

No. 30442

8+

# BICYCLE ILLUMINATED 3 in 1 POKER

## OPERATING INSTRUCTIONS

### BATTERY INSTALLATION

- Unscrew the battery cover with a Phillips screwdriver.
- Insert 2 "AA" (1.5V) batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
- Replace the cover.

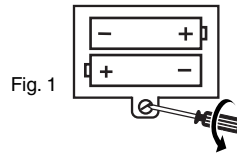


Fig. 1

### SAFETY BATTERY USAGE

- Different types of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose of the batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

### CAUTION

- Adults should replace batteries.
- Not suitable for children under 3.
- May contain small parts.
- Do not dispose of batteries in fire; batteries may explode or leak.
- This product contains glass, which may cause injury if broken.

### CARING FOR YOUR DEVICE

- If the display becomes dim or malfunctions, replace the batteries.
- After replacing batteries, press the ON button to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case press the ON button.

**CAUTION:** Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.

## BUTTON DESCRIPTION

1. ON/OFF : Turns the unit on or off and reactivates the unit from 'sleep mode.'
2. SOUND : Turns the sound on or off.
3. NEW GAME : Selects Poker variation from the main game menu.
4. START/TAKE : Confirms selection / Takes the pot immediately after winning a hand.
5. RAISE/PULL : Raises the bet in Texas Hold'Em / Withdraws part of the bet in Let It Ride®.
6. BET/CHECK : Puts money into the pot in Caribbean Stud or Let It Ride® / Play passes to the other player without betting in Texas Hold'Em.
7. FOLD/RIDE : Ends the player's hand in Texas Hold'Em or Caribbean Stud / Leaves bet on the table in Let It Ride®.
8. DEAL/CALL : Begins the hand after the ante/bet in Texas Hold'Em, Caribbean Stud, and Let It Ride® / Equals the other player's bet in Texas Hold'Em or bets twice the ante bet in Caribbean Stud.
9. BACKLIGHT SWITCH: Slide switch to turn backlight on or off.



### GAME FEATURES:

- There are three Poker variations in 3 in 1 Poker: Texas Hold'Em, Caribbean Stud & Let It Ride®.
- Press the **ON/OFF** button to turn the unit on. The main game menu will appear and Texas Hold'Em is highlighted onscreen.
- Press the **NEW GAME** button to select another poker variation. Press **NEW GAME** once to highlight Caribbean Stud, twice to highlight Let It Ride®, and three times to cycle back to Texas Hold'Em.
- Press the **START** button to select the highlighted poker variation and start a new game. Music will play to signify the confirmation of your selection.
- The game will enter 'sleep mode' automatically if none of the buttons are pressed for 3 minutes. The player can exit 'sleep mode' and resume playing by pressing the **ON/OFF** button.
- Press the **SOUND** button at any time to turn the sound off.
- Press the **ON/OFF** button at any time to turn the unit off.

### TEXAS HOLD'EM

- 1) After selecting TEXAS HOLD'EM from the main game menu, the word DEAL will flash onscreen.
- 2) Press the **DEAL** button to begin the hand. Both the computer and the player will put an ante bet of 50 into the pot.
- 3) The dealer for each hand alternates between the computer and the player. The **D** icon will appear across from PLAYER or DEALER (the computer) to indicate which person is the dealer in the current hand. The dealer for the hand is always second to react to each round of betting during the hand (hole cards, flop, turn, and river). During the first hand of the game, the computer is the dealer.
- 4) If the computer is the dealer, the player is the first person to react to each round of betting during the hand (hole cards, flop, turn, and river). The player has three options after receiving his or her hole cards:  
**CHECK** – Passes the choice to bet to the computer (player does not bet).  
**RAISE** – Places a bet into the pot. The computer must call or reraise for the hand to continue.  
**FOLD** – Ends the player's hand and the computer wins the pot.

- 5) If the player is the dealer, the player is the second person to react to each round of betting during the hand (hole cards, flop, turn, and river). There are three scenarios after play passes from the computer to the player:

**Computer CHECKS** → Player has the option to:

- CHECK** – Hand continues to the next round of play without either player placing a bet.
- RAISE** – Places a bet into the pot. The computer must call or reraise for the hand to continue.
- FOLD** – Ends the player's hand and the computer wins the pot.

**Computer RAISES** → Player has the option to:

- CALL** – Bets the minimum amount to match the computer's bet. Hand continues to the next round.
- RAISE** – Calls the computer's bet and bets again into the pot. The computer must call or reraise for the hand to continue.
- FOLD** – Ends the player's hand and the computer wins the pot.

