



CARD GAMES™

NTSC U/C

PlayStation®



SLUS-01379
01379



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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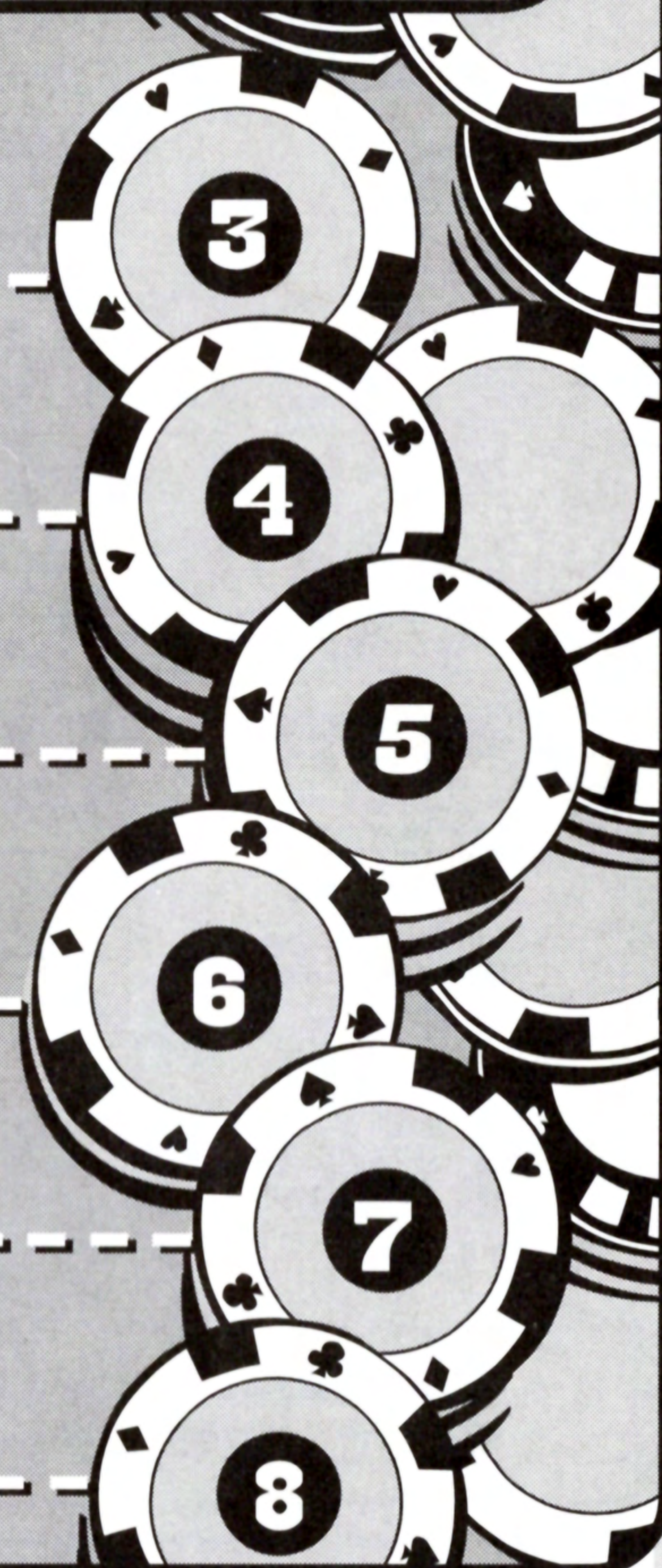
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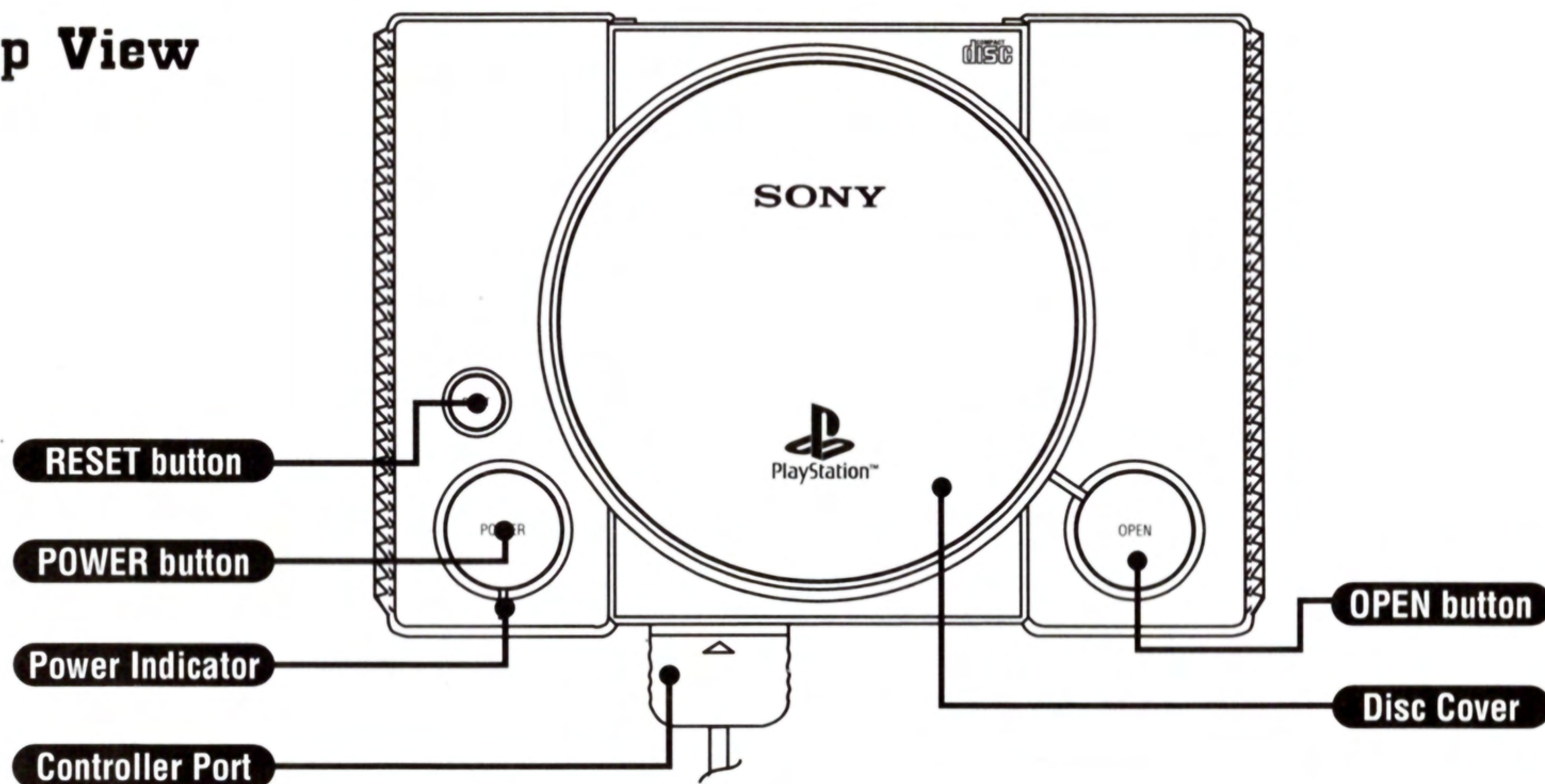
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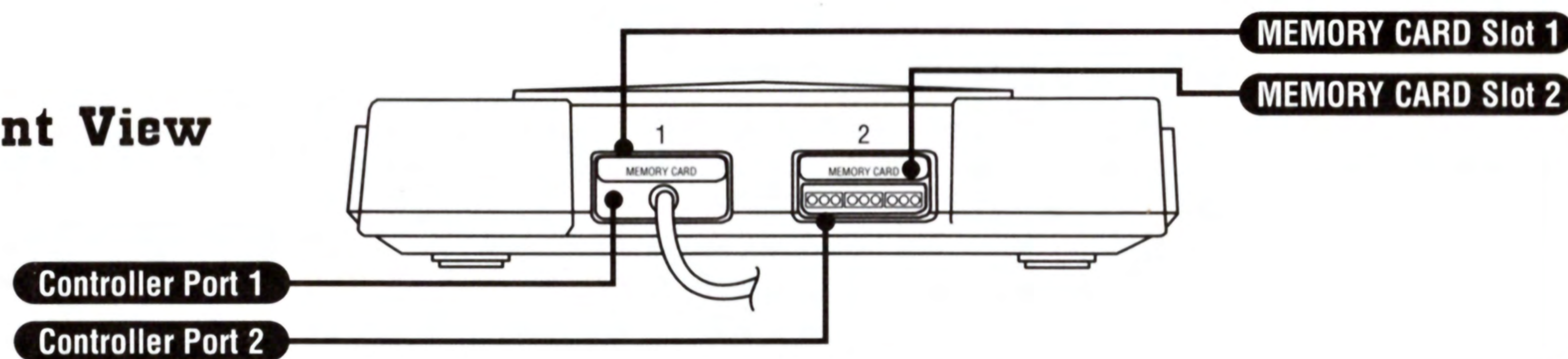


