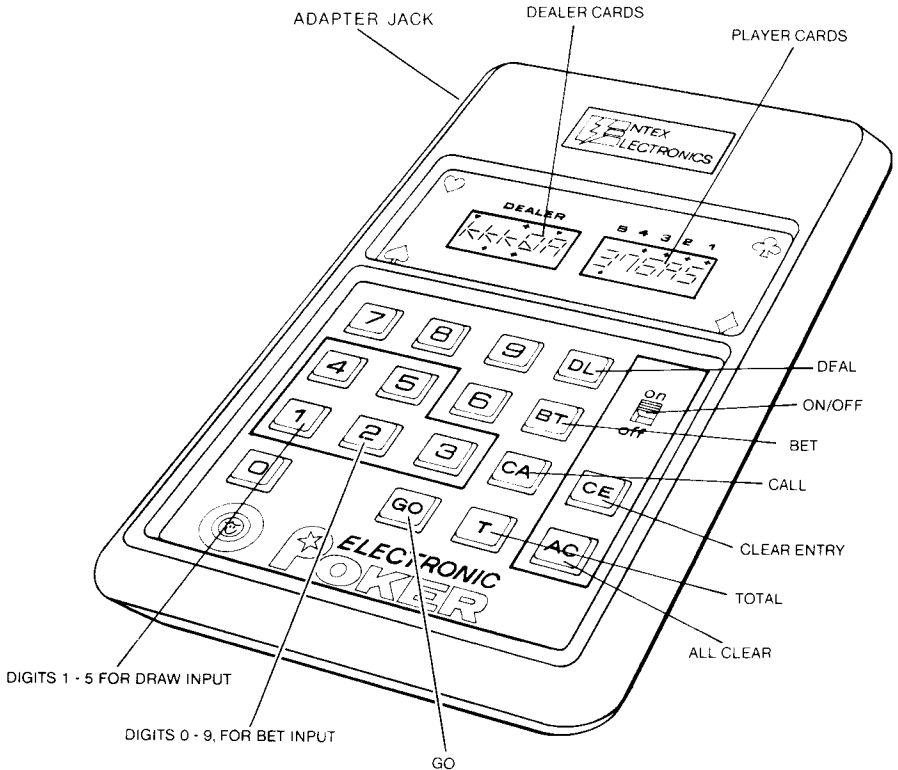


ELECTRONIC POKER



- **Play Five Card Draw Poker**
- **Full 52 Card Deck With Suits**
- **Electronic Sound Effects**
- **LED Digital Display**

1

Insert Batteries

Turn game upside down. Press down where shown and slide cover off. Insert four "AA" batteries (alkaline type batteries will last longer). Battery positions are indicated inside the battery box.

2

Object of Game

Play five card draw poker against the computer (dealer). Both hands are dealt face down on an LED digital display. Your cards are revealed. You can draw new cards if you're not satisfied. You can then bet or fold. After the first bet, two dealer cards are revealed. You can call or bet again, another dealer card is revealed. You can bet again, or call and the computer shows the winner, winnings (losses), and accumulates earnings (losses).

Most poker games are played with bet limits. Therefore, in order to play this game realistically with another player, it is best to agree upon a limit before starting to bet.

NOTE: Initial ante of 1.00 is automatic on first bet. Dealer (computer) can fold, call, or raise in response to player bets. The dealer can also draw new cards, with displays flickering to signify how many cards are drawn.

IF THE DEALER DOUBLES YOUR BET, YOU MUST MATCH IT.

3

Control Buttons

DL	DEAL	Initiates each hand. Shuffles cards and deals 5 cards to player and dealer. 5 cards to player turn face up.
BT	BET	When pushed automatically antes "1" for each player. It must be pushed before betting.
CA	CALL	At any point when you wish to call the dealer, end the hand, or fold and see his cards, the CA (Call) button is pushed.
T	TOTAL	Can be pushed after any hand to display the winnings or losses of the player. It is not necessary to push it after each hand as the game will accumulate totals automatically.
GO		This button completes any action in the machine when you push it, and turns the action over to the dealer. It must be pushed after each action — except CA (Call). When

pushed after BT (Bet), it doubles last bet automatically.

- | | | |
|----|----------------------|--|
| CE | CORRECT ENTRY | This button must be pushed to correct mistakes when you draw cards or when you bet and must be pushed before you push the GO button. |
| AC | ALL CLEAR | Clears the entire machine and erases your winnings or losses just as though the game were turned off and on again. |

The numbers 1 through 5 are for drawing cards and correspond to the numbers above the player's card display. (NOTE: These cards from left to right read 5 – 4 – 3 – 2 – 1).

The numbers 1 through 0 are for placing bets. Bets can be made in up to 4 digit increments. If the dealer doubles the bet, it opens another digit and the next bet can be in 5 digits. In the event the dealer does double the bet you can match him in the normal betting procedure, or as a convenience, you can push BT (Bet), then GO and the machine will automatically match the dealer's bet. (Please note that the total accumulated winnings cannot go above 100,000. If the possible winnings in your present hand plus the accumulated winnings in the machine add up to more than 100,000, the lighted display will show a blinking zero. It's best to push the AC (All Clear) button when your winnings approach 100,000).

4

Electronic Sound / Lights

- A. **DIGITAL DISPLAY** - shows all cards 1-2-3-4-5-6-7-8-9-0-J-Q-K-A plus suit indicators. Also shows cards face down. Player cards are on the right side, dealer cards are on the left.

Bet amounts and winnings (losses) are shown to the right when appropriate buttons are pushed. Losses are shown with a minus (-) indicator.

- B. **ELECTRONIC SOUND EFFECTS** - indicate cards being dealt, different sounds for winning hand and losing hand.

