



For IBM , PC
and
Compatibles

CGA, EGA, or VGA
color card and
color monitor required

- To receive free technical support by telephone, you must pre-register using included registration card.

1-800-521-3963



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THANK YOU for purchasing **AMARILLO SLIM'S REAL POKER**. You will find its realistic action exciting and challenging. If you are a beginner or intermediate player, it may help you increase your skills and understanding of **POKER**, the world's most popular card game!

INSTALLATION INSTRUCTIONS

UNAUTHORIZED DUPLICATION OF PROGRAMS AND MATERIALS IN THIS PACKAGE IS ILLEGAL AND IN VIOLATION OF U.S. AND INTERNATIONAL COPYRIGHT LAWS.

1. Make a backup of the enclosed disk before using.
2. To use in diskette drive:
 - a) Boot up computer normally using your **DOS**
 - b) Place backup game diskette in drive A:, change drive specification to A:, type **REALPOKR** and press **ENTER**.
 - c) You must leave the diskette in the drive while you are playing the game.
3. To use in hard disk drive
 - a) Create a directory or subdirectory on the desired hard disk drive (you could call this directory "**REALPOKR**").
 - b) Copy the entire contents of the game diskette to the new directory.
 - c) Use **CD** command to point to new directory on hard drive.
 - d) Type **REALPOKR** and press **ENTER**.

HOW TO USE "REAL POKER"

QUICK REFERENCE INSTRUCTIONS

For complete game instructions and rules of 5 card stud POKER select the **HELP** keys available on the **MAIN MENU** and on the **STATISTICS** screen. We have developed our game to play in an intuitive fashion. It is our belief you may be able to play it without having read any of these instructions or **HELP** facilities within it.

The game is primarily controlled by the use of your keyboard's **FUNCTION KEYS**, labeled F1 thru F10. There are few exceptions to this, and they are described later. The format of this quick reference instruction sheet will be as follows:

F/KEY#	LABEL	Explanation of its use within the appropriate screen it appears on.
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KEYS APPEARING ON THE MAIN MENU SCREEN:

F1	HELP	This key will access the help facilities of the game. Follow the simple instructions shown on the HELP screen to review the available information.
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F2	DEAL	This key will begin play of the first hand, or of the next hand, if you temporarily returned to MAIN MENU to change an option. No special options need be taken before playing. Default options would then be in effect.
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F3	TABLE	Use this key to access subsequent Function Key menus which permit the following choices: new position for your seat on the table; new names for the players; player styles; the " BUST " or " BORROW " options; display or no display of the shuffle; sit out or bring back in player(s) in the game; initial or added amount of money the players have. If no options are taken, default settings are in effect. For a complete explanation of sub-menus under the TABLE key, consult the HELP facility within the game.
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F4**TUTOR**

This key will toggle through the 3 states the **TUTOR** can be active in during play. The default state, "**ASK**", makes the **TUTOR** available on request only (by pressing the **TUTOR** key on the **PLAY** menu). The second state is "**WARN**". In this mode the **TUTOR** will warn you when you have taken an action the **TUTOR** disagrees with (perfect for intermediate players). At that point, you may override the tutor by selecting your original action again, or you may choose a different action, or you may select the **TUTOR** key to find out why the **TUTOR** disagrees. The third and final **TUTOR** state is "**SHOW**", which means the **TUTOR** will display itself just before it is your turn to take an action during the play (great for beginners). Please remember, as with human tutors, students don't always agree with their tutors.

F5**ALARM**

Use this key to activate the alarm. You can use it to remind you to take a break, or to set time limits when competing against other human players taking turns on the game. A sub-menu appears, from which you can choose to turn off the alarm, or activate it to ring from 5 minutes to 5 hours later. The default is "**OFF**".

F6**LIMITS**

This key allows you to set the maximum bet amount to be used during play. The chosen maximum bet (from the displayed sub-menu) automatically determines the medium and minimum bets allowed. The maximums range from 500 to 3. Default values are **MAX: 100, MID: 50, MIN: 25**.

F7**SPEED**

The tempo in which the cards are dealt and bets are made is defaulted to a fairly comfortable pace. To change it, select the "**SPEED**" key, then use the left and right arrows until the desired speed index is chosen. Press **ENTER** to finalize your decision. Speed may be changed several times during your session.

F8**SOUND**

This key turns the sound effects on or off. Also available in the **PLAY** screen at the end of each hand. Default is "**OFF**".

F9**ODDS**

This key turns the **ODDS** display on or off. When "**ON**", a strip of information will be displayed at the bottom of the **PLAY** screen, which will contain probability percentages of drawing a desired card on the next draw. Odds are displayed for each suit and for the Ace thru Deuce. Odds for cards you may be interested in will be shown in green.

F10**QUIT**

This is one of the places on the various screens from which you may exit the game. A sub-menu will appear giving you a chance to **QUIT** and save the session for later resumption (all money amounts are kept, along with the statistics accumulated), or **QUIT** with **NOSAVE**, which clears out all selected options, monies and stats, readying the game for a fresh session next time you play.