CONSOLE INSTRUCTIONS

Top View



Front View

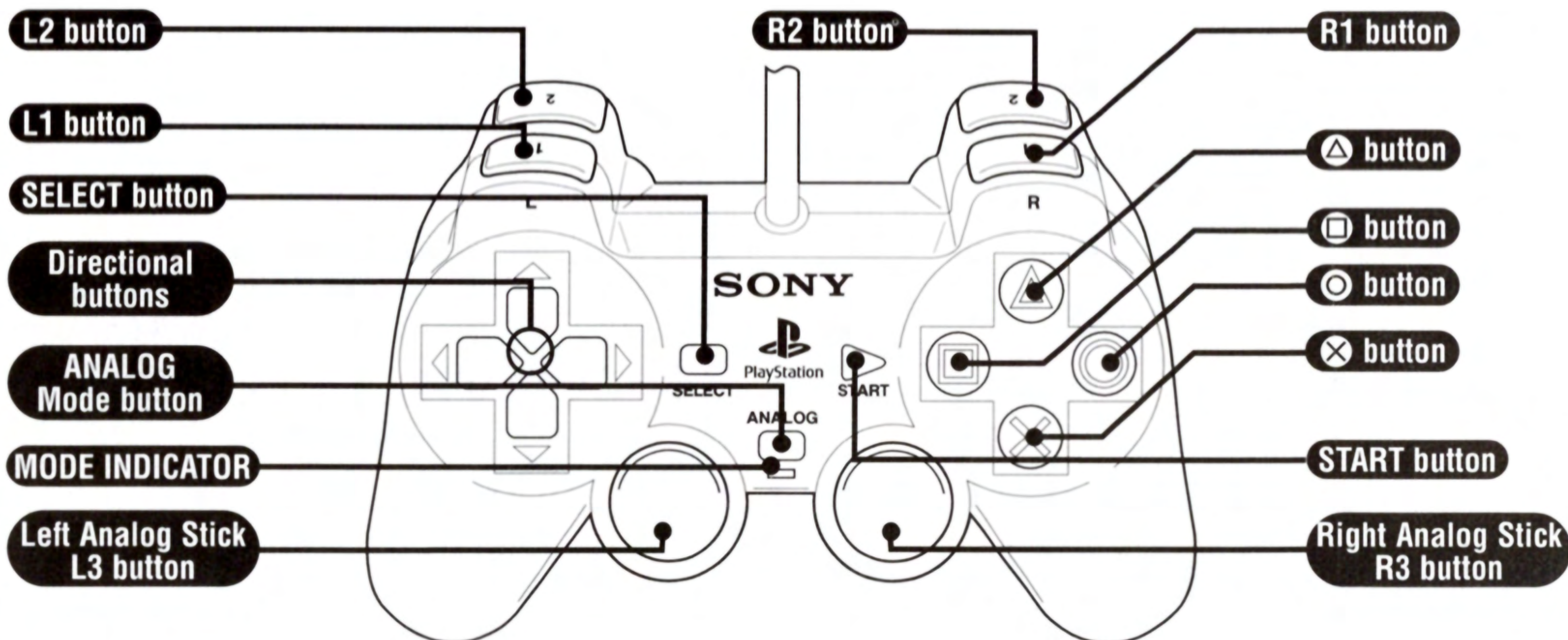


Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the CARD GAMES disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



OPERATING INSTRUCTIONS 3

DUALSHOCK™ analog controller



	Game Screen
Directional buttons ← → ↑ ↓	Select menu item / Turn over next page
○ button	Cancel a menu item
× button	Confirm a menu item
START button	Start game
SELECT button	Exit game

Digital Controller



Note: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

Note: The L2 and R2 buttons are not used in this game.



STARTING THE GAME

Following the opening screen, this title screen will appear:

CASINO MODE

The Player is given one empty room. The purpose of this Casino mode is to win the games, make some money, buy as many items as possible in the shop, and make the room luxurious.

Players compete in 6 different card games against unique CPU characters. When a player wins, the player makes some money. Once a player earns enough chips to buy some items for their room then go to the shop and buy the items such as furniture, TV, luxury carpet and more. If a Player loses all the money, the game is over. Player also can buy "Bet Rate Card" in the shop. When you first start the game, you only can bet lowest rate (up to 1000), but once you win and make some money, visit the shop and buy "Normal Rate Card", "High Rate Card" and "Special Rate Card". After you buy these cards, you can bet higher rates, and it could make you earn or lose bigger money.

