

All you need is an Atari computer and a joystick. Start the game by pressing the fire button on the joystick plugged into port #1.

The computer will deal you a hand and sort it for you, pairs at the top.

You then use your joystick to move the flashing arrow up and down beside the cards. Press the trigger button to select cards to **KEEP**.

The arrow will remain when you move off the spot if a selected card.

If you change your mind, move the flashing arrow over that spot and press the trigger again.

This time when you move off the spot, the arrow will be gone and the card not selected.

When you have selected as many cards as you want to keep, move the flashing arrow as far down as it will go (opposite the words **DRAW**) and press the trigger.

The computer will discard, draw new cards and put them in order for you.

To be a winner for the hand you must make a "Pair of Jacks" or better.

SETUP MODE

You may change the machine in many ways. The default settings when you power up the machine are:

GRUBSTAKE: This is the amount of credits the player can buy, the next time he goes broke. This amount is transferred to the player's bankroll on power-up or added to his bankroll after he has gone broke or doesn't have enough to play another hand and **ONLY** when you press the yellow **START** key. 20 units is default.

JACKPOT UNIT: This is the amount of credits that goes immediately to the Jackpot. The jackpot is awarded whom ever gets a Royal Flush. You may keep the jackpot at this level or make it progressive. Default setting is 1000 credits.

ADD HOW MUCH: This amount is added to the current jackpot each time it is to be updated. Default value is 0.

ADD HOW OFTEN This value tells the machine how often to add the "Add How Much" value to the jackpot. 0 means never, 1 means every hand, 2 means every other hand, etc. Default value is 0.

WAGER AMOUNTS: This is the amount subtracted from the player's credits as he begins a new hand. Default is 1.

PAYOFF VALUES: These values are payoffs for the different hands. They are all adjustable from 0 to 9999.

Default values are:

<u>Hi Pairs: (jacks or better)</u>	1
<u>Two pair:</u>	8
<u>Trips: (Three of a kind)</u>	3
<u>Straight</u>	4
<u>Flush:</u>	5
<u>Fullhouse:</u>	8
<u>Four some: (Four of a kind)</u>	25
<u>Straight Flush:</u>	50

To enter SET-UP mode, press the yellow OPTION key once between hands.

The sign in the middle window on the right will welcome you, then press the trigger.

Each time you press the trigger you will enter another category.

To change a value move the flashing cursor left or right with the joystick until it IS over a digit you wish to change. then move the joystick up or down to make that value change.

You can then change other digits and when you have it reading what you want press the trigger to move to the next category.

To exit Setup mode press the Start key. Your changes will become the current machine parameters.

Or else press the Option key to exit if you want to restore all the default values.

Another way to reset all the default values is to press the "System Reset" key.

There is one difference. This will reset the player's Bankroll to 20 units no matter how much he had.

PERCENTAGES:

Default settings give the house a long term positive result of about 10% of all credits wagered. That is assuming the player will make no mistakes and use good judgement, which is seldom the case.

Progressive machines in Las Vegas often pay out these amounts plus put 5% of the wager into the jackpot.

This is one by adding 1 unit every 20 hands if the wager is one unit per hand.

To keep a progressive jackpot alive after the machine has been powered down, you must enter Jackpot Init, the Add How Much and the How Often functions.