: Whoever is rolling the dice in craps.

Stand: Choosing not to receive additional cards in Blackjack.

Double: Doubling your initial bet in Blackjack.

Insurance: A bet in Blackjack that is wagering whether or not the dealer has Blackjack.

Split: When turning a Blackjack hand consisting of two identical cards into two separate hands.

GOLDEN NUGGET CASINO

www.GoldenNugget.com

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Notes

GAME BOY ADVANCE

TEXAS HOLD 'EM POKER

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Majesco Sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826-0015, and leave a message.
3. If the Majesco Sales Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, freight prepaid and insured for loss or damage, together with your sales slip or similar proof of purchase (UPC code) within the 90-day warranty period to: **Majesco Sales Inc.**
   160 Raritan Center Parkway (Suite 1)
   Edison, NJ 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales Inc., and enclose a money order payable to Majesco Sales Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

Warranty Limitations

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INTRODUCTION

Grab a seat at the table and wager it all in **Texas Hold'em Poker!** Compete in Quick Game or Tournament Mode against up to 9 computer opponents in limit or no limit **Texas Hold'em Poker** to become the champion! Get into the action with **Texas Hold'em Poker**, the hottest poker game around!

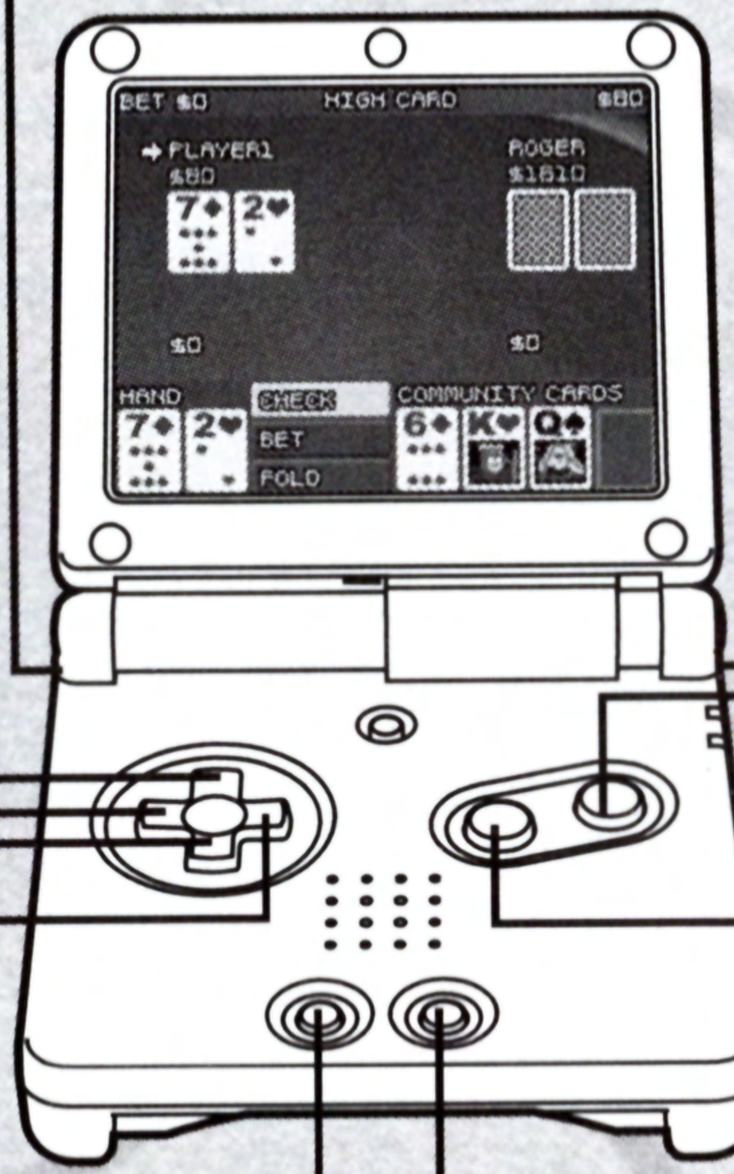
GETTING STARTED

1. Making sure your Game Boy® Advance System power switch is set to OFF; insert the **Texas Hold'em Poker Game Pak** into the Game Boy® Advance System.
2. Turn on the Game Boy® Advance System. In a few moments, the Title Screen should appear.
3. Press **START** to display the Game Type Menu.