FREE MODE

Basically, play rule is same as Casino mode, but Player can select the CPU opponents from 14 different unique characters. 2 players are available at the game called "SPEED", and Player can compete against a friend. Free mode already has more chips than Casino mode so don't worry about chips.

Rulebook

There is rulebook in this game. Even if you don't know the game, the rulebook will explain how to play.

Saving & Exiting Game

SAVING GAME

Player can save Casino mode data and various settings such as current amount of chips and player's room.

Notice: if there is no Memory Card in slot 1 it will not save the data.



OPTION

Menu screen is used to change various settings. Card Graphic and BGM card can only change after purchasing at Shop.

Rule Setting: Player can set up the Black Jack and President rule.

Card: Player can change card graphic in the game.

BGM: Player can change BGM in the game.

Sound: MONO / STEREO

Memory Card: Player can save and load.



EXITING GAME

Each card game has a system of rounds. It will show results at the end of each round. After results, it will move the chips from loser to winner. Press SELECT button to return to title screen. Press \otimes button to continue to play the card game.



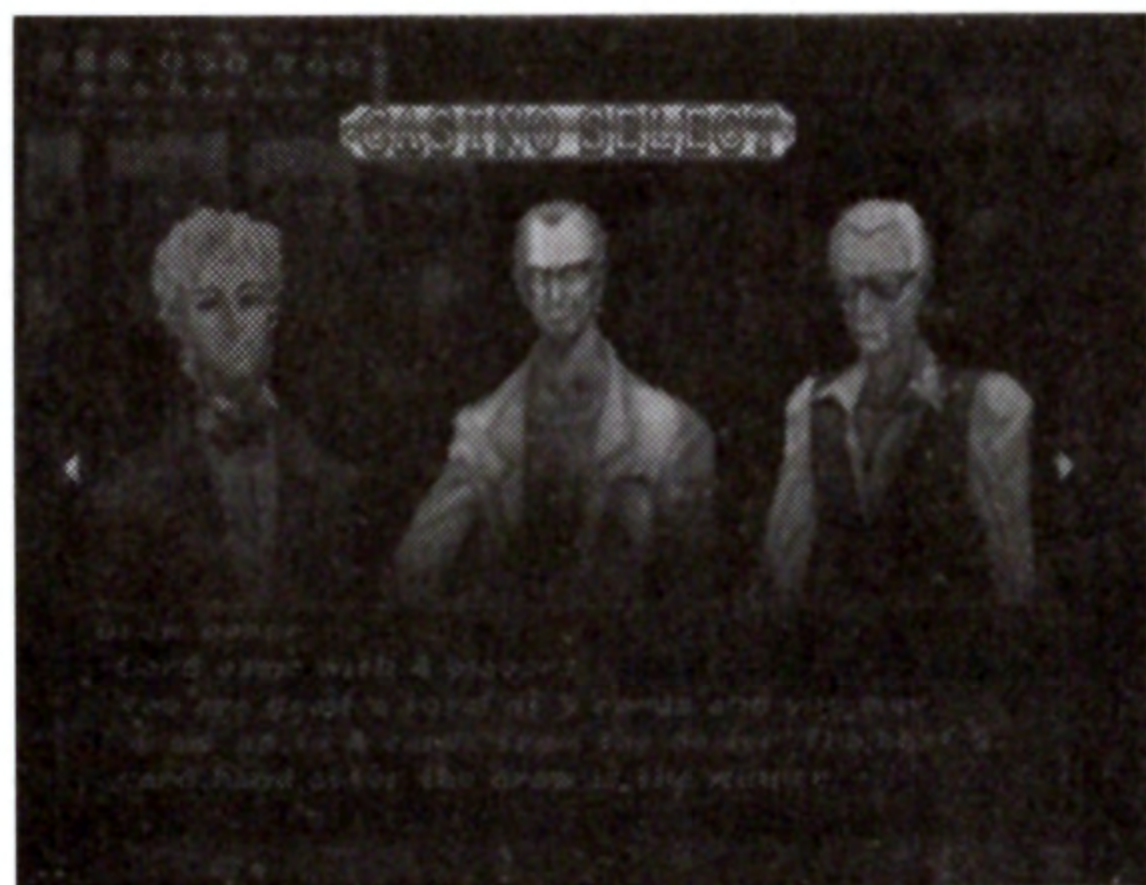


CASINO MODE

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Select Casino mode at menu screen. *Each card game already has a CPU player.

