

# 7 Card Stud



CAT. NO.  
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**Radio Shack**

**TRS-80**



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COMPUTER**

TM



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# Table of Contents

Introduction .....	1
Required Equipment .....	1
Loading Instructions .....	2
Playing the Game .....	3
Entering Commands .....	4
Demonstration .....	4
Selecting Opponents .....	5
The Deal .....	7
First Round of Betting .....	8
Second Round of Betting .....	10
Later Rounds of Betting .....	12
The Showdown .....	13
Examples .....	15
First Round of Betting .....	15
Showdown .....	17
Appendix A — Classes of Poker Hands .....	19
Appendix B — System of Betting .....	25
Betting Limits .....	28
Appendix C — Golden Rules .....	29
For the Poker Player .....	29
For 7 Card Stud .....	31
Playing the Computer .....	32
Appendix D — Glossary of Poker Terms .....	35





# Introduction

7 Card Stud is the most popular version of the game of poker. This computer game simulates the "5, 10" game played in Las Vegas, so after a few practice sessions, you may want to make a trip to Fun City and try winning your fortune!

This manual guides you through the operational procedures of the program. The rules of the game are also included, so if you happen to be a novice, you can learn the game and sharpen your skills at the same time.

You can play against one, two, or three opponents, choosing them for their playing styles. You can even ask the computer for advice if you are unsure about your next move.

Good Luck!

## Required Equipment

- A TRS-80® Color Computer with at least 16K RAM
- Standard TV (Color Recommended)
- Joystick Controls (Optional)



## Loading Instructions

1. Make sure your computer power is off before inserting or removing a Program Pak™ ROM cartridge. Failure to do so can result in damage to the Program Pak.
2. Connect the Color Computer to the television, and set the switchbox control to Computer (or Game). See your TRS-80 Color Computer Operation Manual for further details regarding connections.
3. Plug the joystick controllers (if used) into the jacks located on the back left side of the computer.
4. Insert the 7 Card Stud Program Pak™, label side up, into the slot located on the right side of the computer. Press firmly until it engages securely, but do not force it.
5. Turn on the television and tune it to Channel 3 or 4 (whichever is least active in your area).
6. Turn on the Color Computer.



# Playing the Game

After you insert the 7 Card Stud Program Pak and turn on the computer, the screen displays the following message:

7 CARD STUD      LIMIT RAISE

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Then, the screen shows the names of your opponents — Hal, Joe, and Sid. Each name has a number next to it, showing how many betting chips the player has. (Everyone starts with 999.) Your own chips are shown in the lower right corner of the screen. PLAY is shown in white to the left of the number.



## Entering Commands

You can use either the keyboard or joystick to enter commands. To use the joystick, press **J**. To disengage the joystick connection, press **J** again.

Hold the joystick with the button away from you. By moving the joystick up or down (or by pressing the **↑**/**↓** arrows), you can view all the commands at your disposal at the beginning of a hand or whenever it is your turn to play.

Pressing either the button on the joystick (if the joystick is being used) or the **ENTER** key instructs the computer to perform the command that is currently displayed.

## Demonstration

If you press **D** (Demonstration), the program takes over and plays all the hands. At the end of each hand, the title page is displayed, and another deal automatically begins. Each of the four players gets a fresh stack of betting chips. When you want to get back into the game, press **D** again to end the demonstration.






## Selecting Opponents

You may choose to play against one, two, or three opponents. The opponents are named Hal, Joe, and Sid. Their methods of play are very different. One is loose — he bets boldly, is a hearty bluffer, and seldom passes. Another is tight — he is more cautious, taking care to cut his losses when his hand looks unpromising. The third player is equal to any situation — he avoids extremes of either rashness or timidity. It would spoil the fun to tell you which profile fits which friend. You'll become acquainted with them in time and figure it out for yourself.

At the start of every hand, you have two options:

- Select (SEL) new opponents
- Proceed (PLAY) against the opponents shown on the screen

The commands, SEL and PLAY, appear on the screen when you press  and  or move the joystick up and down.

To begin the game, display the PLAY command, and press .



Each player's hand and number of chips are displayed in one of the four corners of the screen. Your cards are in the bottom right corner. To choose your opponents, display SEL and press **ENTER**. SEL changes from white to red, and the name of the player whose hand is in the bottom left corner changes from blue to white.