Important Note: If nothing appears on the screen, turn the power switch to **OFF**. Check to make sure the Game Pak is inserted correctly, then try again. (Always set the power switch to **OFF** before inserting or removing the Game Pak.)



CONTROLS



L BUTTON

R BUTTON
Switch table view

CONTROL PAD UP
Move Up/ Increase Bet

CONTROL PAD LEFT
Move Left

CONTROL PAD DOWN
Move Down/ Decrease Bet

CONTROL PAD RIGHT
Move Right

A BUTTON
Select Option/Bet

B BUTTON
Previous Screen

SELECT

START
Pause Menu

RULES OF TEXAS HOLD'EM

Texas Hold'em is broken into several hands of poker and each hand is composed of four different betting rounds. Each round allows you to make one of several betting choices. When all rounds have been played for each hand, the player with the best hand using his/her pocket cards and community board cards wins the pot. The poker match ends when one player wins all the money on the table, which usually occurs after several hands have been dealt.

BETTING ROUNDS

Round 1: Small Blind and Big Blind are played. The dealer deals each player two cards. The dealer is the player marked by a letter "d". The player left of the player who posted the big blind will be allowed to make a betting choice. Once all players have the same bet amount posted the round will end.

Round 2 (Commonly known as the "Flop"): Three cards are dealt to the community face up. The player left of the dealer is the first to bet. Once all players have the same bet amount posted the round will end.

Round 3 (Commonly known as the "Turn"): One more card is dealt to the community face up. The player left of the dealer is the first to bet. Once all players have the same bet amount posted the round will end.

Round 4 (Commonly known as the "River"): The last card is dealt to the community

face up. The player left of the dealer is the first to bet. Once all players have the same bet amount posted the round will end.

Show Down (Not a Hand Round): At the end of round 4, all players still in the hand show their cards. The strongest hand wins the pot. A new hand is then started with round 1.

BETTING CHOICES

Bet: You can post a starting bet at least equal to the limit value for that round. If the table is in a No Limit setting, then this bet may be as much as your available funds. The money bet will be subtracted from your funds.

Call: You match the highest bet that is currently on the table. The money called is subtracted from your total funds.

Raise: You can raise the current bet at least equal to the limit value for that round. If the table is in a No Limit setting, then this bet may be as much as your available funds. The money bet is subtracted from your total funds.

Check: If no bet has occurred, you may pass on the betting phase. You must call or raise to stay in the game if another player makes a bet.

Fold: You may choose to not bet anymore in this hand. You will be removed from play and not return to play until the beginning of the next hand. No money will be subtracted from your funds.

GAME TYPE MENU

Choose between Quick Play or Career modes.



Quick Play: A single player mode that allows you to play one poker match or a quick tournament with up to nine computer players.

Career Mode: Allows you to play a series of five winner-takes-all poker matches in a single player setting. Win the matches and increase your bankroll to become one of the most feared **Texas Hold'em Poker** players in the world! Make it through four city tournaments and you'll be on your way to Vegas for the **Texas Hold'em Poker** championship! Career mode is played with 6 computer players.



ENTER NAME SCREEN

Before you begin play you need to type in your name to keep track of your progress. To navigate through the numbers and letters use the **Control Pad**. Press the **A Button** to choose the highlighted selection and highlight OK when you're done.