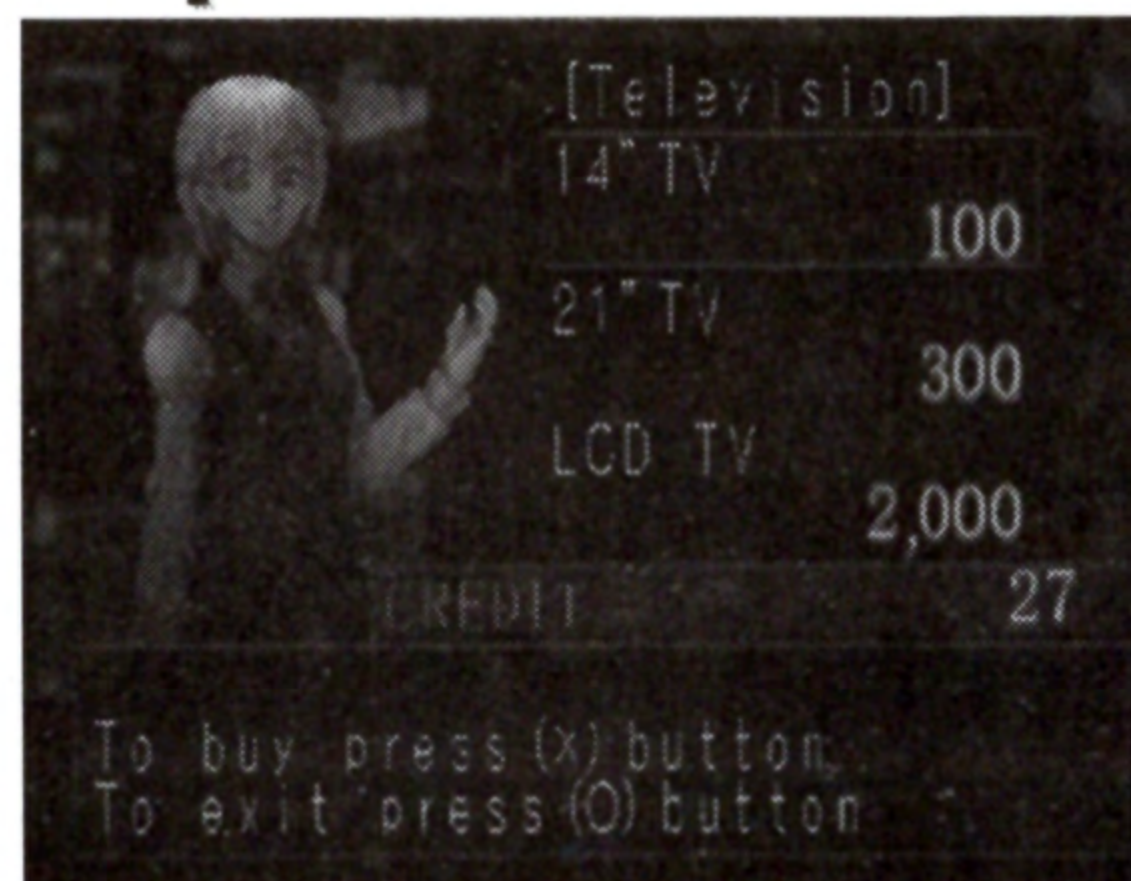
Select Card Game



Player can select from 6 different card games. Press the **X** button to start a game, or select Shop or Player's room to go to the selected place.

*If Player presses the **O** button he/she will leave Casino mode.

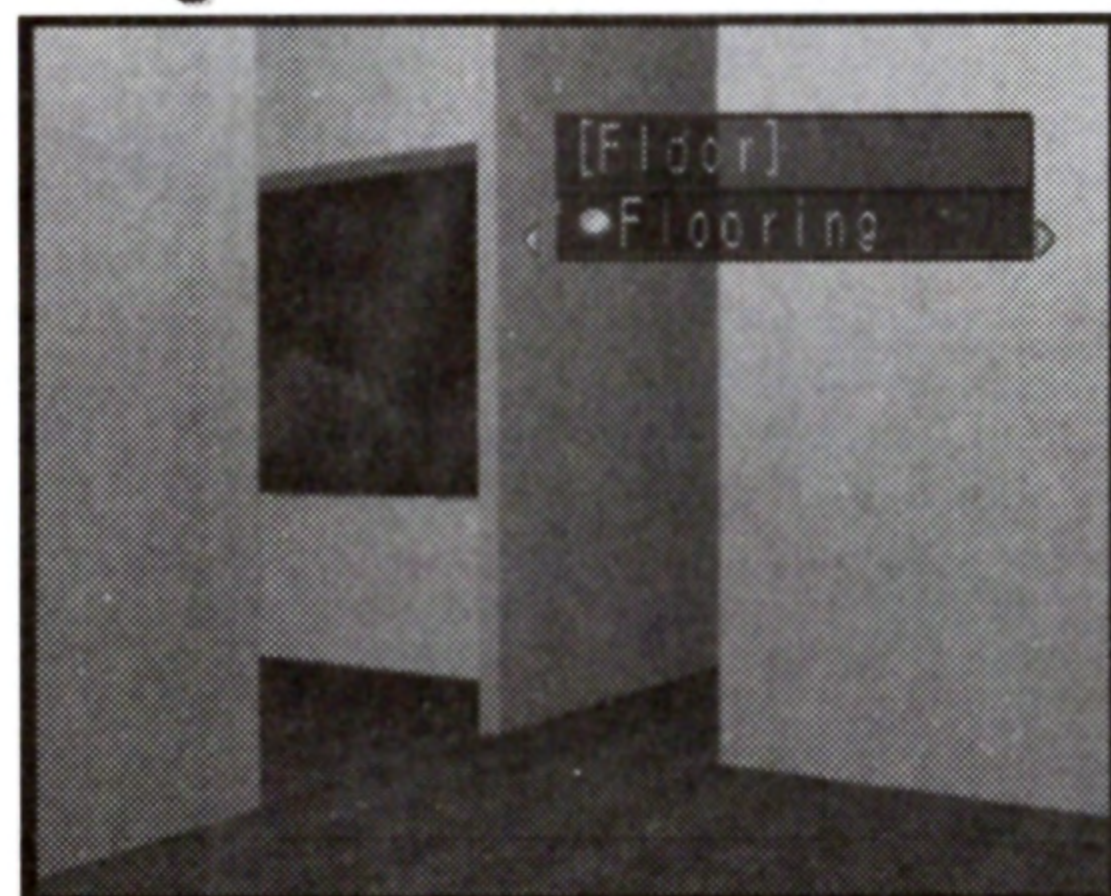
Shop



After building equity from chips, Player can buy an item here. For example, if the Player already has his/her own room, the Player can set up the furniture.

If a Player presses the **O** button he/she will leave the Shop.

Player Room



A Player can set up a display of his/her furniture to make a fancy room.

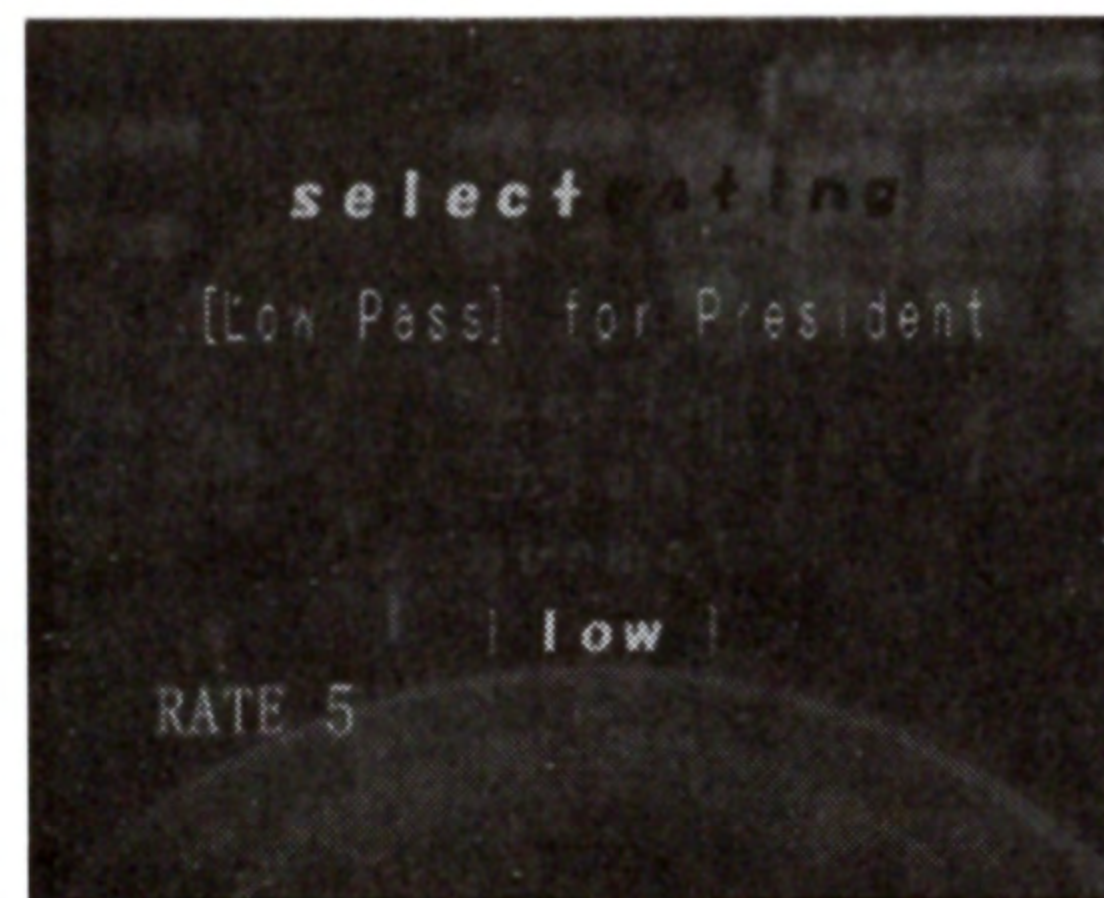
Directional keys **← →**: Select an item list.