You must now decide which opponent will occupy this position. Use the **↑/↓** keys (pressing them as many times as required), or move the joystick up and down to view the options: SID, JOE, HAL, or OUT. When the player you want to select is shown, press **ENTER**. If you select OUT, the position is left vacant.

Next, the top left name changes to white. Select an opponent for this position in the same way as before. Then select the top right opponent. Note that two or three players can be alike. For example, you can choose to play against three "SIDs."

After selecting all your opponents, you are ready to begin play. Display PLAY on the screen, and press **ENTER**. Play now begins automatically.



## The Deal

Before cards are dealt, each player has to put up a stake of one chip. This initial stake is called the ANTE. The program automatically deducts one from each player's total and displays a number in the center of the screen. This number represents the POT (the pile of chips that have been staked).

Then, each player is dealt two cards face down (Hole Cards) and one face up (Up Card). The first up card that a player receives is called the Door Card. The two cards on the right in your hand are the hole cards. Your opponents cannot see these two cards.

After looking at your cards, decide if you can possibly put together a winning poker hand after four more cards are dealt. The various classes of hands are listed in Appendix A.

Part of a poker player's skill consists of assessing the likelihood of finishing with the winning hand. If the cards look promising, the player tries to bet a large amount on them. If the cards aren't worth much, the player stops playing or minimizes the amount put in the pot.

For some general advice on how to play poker, see Appendix C.



## First Round of Betting

The betting is always started by the player with the lowest up card (for this purpose, an ace counts high). This first bet is called the Blind, because the player bets without looking at the cards. The first bet from the player with the lowest ranking card is mandatory.

If there are two low cards (the cards are equal), then the card in the lower-ranking suit determines who starts the betting. Spades are highest, then hearts, then diamonds, then clubs.

The word BET appears for a moment in place of the name of the player, and one chip is transferred from that player's total to the pot.

The next person (going clockwise) has the following options:

- PASS — If the cards do not have the potential for a winning hand and the player doesn't want to risk staking any more on them, they are placed on the table, face down. The player takes no further part in the play of the hand, and the initial stake put in the pot is lost.
- CALL — The player puts up the minimum stake required to play the game (a stake equal to that of the last player to bet).





- RAISE — If the player views the hand with confidence, the stake can be raised. The first player to raise must put up a stake equal to that of the last player to bet plus three chips. All subsequent raises must be equal to the last bet plus five chips. (See Appendix B for detailed information on amounts to be staked.)

If the player raises, the word RAISE (in red) appears for a moment next to his cards, and four of his chips are transferred to the pot.

When it is your turn to play, one of your options (PASS, for example) is shown above your cards, in white. Use the / keys or the joystick to view all the options (PASS, CALL, RAISE, AUTO). After you press  the command is shown in red. If you choose AUTO, the computer makes the decision for you.

A round ends when all opponents of the last player to bet (or raise) have responded by either calling or passing.



## Second Round of Betting



When the first round of betting ends, each player is dealt one more card, face up. Now you have to re-assess the situation, looking at your own hand and your opponents' up cards. If your hand has improved and still seems a likely winner, you may want to take part in another round of betting.

In the second (and each subsequent) round of betting, the player who plays first is the one with the highest combination of up cards. For example, if there are any pairs showing (such as two aces, two jacks, two fours. . .), the player with the highest-ranking pair plays first. Otherwise, the player with the highest exposed card plays first. This player has the following options:

- CHECK — No more chips are put in the pot. The player simply waits to see what the other players do.
- BET — Put up a stake of five chips (ten chips if a pair is showing).

If a player checks, the next player has the same options (to check or bet). If a player bets, the opponents may pass, call or raise. The first player to raise puts up ten chips (or twenty, if the opening bet was ten chips because of a pair showing).



When it is your turn to play, one of your options is always displayed in white, and you can view the alternatives by using the / keys or the joystick. Press **ENTER** when the screen shows the option that you want.

If only two players are active (all except two players have passed), up to fourteen raises are permitted in any one round. If more than two players are active, the number of raises cannot exceed four. Your options are then restricted to PASS, CALL, and AUTO.

When a player's bet or raise is called by all the opponents who have not passed, a fifth card is dealt (face up), and the third round of betting begins. This next round also begins if all the players check.



## Later Rounds of Betting

The third and fourth rounds of betting are like the second, except for the amounts staked. The first player to bet always puts up ten chips. Once again, the player with the highest up cards is given the option of making the first bet.