KEYS APPEARING ON THE PLAY SCREEN DURING THE PLAYING OF A HAND:

The following Function Keys will be available for your use when appropriate. Not all these keys display when it's your turn. For example, if there have been no bets made by your opponents, or you are first to bet by holding the highest open card, the only action keys available will be **BET** and **CHECK** (since there isn't a raising opportunity and to **FOLD** would simply be terrible Poker).

F1 **CALL**

Use this key if you wish to call a bet/raise made by your opponent(s). The amount you are calling will be displayed as part of the "**TO YOU**" prompt. When you **CALL**, the amount due is automatically deducted from your bankroll and added to the **POT**.

F2 **BET**

Use this key to indicate your bet intention. A new sub-menu will appear showing the three amounts you may choose from (these are the amounts selected on the **MAIN MENU** using the **LIMITS** key). Select the desired amount by pressing the appropriate key. This amount will be deducted from your bankroll and added to the **POT**.

F3 **CHECK**

When the players in front of you have checked to you, or when you are first by rank, you may wish to pass your turn in the betting round by **CHECKING**. Selecting this key causes no deductions from your bankroll and adds nothing to the **POT**.

F4 **RAISE**

This key will only display if an opponent has bet or raised in front of you. A new sub-menu will appear showing the three amounts you may choose from. Select your desired **RAISE** amount by pressing the appropriate key. This amount, plus the outstanding bet/raise amounts forced on you by your opponents will be deducted from your bankroll and added to the **POT**.

F5 **FOLD**

This key will only display if an opponent has bet or raised in front of you. Selecting this key causes your hand to be folded (withdrawn from this round). No money is deducted from your bankroll or added to the **POT** on your behalf. The hand will continue automatically with the remaining players until completed.

F6 **TUTOR**

Whenever it is your turn to act within the playing of the hand, you may display **TUTOR** advice by pressing this key. After reviewing the information and recommendation, you clear the **TUTOR** window by pressing the **SPACE BAR** on your keyboard. This returns you to the "**TO YOU**" prompt, ready for your action. For more details on the **TUTOR**, select **HELP** from the **MAIN MENU** screen.

F7 **SPEED**

See the **SPEED** key explanation on the **MAIN MENU** section in this document.

F10 **BOSS**

This key is available in most screens throughout the game. Pressing this key **ONCE** blanks out the screen, protecting your privacy. Pressing this key **TWICE** ends the game immediately, saves the current settings for later resumption and returns you to your **DOS** prompt. Pressing this key **ONCE** followed by any other key (not **BOSS** again!) returns you to the game at the exact point you left it.

KEYS APPEARING ON THE PLAY SCREEN AFTER A HAND HAS BEEN PLAYED:

F1 MENU Use this key to temporarily return to the **MAIN MENU** and perform or review its functions.

F2 DEAL Select this key to **DEAL** a new hand. If you are out of money or have won all your opponent's money and have selected the **BUST** option (see the **TABLE** key in the **MAIN MENU** screen) this key will not display. You must return to the **MAIN MENU** and either give yourself (and everyone else) more money, or change the "**BUST**" option to "**BORROW**".

F3 REPLAY Selecting this key will "instant-replay" the just completed hand, card by card, showing the final state of that betting round (watch the **BET SUMMARY** box on the top right corner of the screen for a complete round history). Pressing the **SPACE BAR** on your keyboard advances through each card dealt for the hand, until the hand is completed. At the bottom of each replayed screen, the **TUTOR** will display comments on your actions, if it disagreed.

F4 NEXT3 Although not good Poker manners, at the end of a hand, you may peek at the next few unplayed cards still in the deck.

F5 STATS During your playing session, statistics are kept on your every action. At the same time, the **TUTOR** is grading your level of skill and commenting on the most recently played hand. Use the **STATS** key to access this important information.

F6 TIME If you are rushed for time, maybe you shouldn't be playing! If you must know what time it is (and you have set your computer's clock properly at boot-up), pressing this key displays current date and time on the lower right hand box of the **PLAY** screen for 3 seconds, then disappears.

F7 SPEED
F8 SOUND
F9 ODDS
F10 BOSS

Same as previously described.

KEYS APPEARING ON THE STATS SCREEN

You get to the **STATS** screen by selecting **STATS** from the **PLAY** screen at the completion of a hand. Once you have reviewed the information shown, you have the following options:

F1 **HELP** Displays a quick explanation of the contents of this screen.

F2 **DEAL** Returns you to the **PLAY** screen, and a new hand is dealt.

F3 **MENU** Takes you to the **MAIN MENU** screen, from which you may **DEAL**, **QUIT** or perform other desired functions.

F10 **BOSS** Same as previously described.

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The trophy Slim awards to the winner of the Super Bowl of Poker at Caesar's Palace, Las Vegas each February.

Amarillo Slim, one of the world's greatest professional poker players, invites you to play this computer version of Five Card Stud. Amarillo Slim's legendary fame has contributed to the boom of poker as a game of choice in the past 18 years. After winning the World Championship in 1972, Amarillo Slim quickly became the world ambassador for the game. He appeared as a celebrity movie actor in "California Split." He hosts several events around the world, such as the Super Bowl of Poker at Caesar's Palace in Las Vegas and the Australian Poker Championship. A true authority, Amarillo Slim has earned the title of "Only Living Legend of Poker."