Directional keys **↑ ↓**: Select an item.

O button: Close the list / Leave from the room.

X button: Confirm / Open the list.

Select the bet rate

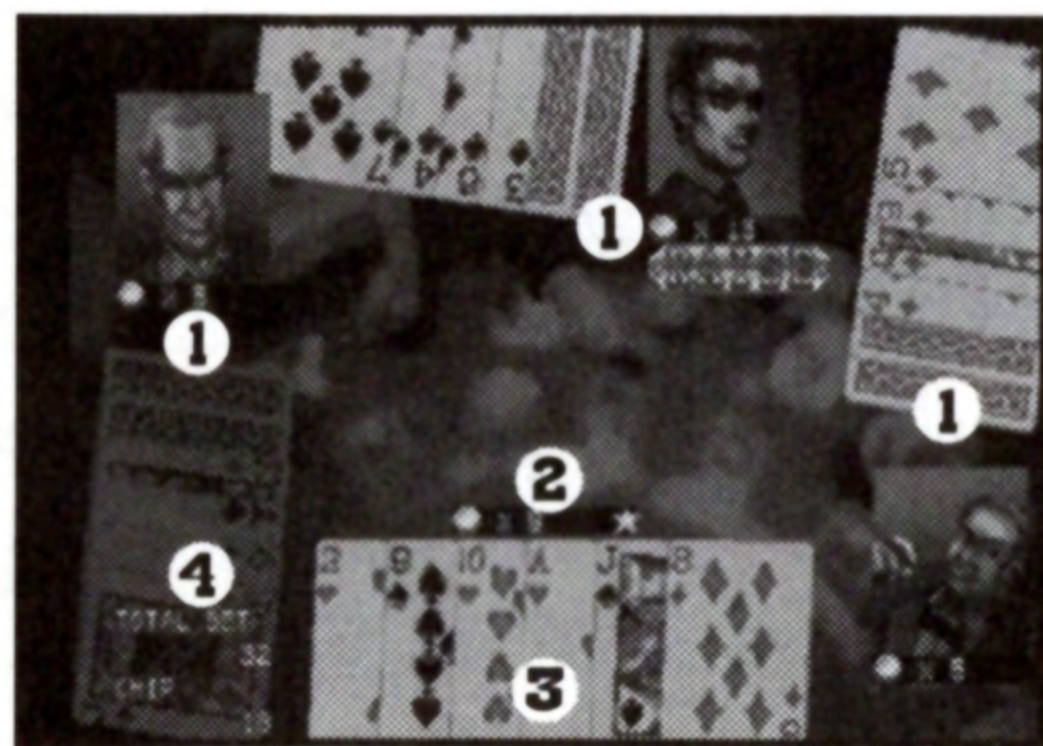


At the beginning of the game, a Player can only select low rate bets. After Player purchases Participation prize, a Player can raise the rate. Each card game has a different bet style. In this situation a Player will select bet rate. Use directional keys **← →** to select amount of bet and confirm with **X** button.



Draw Poker

Each player is dealt five cards, then a round of betting follows. Then each player gets back as many cards as he/she discarded. Then there is another round of betting, and then hands are revealed (the showdown) and the highest hand wins the pot. A Player can only exchange cards on the first round.



- ① Other player's hand and bet.
- ② Current betting
- ③ Player's hand
- ④ Total bet and player's chips

Commands

(Use Directional buttons to select and **X** to confirm.)

Bet: You must 'ante' something (amount varies by game), just to get dealt cards. After that, players' bets go into the pot in the middle. At the end of the hand, the highest hand (that hasn't folded) wins the pot. When betting gets around to you, you have some choices.

Check: If there has been no betting before you in a betting round you may check, which is like calling bet of 0, or passing your turn.

Call: To call is to match the current bet.

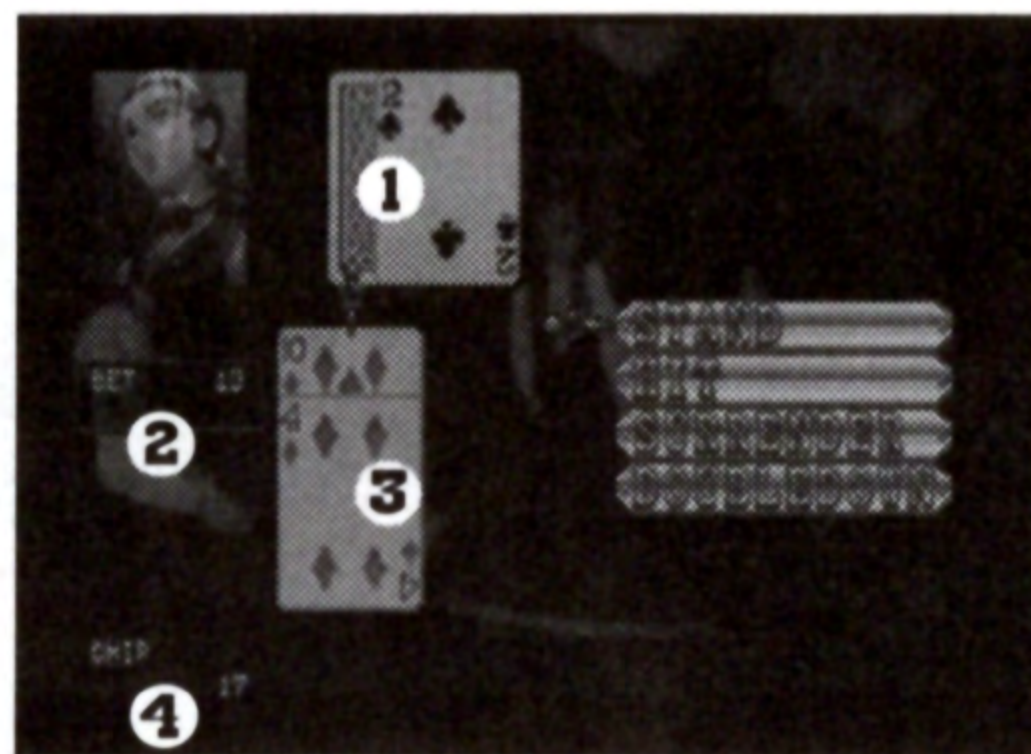
Raise: After someone has opened in a round to increase the amount of the bet is to "raise".

