

1. HOUSE RULES

Hands are made from 52 card deck, using the four suits of SPADES, HEARTS, DIAMONDS and CLUBS.

Payouts awarded for hands of a PAIR OF JACKS OR BETTER.

BONUS PAYOUTS for FOUR JACKS, FOUR QUEENS, FOUR KINGS.

HIGHER BONUS for FOUR ACES.

2. HOW TO PLAY



ON/OFF

- to turn on the unit.
- to turn off the unit.

RET

- to place your bet

(1 coin...2 coins...3 coins...4 coins...5 coins...)

CEL ECT

— to bring you back to the first card and all "HOLD" selections made are erased.

HOLD (1)

- to hold or unhold your first card (from left).

HOLD (2)

to hold or unhold your second card.

HOLD (3)

- to hold or unhold your third card.

HOLD (4)

— to hold or unhold your fourth card.

HOLD (5)

- to hold or unhold your fifth card.

DEAL/DRAW

- to deal your first five cards for each hand.
- to draw additional cards after making HOLD choices.

MAX BET

— to automatically bet the maximum 5 coins and to have your first five cards dealt all with just the press of this one button.

SOUND

- to control sound: on or off.

MAX SCORE

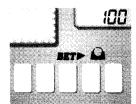
— to examine the maximum winnings

ACL/RESET

— to reset your unit if it malfunctions or to wipe out cumulative score in order to begin at \$100 again.

Your unit is just like the machines in Las Vegas. When you turn ON your unit, the only things missing from Vegas are the show girls and the high cab fares!

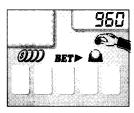
You begin play with \$100.



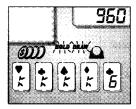
WHEN "BET" FLASHES ON SCREEN, PRESS THE "BET" BUTTON TO PLACE YOUR BET!

Press the BET button to bet from 1 to 5 coins. Each press of the BET button increases your bet by one coin. As you place your bet, the "amount bet" is deducted from your score.

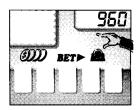
Whatever you bet becomes your automatic bet until you change it. So if you bet 3 coins, you'll automatically bet 3 coins on each subsequent hand. However, you can change your bet by using the BET button before the start of any new hand. This new amount then becomes your automatic bet.



WHATEVER AMOUNT YOU BET, BECOMES YOUR AUTOMATIC BET FOR SUBSEQUENT HANDS. THIS SPECIAL FEATURE SPEEDS UP PLAY CONSIDERABLY.



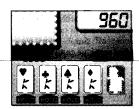
AFTER PLACING YOUR BET, PRESS THE DEAL/DRAW BUTTON TO BE DEALT YOUR FIRST FIVE CARDS.



FOR EVEN FASTER GAMES, PRESS THE MAX BET BUTTON.

For HIGH ROLLERS who want EVEN FASTER GAMES... you can save time by pressing the MAX BET button. When you press MAX BET, you automatically bet the maximum 5 coins—and your first five cards will automatically be dealt to you, all with the press of this single button!

Just as in Las Vegas machines, you will find a HOLD button beneath each of your five cards. Press the HOLD buttons for whichever cards you wish to hold. If you make a mistake and press a HOLD button, another press of the same HOLD button will "release" the card.



So you use the HOLD button to hold or unhold each particular card. If you want to unhold ALL the cards you've held, press the SELECT button to release all the cards. Then begin your "hold" choices again!

After deciding which cards to hold, press the DEAL/DRAW button to draw new cards in whatever positions were not held.

After receiving your "draw" cards, the word WIN appears on screen if you have a hand that ranks on the PAYOUT CHART.

You'll also hear a "Game Winning" melody each time you win as your score is increased.

Your CUMULATIVE SCORE is retained—even when you turn off your unit. You can also press the RESET button at any time to begin play again at \$100.

You receive a GAME OVER if you run out of money. Press the DEAL/DRAW button to start a new game with \$100.

3. PAYOUTS

The amount you win is determined by how much you bet and the ranking of your hand. Minimum winning hand is JACKS OR BETTER. BONUS paid for FOUR JACKS, FOUR QUEENS, FOUR KINGS. SPECIAL BONUS paid for FOUR ACES.

HAND:	1 COINS	2 COINS	3 COINS	4 COINS	5 COINS
ROYAL FLUSH	250	500	750	1000	4000
STRAIGHT FLUSH	50	100	150	200	250
FOUR OF A KIND					
(2'S - 10'S)	25	50	75	100	125
FOUR ACES	80	160	240	320	400
FOUR J's, Q's,					
or K's	40	80	120	160	200
FULL HOUSE	6	12	18	24	30
FLUSH	5	10	15	20	25
STRAIGHT	4	8	12	16	20
THREE OF A KIND	3	6	9	12	15
TWO PAIR	2	4	6	8	10
PAIR OF JACKS					
OR BETTER	1	2	3	4	5

4. INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game.

(To remove cover, unscrew the cover, then push the cover in the direction of the arrow.)

Insert two "AAA" batteries, LR03 or equivalent (included), making sure to align "+" and "-" as shown.

After battery insertion, the ACL/RESET button should be pushed only if the game doesn't work properly. Batteries insta

be pushed only if the game doesn't work properly. Batteries installation should be done by adult.



5. CAUTION/DEFECT OR DAMAGE



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Clean only with a piece of soft dry cloth.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



The keypad door on your game has been designed so that if it snaps off, it can be easily reattached without damage or breakage. If

the door comes off, simply snap it back into place and continue enjoying your game.

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Do not mix old and new batteries.

Do not mix alkaline, standard, or rechargeable batteries.

Do not use rechargeable batteries.

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONICS, INC. REPAIR DEPT. 980 Woodlands Parkway,

Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

6. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc.(TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$12.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned MUST BE SHIPPED PREPAID AND INSURED FOR LOSS OR DAMAGE to:

Tiger Electronics, Inc. Repair Dept. 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

- 1) Pack the product carefully in the original box or use a good-quality carton with packing materials.
- 2) Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

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