5

How To Play

- #1 Turn the game on. Blinking zero will appear on the player's display.
- #2 Push the DL (Deal) button. Cards will be shuffled in both displays and 5 cards will be dealt to the dealer and the player face

down. Then the player's hand will be turned face up one at a time automatically.

Please note that an "O" card is a 10 and be sure you carefully study the suits. They are hearts, spades, diamonds, and clubs.

- #3 Drawing new cards. You may now push the number buttons of those cards you wish to draw or replace. You may draw any number from 1 to 5. When you push the buttons they will blink. If you have made a mistake, push the CE (Correct Entry) button and try again. If the blinking cards are the right ones, push the GO button to complete the dealer's action. It will show you your new cards and you will note that some of the dealer's cards will blink for a few seconds, which is an indication of how many cards the dealer has drawn. If your hand is a good one and you don't wish to draw any cards, merely push GO to allow the dealer to draw.
- #4 Betting. Push the BT (Bet) button and an automatic ante of "1" shows on both sides. Now a minimum bet of "1 up to a maximum of 9999" can be placed. Now push GO. (If your hand is weak, you can push CA (Call) to end the hand). When you have made your first bet, the dealer can (a) fold – his display will show zero and you win, or (b) match your bet and his first two cards will turn face up, or (c) double your bet which will show on the display. REMEMBER, IF THE DEALER DOUBLES YOU, YOU MUST MATCH HIM ON THE NEXT BET TO STAY IN. IF YOU DON'T, YOU WILL LOSE EVEN WITH A WINNING HAND – YOU HAVE BEEN BLUFFED. If the dealer does double the bet, his first two cards will show up. Now it is time for you to fold, or match, or increase your bet. If you decide to match or increase the bet, push the BT (bet) button for your second bet and his bet and your last bet will show on the display with an equal (show equal symbol here) sign between. To match the bet, either push GO which will do it automatically or push the numeral buttons equal to the number on your display or increase it as you wish, then push GO.
- #5 Second bet. Push the BT (Bet) button and any bet from "1 to 9999". (If the dealer has doubled you on the first bet when you push the bet button for the second bet, the player display will show the minimum number you must bet in order to "stay in". This also gives you an opportunity to make a 5 digit bet.) Now push GO and the third dealer card will turn face up.
- #6 Third and final bet. Repeat the same process as in Step #5. When you push the GO button, the total winning bet will appear in the winner's display and a zero will appear in the loser's display and then both hands will automatically appear in the displays. Winner's hand will blink.
- #7 Push T (Total) to check your winnings.
- #8 You are ready to deal a new hand.



Things You Should Know

The dealer can bluff you.

The dealer can double you. Be sure to watch for it. If you don't match his bet, he will automatically win even if you have a better hand.

The dealer can fold and he won't show you his hand when he does.

The dealer doesn't know what cards you hold.

ADAPTER JACK

This electronic game has a built-in adapter jack. When the adapter is used, no batteries are required. It accepts Entex #6025 4.5V AC Adapter. Use of other adapters with improper connectors or incorrect voltage output may void your warranty and cause permanent damage to your electronic game.

If your dealer does not stock the Entex Adapter, you can obtain one by sending in the coupon below:

**Helen Parts
Entex Industries, Inc.
1100 W. Walnut St.
Compton, CA 90220**

Please send the following:

	Quantity	Price	Total
#6025 AC Adapter	_____	\$6.00	_____
(Cost includes handling and postage)			
California residents add 6%			_____
		Total	_____
		Check Enclosed	_____

Send to:

Name: _____

No./Street: _____

City/State/Zip: _____

7

Things You Should Remember

An "O" in a hand represents a 10 card.

If your accumulated winnings plus the total of your bet goes over 100,000, you will lose the hand. The T (Total) button will show zero.

If the dealer doubles your bet, you can match him or raise him by betting in the regular way or just push the BT (Bet) button, then push GO and the machine will automatically match the doubled bet.

The machine is never wrong – if you lose with a winning hand, it is because the dealer doubled his bet and you did not match it.

8

Rank of Poker Hands

Straight Flush (Royal Flush) –
5 cards in the same suit and
in sequence (Ace high).

4 of a kind

Full House – 1 pair and 3 of a Kind.

Flush – 5 cards of the same suit.

Straight – 5 cards in sequence.

3 of a Kind

2 Pairs

1 Pair

No Pair – highest cards.

Example

0JQKA – all Spades

99994

77JJJ

5 Hearts

890JQ

444Q8

AAKK3

00357

358JA

9

Rank in Suits

Spades

Hearts

Diamonds

Clubs

10

Care of Your Game

- A. Treat your game as you would any calculator.
- B. Avoid dropping it.
- C. Avoid getting it wet.
- D. Avoid leaving it in hot places.
- E. Don't leave dead batteries in the game. Remove batteries if you plan to store.
- F. Do not unscrew back. There are no user-servicable parts.

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Note On Batteries

If the lights become dull or erratic, replace batteries with fresh alkaline batteries.

www.handheldmuseum.com

IMPORTANT

Do not leave your game near very hot locations such as a car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Always store in a dry place.

Entex Industries warrants to the original owner that this hand-held electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured, with proof of date-of-purchase, to Entex Industries, Repair Center, 1100 West Walnut Street, Compton, California 90220.

Units returned without proof of date-of-purchase, or out-of-warranty units returned will be repaired or replaced (at our option) for a service charge of \$15.00. Send check or money order made out to Entex Industries. Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to;
Entex Industries Repair Center
1100 West Walnut Street
Compton, CA 90220
3. Apply correct postage stamps and insure the unit, then mail.