Fold: To abandon your hand, usually because someone else has made a larger bet than you are willing to call.

Control	
Directional buttons ← → ↑ ↓	Select
△ button	Throw
X button	Confirm / Cancel

Black Jack

The objective in Black Jack is to beat the dealer by drawing cards totaling closer to 21 (but not higher than 21) than the dealer draws. You can win in one of two ways: by having a higher card total than the dealer, or if the dealer "busts".



- ① Dealer's hand
- ② Bet status
- ③ Player's hand
- ④ Current game status

Commands

(Use Directional buttons to select and **X** to confirm.)

Hit: Draw another card to the hand.

Stand: Stop at the current total.

Insurance: If the dealer turns an up-card of an Ace, he will offer "Insurance" to the players. Insurance bets are made by betting up to half your original bet amount in the insurance betting stripe in front of your bet. If he does have Black Jack, your winning Insurance bet will be paid at odds of 2:1. You'll lose your original bet of course (unless you also have a Blackjack)

Split: When you are dealt a matching pair of cards (remember, ignore the suits), you have the ability to split the hand into two separate hands, and play them independently.

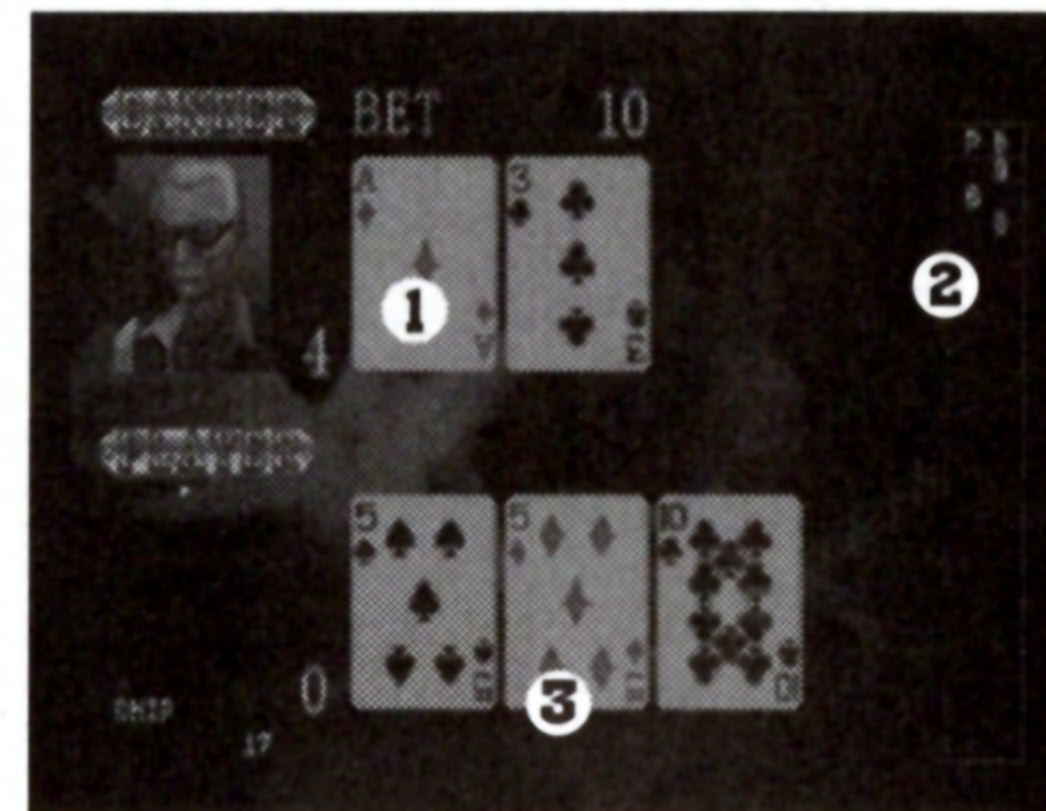
Surrender: Surrender offers you as a player the choice to fold your hand, at the cost of half of the amount originally bet.

Doubling Down: This can only be done with a two card hand, before another card has been drawn. Doubling down allows you to double your bet and receive one, and only one, additional card to the hand.

Baccarat

The object of Baccarat is to wager on the hand that gets closest to a total of 9. A Player wagers on his/her own hand, the bank's hand or a tie. The dealer gives two cards to each Player and two cards to the bank. All face cards and ten value cards count as zero. All other cards use their face value.

The first Player will bet, appearing as the right side of command.



- ① Dealer's hand
- ② Bet status
- ③ Player's hand

Commands

(Use Directional buttons to select and **X** to confirm.)

Banker: Bet the bank. When the bank wins, it will be paid off at 2:1.

Tie: Bet tie. When the player and bank hands are the same total, the hand is a Tie, and the Tie is paid off at 8:1.