After the fourth round of betting, a seventh card is dealt face down (“down the river,” as it is called in poker circles). Then there is a fifth round of betting which is exactly like the third and fourth.



## The Showdown

If two (or more) players are still in the game when the fifth round of betting ends, the showdown takes place. All cards are now displayed by each player. The computer places together the five cards that make the best available poker hand.

The chips in the pot are added to the total of the player who has the best hand. Then the cards disappear from the screen and another deal can begin. Once again, you have the option of PLAY or SELECT.

The play of a hand doesn't always last until the showdown. Often, all the players except one pass when they think they are beaten. The chips staked then go to the only player left.

You can play as many hands at one session as you like. You aren't likely to run out of betting chips — unless you play all through the day and night.

If you do happen to run out of chips, the screen shows BUST where the amount of chips is normally shown. You are allowed to play out the hand, but if you should lose, the program automatically begins a new game.



Over a series of hands, Hal, Joe, and Sid try to evaluate how you play. Their own play is modified accordingly. Like all good poker players, they will bluff on occasion. But they would never dream of cheating! They never try to get a line on your play by peeking at your hole cards after you have passed!

If you re-select your opponents after a hand, everyone starts the next hand with 999 chips. The slate is wiped clean, and the three local professionals assume you are a new player, ripe for plucking!



# Examples

## First Round of Betting

### Diagram 1

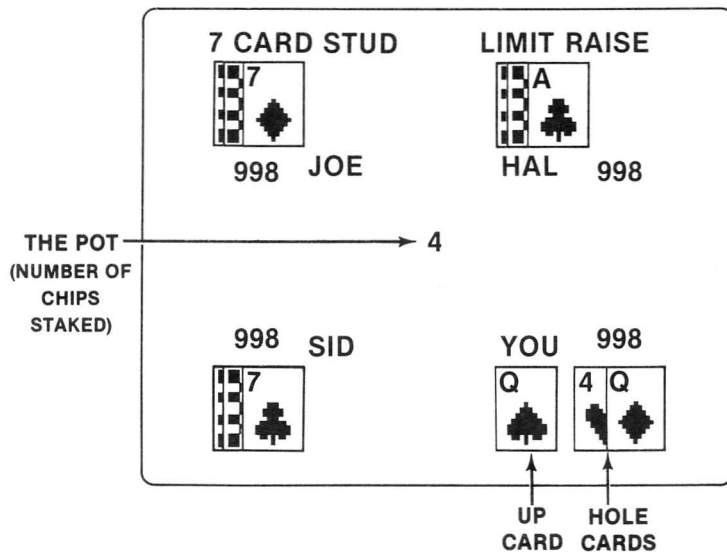


Diagram 1 is an example of how a typical poker hand might look when you play 7 Card Stud. Sid and Joe have equally low cards showing, but Joe bets first since his card is of a lower-ranking suit.

The next player up is Hal. He can pass, raise, or call. If he raises, the word RAISE is shown in red for a moment, next to his cards.

When it is your turn to play, one of the options (PASS, RAISE, or CALL) is shown above your cards, in white. Using the / keys or the joystick, you can choose the option you want.

If you raise, nine chips are automatically transferred to the pot. Now, if Sid calls your bet, he must put up nine chips.

If Joe passes and Hal calls, Hal must put up five more chips. He already put up four when he made the first raise. The five which he now adds brings his total stake up to yours.

Since all opponents of the last player (you) to bet or raise have responded by calling or passing, the first round of betting is over.

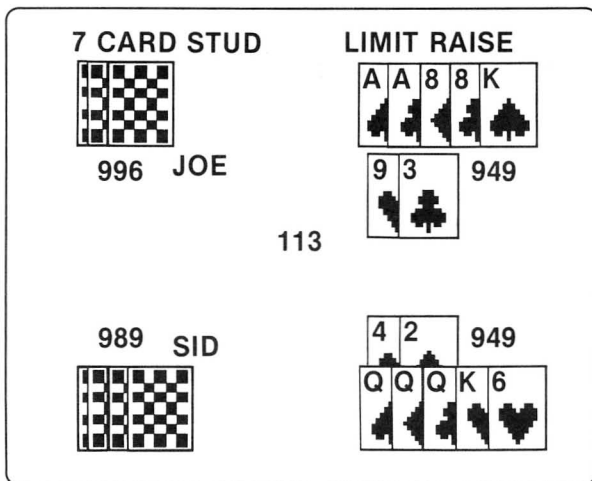
If two or more players remain after all rounds of betting are over, they must face “the showdown.”