QUICK PLAY MODE SELECT SCREEN

There are two game play choices in Quick Play mode:

Sit Down Table: Lets you play one match with limit stakes.
One Table Tournament: Compete in a no limit tournament.

CHOOSE BUY IN

Sit Down Table: Choose between $5/$10, $10/$20, $20/$40, $40/$60 or $80/$160 betting increments.
One Table Tournament: Choose between $100, $200, $500, $1,000, $5,000 or $20,000 for the buy in.

CHOOSE NUMBER OF OPPONENTS

Choose to play against 1-9 computer opponents.

CAREER MODE SELECT SCREEN

Choose from two different game types:

New Career: Lets you begin a new career.

Continue Career: Continue a previously started career by entering a password. You receive passwords after you



have won each table in the One Table Tournament Game Mode. Make sure you write your password down because without it you will start at the beginning of the game!

There are two game options in Career Mode:

Sit Down Table: Lets you play one match with limit stakes.
One Table Tournament: Compete in a no limit tournament.

CAREER INFO

The Career info screen displays your current city and bankroll.



CHOOSE BETTING INCREMENTS (SIT DOWN TABLE ONLY)

Sit Down Table: Choose between $5/$10, $10/$20, $20/$40, $40/$60 or $80/$160 betting increments.

One Table Tournament: There is no selectable buy-in for the one table tournament. Each city has a predetermined buy in.

ONE TABLE TOURNAMENT PURSES

Here is the purse for each city:

Riverboat $1,500	**Atlantic City $324,000**
Lake Tahoe. $9,000	**Las Vegas $1,944,000**
Reno $54,000	

BETTING MENU

When the table limit is set to No Limit and you choose to raise the bet, the Betting Menu will be displayed. It is split up into two sections:



Chip Raise Section: The Chip Raise is dictated by your bankroll. Use **Control Pad Left** and **Control Pad Right** to select the chip amount you want to raise the bet by. Using **Control Pad Up** and **Control Pad Down** causes the chip amount to increase and decrease.

After you've decided how much to raise the bet by, press the **A Button** to advance to the Button Selection section.

BUTTON SELECTION

You have three options in this section:

OK: Posts the bet that you set up in the *Chip Raise Section* as your raise

All In: Posts your entire bankroll as your raise.

Cancel: Removes the Betting Menu and the game play will continue as though you've made no choice.

PAUSE MENU

Press **START** to access the Pause Menu. Make selections by using **Control Pad Up** and **Control Pad Down** and then pressing the **A Button**. You can select from the following options:

Options: Select to access the Options Menu.

Resume Game: Takes you back to the current game in progress.

Quit: Ends the current match and returns you to the Game Type Screen.

OPTIONS MENU

The Options Menu can be accessed both at the beginning of the game and in game through the Pause Menu. You can select from the following:



VOICE OVER

On: The in-game commentator will be heard.
Off: The in-game commentator will NOT be heard.

MUSIC

On: The in-game music will be heard.
Off: The in-game music will NOT be heard.

AUTO ZOOM IN AFTER DEAL

On: When the deal is finished (zoomed out view), the view will automatically change to the zoomed in view.
Off: When the deal is finished (zoomed out view), the view will remain in zoomed out view.

BACK TO PAUSE MENU

Returns to Pause Menu.

HIERARCHY OF WINNING HANDS (LOWEST TO HIGHEST)

HIGH CARD: The player with the single highest card.

PAIR: Two cards with the same face value.

TWO PAIR: Two pairs.

THREE-OF-A-KIND: Three cards of the same face value.

STRAIGHT: Five cards in sequence with mixed suits. No wrapping allowed. Aces can be high or low.

FLUSH: Five cards of the same suit not in sequence.

FULL HOUSE: Three-of-a-kind and a pair.

FOUR OF A KIND: Four cards with the same face value.

STRAIGHT FLUSH: Five cards of the same suit in numerical order.

ROYAL FLUSH: Ace, King, Queen, Jack, Ten in the same suit.

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