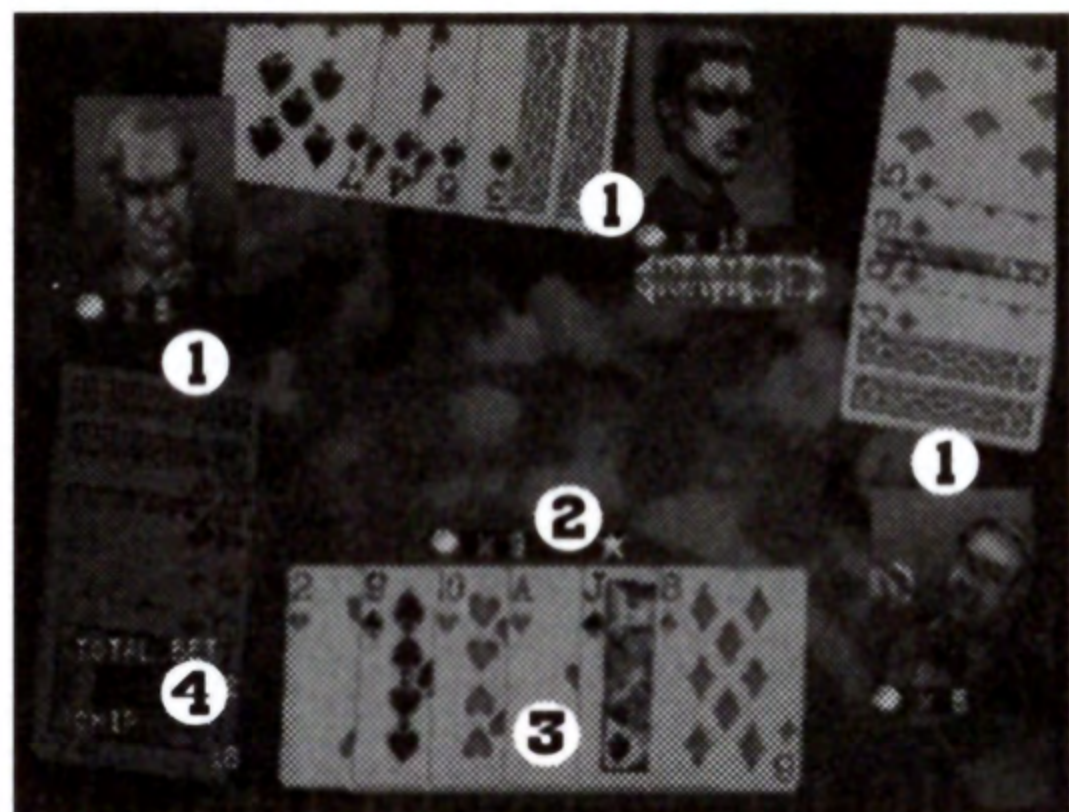
Player: Betting the player. When the player wins, he/she will be paid off at 2:1.

After Player finishes betting, dealer will hand out two cards each. One is for player and the other is for banker. Depending on the total amount of the two cards dealt, a Player may choose to receive a third card.

The total of the cards that is closest to nine wins. The winner will receive chips.



Seven Card Stud Poker



- ❶ Other player's hand and amount of bet.
- ❷ Current betting
- ❸ Player's hand
- ❹ Total bet and player's chips

Basically, the rules are the same as regular Poker, but each player will be dealt 7 cards and the highest-ranking hand wins the pot. Players may only use 5 of the 7 cards for their poker hand. All players ante up before the starting hand is dealt. Each player is dealt two cards down, then a round of betting ensues. The other three cards are dealt face up, and then another round of betting. Then one more card is dealt face up and there is another round of betting. The last card is dealt face down and the last round of betting ensues, then hands are revealed (the showdown). The highest hand wins the pot.

Control	
Directional buttons ← → ↑ ↓	Select
⊗ button	Confirm / Cancel

Commands

(Use Directional buttons to select and ⊗ to confirm.)

Bet: You must 'ante' something (amount varies by game), just to get dealt cards. After that players bet into the pot in the middle. At the end of the hand, the highest hand (that hasn't folded) wins the pot.

When betting gets around to you, you have some choices.

Check: If there has been no betting before you in a betting round you may check, which is like calling a bet of 0, or passing your turn.

Call: To call is to match the current bet.

Raise: After someone has opened in a round, to increase the amount of the bet is to "raise".

Fold: To abandon your hand, usually because someone else has made a larger bet than you are willing to call.

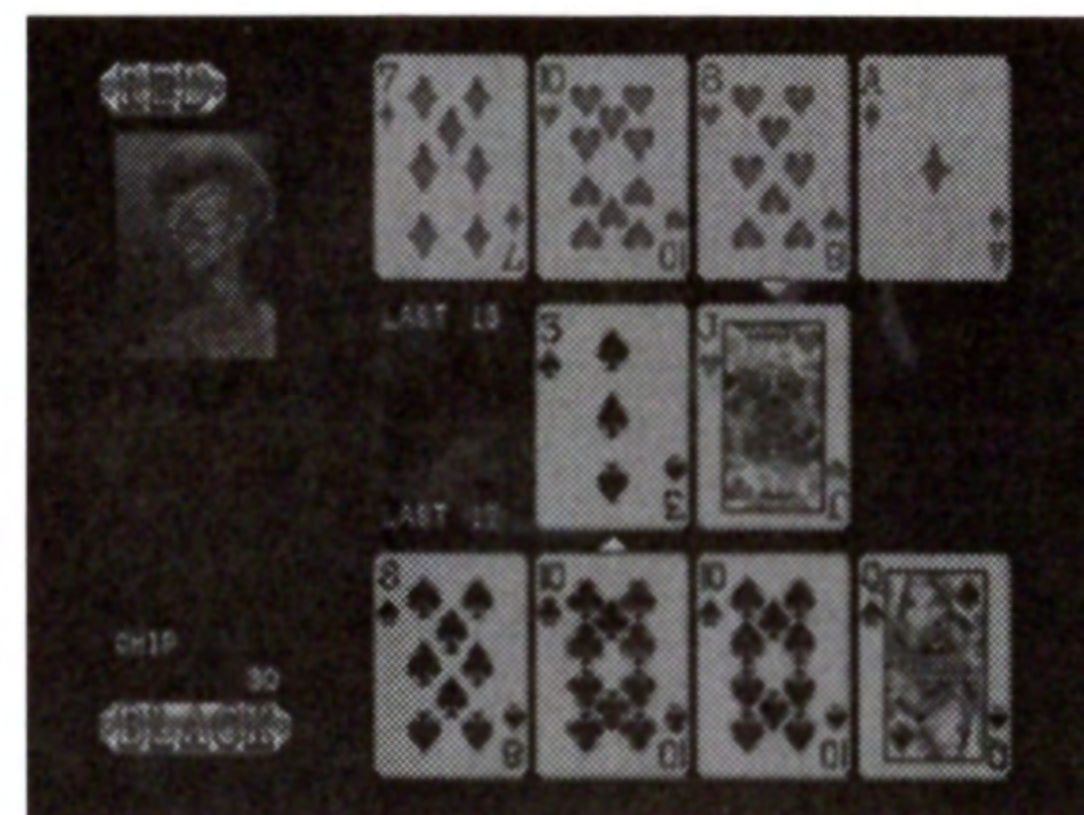
Speed

Speed is a game for two players in which the aim is to get rid of your cards as fast as possible. The players do not take turns - physical speed and alertness are required to play faster than your opponent. On each deal, by being first to play all your stock pile cards you can reduce the number of cards you have in the next deal. By being successful for several deals you can eventually get rid of all your cards, thereby winning the game.

Player has all black cards (Spades and Clubs) and the opponent has all red cards (Hearts and Diamonds). In front of each player, 4 face-up cards are dealt from their hand cards (Spit cards). Countdown will start as 3, 2, 1 Go, and then each player puts one card from the spit cards. These two cards are placed side by side between the Players' 4 cards, which are dealt up at the beginning. These two cards and the cards that will be played on top of them are the **spit piles**. The players now play simultaneously as fast as they want. The object is to get rid of

all the cards onto the spit piles. A Player can play the face up cards onto either spit pile. To play a card on a spit pile it has to be next in sequence up or down. Suit and color do not matter. Cards can turn the corner - for example on an ace you can play a two or a king; There are always 4 face-up cards in front of the players. When the Player puts one of the 4 face-up cards onto the spit pile, another card is added from Spit cards to 4 face-up cards.