# The Showdown

## Diagram 2



The diagram above shows how a typical screen might look after all cards have been dealt and all cards are displayed by each player still in the game.



Joe and Sid have both passed, so they are out of the game.

Five of the seven cards in each of the remaining hands are grouped together to make the best possible poker hand. In this case, your three of a kind beat Hal's two pairs.

The chips in the pot are added to your total, and the cards disappear from the screen so another deal can begin.

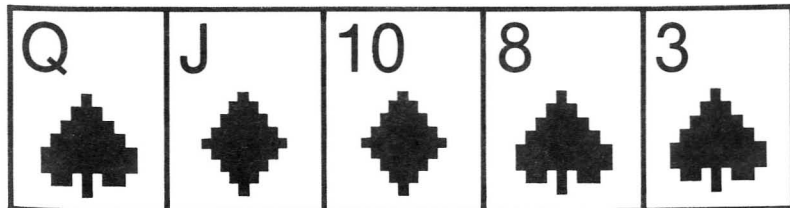


# Appendix A

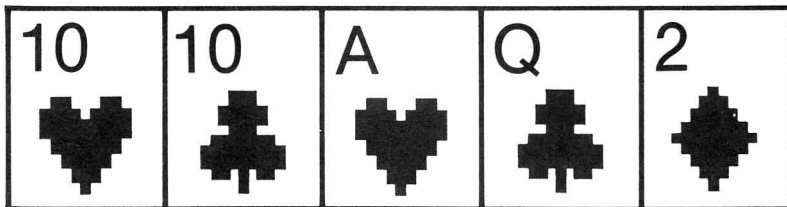
## Classes of Poker Hands

There are nine classes of poker hands. They are listed below in order, from lowest to highest.

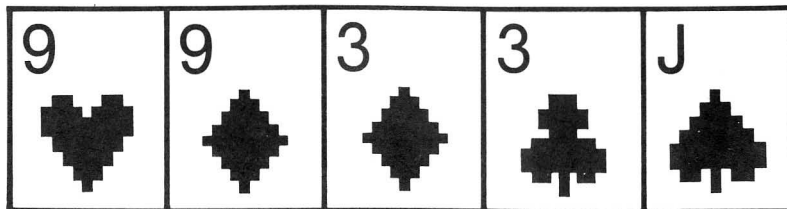
1. **Five odd cards** — There are no two cards of the same denomination. They are not all of the same suit or all in sequence. The example below is called “Queen high,” which indicates that the queen is the highest card. If two or more players have hands in this class, then “Queen high” beats “Jack high” but loses to “King high.” If the top cards are equal, the second highest cards are compared. . .and so on. Q-J-10-8-3 beats Q-10-9-8-3 but loses to Q-J-10-8-5.



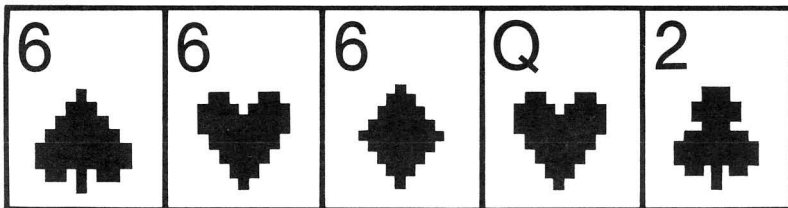
2. **One pair** — The hand pictured below is described as a “pair of tens” and beats a pair of nines or lower. If two players have equal pairs, their hands are ranked according to the quality of the odd cards in them.



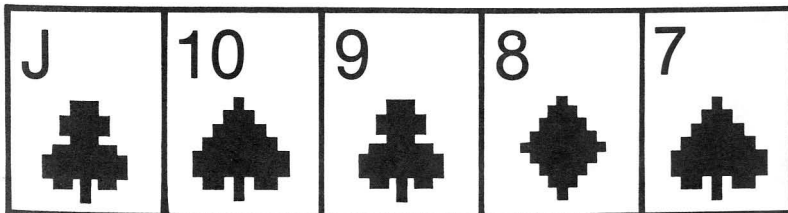
3. **Two pairs** — The example below is called “nines up,” since nines are the higher-ranking pair. Within this class, hands are assessed first by the high pairs, then by the low pairs, then by the odd cards. So 9-9-3-3-J beats 8-8-7-7-K (“eights up”) but loses to 9-9-4-4-J or 9-9-3-3-Q.