**Computer FOLDS** → Ends the hand and the player collects pot.

- 6) If the player wins the hand, "PLAYER WIN" will appear onscreen and the POT will transfer to the BANK one by one. The player can press the **TAKE** button to transfer the entire amount of the pot into the bank immediately without watching it rack up onscreen.
  - 7) If the computer wins the hand, "DEALER WIN" will appear onscreen.
  - 8) After the current hand ends, **DEAL** will flash onscreen to prompt the player to begin the next hand. Press the **DEAL** button to start the next hand.
- NOTE:** If both the player's and the computer's highest hands are the same, the pot will be split between the player and the computer.

### CARIBBEAN STUD

- 1) After selecting CARIBBEAN from the main game menu, the word BET will flash onscreen.
- 2) Press the **BET** button to place an ante bet of 50 into the pot. Then, press the **DEAL** button to begin the hand.
- 3) The dealer will deal out five cards to the player, and then five cards to the dealer with only one card face up. The object of the game is to decide whether the player's hand will beat the dealer's hand based upon the player's cards and the dealer's up card.
- 4) The player has two options after the cards are dealt:
  - a) Press the **CALL** button to place a bet of 100, which is equal to twice the player's initial ante bet already in the pot. The current hand continues to the showdown.
  - b) Press the **FOLD** button to end the current hand. The dealer wins the player's ante, and the player is prompted to begin the next hand.
- 5) **THE SHOWDOWN:** If the player calls the ante bet, the dealer will show all of its cards and determine if this hand 'qualifies.' To qualify, the dealer must have at least an **A-K or better** in its hand.
- 6) If the dealer's hand does not 'qualify,' the player's call bet is returned plus an amount equal to the original ante bet (50).
- 7) If the dealer's hand does 'qualify,' the hand plays to completion.
  - a) If the dealer's hand is higher than the player's hand, the dealer takes the pot and the player is prompted to begin the next hand.
  - b) If the player's hand is better than the dealer's hand, the dealer pays out even money on the player's ante plus fixed odds on the call bet as follows:

1-1 for a high card	4-1 for a straight	20-1 for a four of a kind
1-1 for a pair	5-1 for a flush	50-1 for a straight flush
2-1 for two pairs	7-1 for a full house	100-1 for a royal flush
3-1 for three of a kind		

- 8) If the player wins the game, "PLAYER WIN" will appear onscreen and the POT will transfer to the BANK one by one. The player can press the **TAKE** button to transfer the entire amount of the pot into the bank immediately without watching it rack up onscreen.
- 9) If the dealer wins the hand, "DEALER WIN" will appear onscreen.
- 10) After the current hand ends, BET will flash onscreen to prompt the player to begin the next hand. Press the **BET** button, then the **DEAL** button to start the next hand.

**NOTE:** If both the player's and the dealer's highest hands are the same, the result will be a push on both the call and ante bets.

### Let It Ride®

- 1) After selecting Let It Ride® from the main game menu, the word BET will flash onscreen.
- 2) Press the **BET** button to place 3 ante bets of 50 into the pot (150 total). Then, press the **DEAL** button to begin the hand.
- 3) The dealer will deal out three cards to the player, and then two community cards face down. The object of the game is to get a pair of 10s or better between the player's cards and the community cards. The player is only playing against the odds of receiving a winning hand, not the dealer.
- 4) After the cards are dealt to the player, the player must decide whether to take one of the bets back or to leave it out on the table and 'Let It Ride®.'
  - a) If the player chooses to withdraw one bet from the table, press the **PULL** button.
  - b) If the player chooses to Let It Ride®, press the **RIDE** button to keep the bet on the table.
- 5) After pressing the **PULL** or **RIDE** button, the dealer will turn one of the community cards face up. The player will have to decide whether to withdraw the second bet or Let It Ride®.
- 6) After pressing the **PULL** or **RIDE** button again, the dealer will turn the other community card face up and determine if the player has a winning hand.
- 7) If the player has a pair of 10s or better between the player's hole cards and the two community cards on the table, the player has a winning hand. Payouts are based upon the fixed odds as follows:

1-1 for a pair of 10s or better	5-1 for a straight	50-1 for a four of a kind
2-1 for two pair	8-1 for a flush	200-1 for a straight flush
3-1 for a three of a kind	11-1 for a full house	1,000-1 for a royal flush

- 8) If the player wins the game, "PLAYER WIN" will appear onscreen and the POT will transfer to the BANK one by one. The player can press the **TAKE** button to transfer the entire amount of the pot into the bank immediately without watching it rack up onscreen.
- 9) If the dealer wins the hand, "DEALER WIN" will appear onscreen.
- 10) After the current hand ends, BET will flash onscreen to prompt the player to begin the next hand. Press the **BET** button, then the **DEAL** button to start the next hand.

**NOTE:** Please be aware that when using the stylus to play, it may increase the touch pad sensitivity and cause a double entry to occur.

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