Control	
Directional buttons ← → ↑ ↓	Put left side of card into spit pile
⊙ button	Put right side of card into spit pile
△ button	Put 2nd right card into spit pile
■ button	Put 2nd left card into spit pile
L1 button	Select left side of spit pile
R1 button	Select right side of spit pile



Two Player mode

In Speed you can play with a friend. First Player chooses Free mode then selects either VS CPU or VS Human. The basic rule is Player one is Black color and Player two is Red color. Bottom of the screen is Player one (Black) and Top of the screen is Player two (Red).

***Notice:** When Player wants to play Two Player mode please connect controller to controller port 2.



PRESIDENT

President

The aim is to get rid of all your cards as soon as possible. The last player left with cards is called "Poor man".

The Player to the dealer's left starts by leading (face up) any single card or any set of cards of equal rank (for example three fives) or more than three sequenced cards with same suit (for example, 6,7,8 of diamonds). Each player in turn must then either pass (i.e. not play any cards), or play a card or set of cards face up which beats the previous play. The suits are irrelevant and the cards rank, from high to low, **Joker 2 A K Q J 10 9 8 7 6 5 4 3**. A single card is beaten by another single card with a higher number. A set of cards can only be beaten by a higher set containing the same number of cards. So for example if the previous Player played two sixes you can beat this with two kings, or two sevens, but not with a single king, and not with three sevens (though you could play two of them and hang onto the third). It is not necessary to beat the previous play just because you can - passing is always allowed. Also, passing does not prevent you from playing the next time your turn comes around. The play continues as many times around the table as necessary until someone makes a play which everyone else passes. All the cards played are then turned face down and put to one side, and the player who played last (and highest) to the previous "trick" starts again by leading any card or set of equal cards.

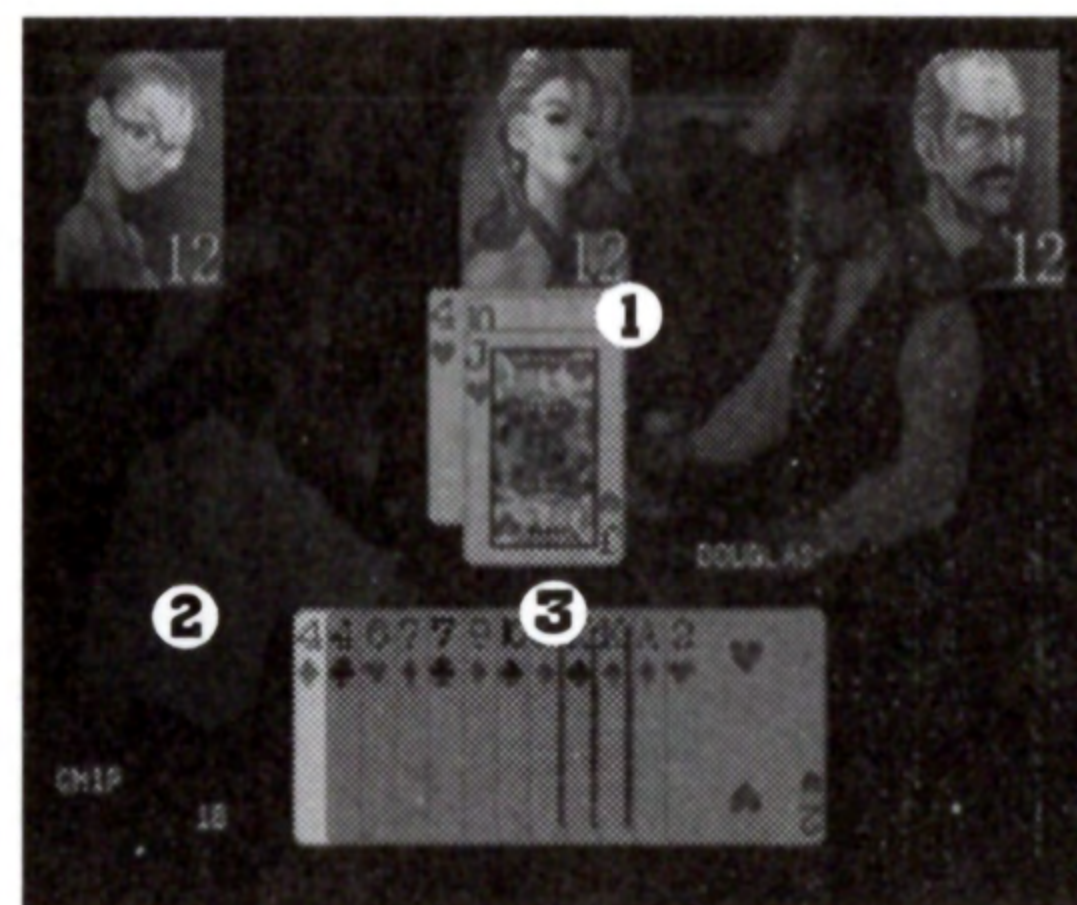
For example the play might go:

A	B	C	D	E
44	Pass	Pass	66	99
JJ	Pass	Pass	Pass	KK
Pass	Pass	AA	Pass	Pass
Pass	Pass			

C then starts again by leading any card or set. When a player whose turn it is to play has no more cards left, the turn passes to the next player in rotation. Therefore in the example, if the two aces were **C**'s last two cards, it would then be **D**'s turn to play anything. The first player who is out of cards is awarded the highest social rank - this is "President" - the next is "Vice-President", then "Citizen". The last player to be left with any cards is called "Poor man". When the deal is complete, the Poor man must give two of his highest cards to the President, and the President gives back in exchange two lowest cards. The Citizen also must give one of his highest cards to the Vice-President, and the Vice-President gives the Citizen one lowest card.

Control

Control	
L1 and R1 buttons	Select cards
⊙ button	Confirm
⊗ button	Pass
△ button	Lead cards



- ❶ Other player's hand and amount of bet.
- ❷ Current betting
- ❸ Player's hand

Special Rule

Revolution - If four single cards of the same rank are played in succession (with or without passes in between), or if one player plays a set of four equal cards, then the ranking of cards reverses. This is called a **revolution**. Even if a revolution has happened, the Joker is always highest rank.

Joker - The Joker is ranked above the twos, and also can be used as wild cards, which can represent any rank.

Last Card - When the Player has only one card in his hand, if the card is either 2 or Joker, the player automatically loses the game and becomes Poor man. (In case a revolution has happened, the player loses if either 3 or Joker is his/her last card.)

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