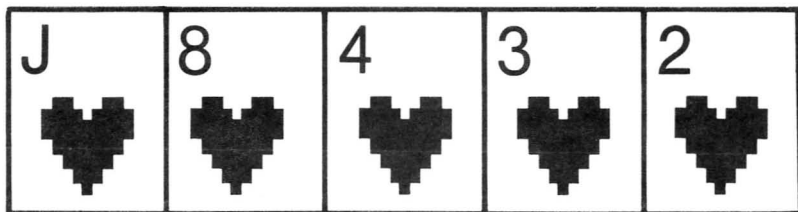
4. **Threes** (triplets or trips) — Three cards of the same denomination, and two odd cards (as shown below):



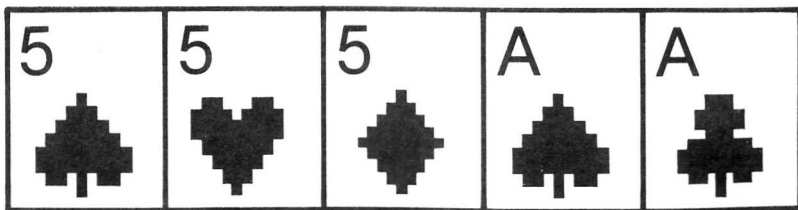
5. **Straight** — Five cards in a sequence but not in the same suit. Possible examples of a straight are A-K-Q-J-10 or 5-4-3-2-A. An ace may count for high or low in a straight. Hands within the same class are ranked by the quality of the cards, so J-10-9-8-7 beats 10-9-8-7-6. An example of a straight is shown below:



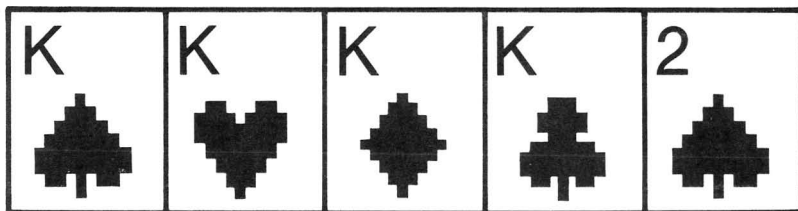
6. **Flush** — Five cards all in the same suit. The hand shown below wins against J-7-6-4-3 of spades.



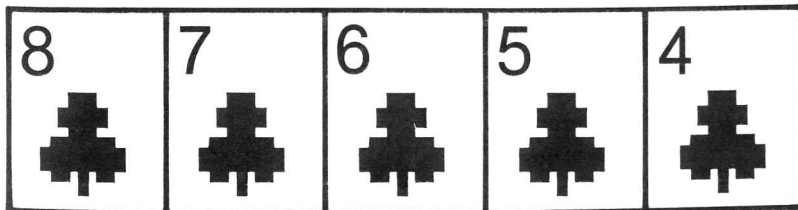
7. **Full House** — Three cards of the same denomination and one other pair. The example below is called “fives full” and is ranked lower than (for example) 6-6-6-2-2 (“sixes full”) but higher than 4-4-4-K-K.



8. **Fours** — Four cards in the same denomination and one odd card (example shown below).



9. **Straight Flush** — Five cards in sequence, all of the same suit. The strongest hand of all is a “royal straight flush” (A-K-Q-J-10 — all in one suit).



For the purpose of comparing hands at the showdown, there is no distinction between suits; a royal flush in spades is not better than a royal flush in clubs. If two (or more) players have hands of exactly the same value, the pot is divided equally between them.





# Appendix B

## System of Betting

There are several possible systems regulating the size of a bet and the limit to which it can be raised. The system described below, which is used by the program, is identical to the one used in Las Vegas limit-raise games (except that the stakes are often proportionately higher or lower there).

Ante: 1 chip

Each player puts up one chip before the cards are dealt.

Card Three (first round of betting):

First bet = 1 chip

First raise = 3 chips

Each subsequent raise = 5 chips

The player with the lowest up card must always make the first bet blind.



## Example:

- Sid bets 1 chip.
- Joe raises. To do so, he calls Sid's bet of 1 and at the same time puts up 3 more chips (totaling 4).
- Hal passes.
- You raise. To bring your total stake up to Joe's you must put in 4 chips. To raise the stake by another 5, you must put up a total of 9 chips.
- Sid passes.
- Joe raises again. He puts up 5 chips to call your bet and adds another 5 making a total of 10. The total amount he has staked (including the ante) is 15.
- You call, by adding 5 chips to the pot. Your total stake now is equal to Joe's. The first round of betting ends. There are 33 chips in the pot.



#### Fourth Card (“Fourth Street”):

First bet = 5 chips

Each raise = 5 chips

The first player to raise puts up 10 chips, since he has to first call his opponent’s bet of 5 and then raise an additional 5 chips.

If the first person to play has a pair, the first bet is 10 chips. The first player to raise has to put up twenty chips to match his opponent’s bet of 10 and raise an additional 10 chips.

#### Fifth, Sixth, and Seventh Cards (“Fifth,” “Sixth,” and “Seventh” Streets):

Each bet and raise = 10 chips



## Betting Limits

For each round of betting, the number of raises is limited to four if there are more than two players in the pot. This prevents a player from being sandwiched between two opponents who are (illegally) playing as partners.

If only two players remain, the number of raises is limited to fourteen. There is no limit in a real poker game.

At Fourth Street and later, the first bet is optional — the player is permitted to check.

**Note:** In some poker circles, a player who has checked earlier in the same round is not allowed to raise the stake. It is permissible, however, with the 7 Card Stud program.



# Appendix C

## Golden Rules

Following the rules listed below won't make you into a good poker player. It does guarantee that players' eyes won't light up when you come through the door.

### For the Poker Player

1. Never play with money that you can't afford to lose.
2. Be flexible.
3. Choose the right opposition.
4. Do not play when overtired.
5. Know the rules.
6. Never cause irritation or allow yourself to become upset.



7. Remember, your winnings look no different from the rest of your bank balance.
8. If you lose continually, it is not just “bad luck.”
9. Never play in a game with a 5% cut or more. (Refer to Glossary of Poker Terms, Appendix D, for explanation of “cut.”)
10. Bluffing a raise is a bad percentage play.
11. Do not be a calling station.

The biggest losers are those players who are always calling and almost never raise. Given a choice between passing, calling or raising, it is often better to pass or raise than to call. If you are intending to check and then call a bet, why not come out betting? Your opponent may pass. If he calls and then you improve he may pass even though your hand is not all that terrific.

12. Only weak players are never bluffed out.



## For the 7 Card Stud Player

1. In an eight-handed game, your minimum holdings in three cards should be a pair, three to an up and down straight, or three to a flush.

Four handed, it is much more likely that even a King high is the best hand. The likelihood of this being so for a full table is low. Hall, Joe, and Sid don't want to quote the minimum holdings in the game because they hope you are a sucker. Note that playing too tight in a limit raise game is probably worse than playing too loose.

2. On Card Three, do not call a double raise with only a 3 to Ace Flush or Straight.

You may choose to do so with Ace of Hearts, King of Hearts, 5 of Hearts, because of your high cards. You might do so with 8 of Spades, 7 of Spades, and 6 of Spades (although passing is also correct). One of the most common errors is to call a double raise with Queen of Clubs, 9 of Clubs, and 6 of Clubs. Your pot odds aren't good enough.



3. Your minimum holding on Fourth Street should be a pair, 4 to a Straight, or 4 to a Flush.

Again, in a game with few players, an Ace high or such may be the best hand.

4. If you are still in the game after Fifth Street, it is almost certain that you are committed to the end.

### **Playing the Computer**

Playing poker with a machine is, of course, not the same as playing against real people. Most of the psychology has gone, although the players in the game do have their own personalities. None of the physical “tells” that help make up a player’s mind whether to bet, pass, call, or raise are present. Also, the thrill of winning and the fear of losing real money have gone. One distinct advantage for the machine is that it is not curious. You will be unable to resist calling to find out what hand the computer has.

You should set yourself the task of being the big winner at the table. As two of the players have been programmed to play less than perfect poker, it may not prove difficult to win. But to be the big winner is very different!





Practice different styles. Discover if the player who calls and seldom raises has no chance, and find out how aggressive you can be without consequences. Hal, Joe, and Sid are pretty canny, so you will have to mix up your play.

Don't push weak hands just because it has been a long time since you won a hand. Maximizing your profit takes practice, and patience is an essential virtue in poker.





# Appendix D

## Glossary of Poker Terms

The game of poker is rich in terms. Some of the terms which are both useful and fun are listed below:

**Bad Beat** — A player has a strong hand which is beaten by a lucky fluke.

**Belly-Buster Straight (also Middle-Pin Straight or Gut Shot)** — A hand such as 3-4-5-7, where only a 6 is needed to give the player a straight.

**Bicycle (also Bike or Wheel)** — A-2-3-4-5.

**Blind** — To bet without looking at your cards. In the program game, the player with the low card has to do this at Card 3.

**Bluff** — To bet or raise with an inferior hand in hopes of stealing the pot.

**Bob-Tail Straight (also Open-Ended Straight or Up-and-Down Straight)** — A hand such as 6-7-8-9, where either a 5 or a 10 gives the player a straight.



Bullet (also Point) — An Ace.

Buck (also Button) — A disc indicating which player is dealing. The expression, “to pass the buck,” comes from this term. It is irrelevant in this game, as the computer always deals.

Call — To put up the minimum stake required to play the game (a stake equal to that of the last player to bet).

Calling Station — A player who calls too often and seldom raises.

Case Card — When a player has only one card left to win the pot (for example, 7-8-9-J playing against trip tens), that card is called the case card.

Check-Raise (also Trap Check or Sandbag) — To check and then, when the bet comes back to you because someone else has bet, to raise. Some games do not permit this.

Chip (also Check) — The tokens used at a poker table rather than hard cash.

Cinch Hand (also Lock or The Nuts) — A hand that looks like a sure winner after all the cards are dealt.



Commission (also Cut, Rake, Table Charge or Vigorish) — When playing in a professionally organized game, you must pay for the privilege. This may be a flat charge per hour or a percentage of each pot.

Cowboy — King.

Crab (also Trey) — Three.

Crying Call — Calling a bet on Seventh Street when you are almost certain that you are losing, but the size of the pot is too large to pass.

Cut — A flat charge or percentage of the pot.

Dead Card — You are drawing to a pair or trips and one of the cards you need is showing in another player's hand.

Deuce (also Duck) — Two.

Dollar — \$100.00. (Such is inflation!)

Door — Your first up card in 7 Card Stud.

Double Raise — When a player has the opportunity to raise two times on the same hand — and does!



**Down Card (also River Card)** — The last card at Seventh Street.

**Drawing Dead** — When you cannot win the pot, no matter what card(s) you hit.

**Family Pot** — A hand in which all players at the table are playing.

**Fifth Street** — The fifth card. Fourth, Sixth, and Seventh Streets also exist.

**Fill Up** — To make a full house.

**Fold (also Drop, Lay Down, Pass or Release)** — To give up in a pot and throw your hand away. “Pass” is sometimes used to mean check.

**Four Flush (for example, A-Q-9-7, all Hearts)** — To call a person a “four-flusher” is rude.

**Free Card** — A card received when everybody has checked on a given card.

**Head-Up** — To play against only one opponent (two-handed).

**Hole Card** — A card held, but not showing.



Jam Pot — Three or more players are in the hand and all are raising.

Kicker — A card held with a pair. (A-3-3 — the Ace is the kicker.)

Limp In — To call a small bet with a mediocre hand.

Live Card — You are drawing to pairs or trips and none of your kickers are showing.

Local — Resident of Las Vegas.

Loose — A player willing to call bets when his chance of winning the pot is slim.

Nickel — \$5.00.

On The Come — Drawing to a flush or straight.

On Tilt — Wild play after having lost a big hand.

Out-Draw — To receive a card giving one a winning hand against a good hand.

Outs — The number of cards available that will give you the winning hand.



**Over-Card** — You have a kicker higher than your opponent's pair, which is higher than yours.

**Pot Odds** — The ratio of how much you can win to how much you must pay to call. (For example, if there is \$60.00 in the pot and it is \$10.00 to you, the pot odds are 6:1.)

**Read** — To try and guess what hand your opponent has.

**Ring Game** — All the seats at a table are filled (three opponents in this game or 8 players in a casino).

**Rock** — Someone who is very difficult to beat, usually a tight player also.

**Rolled-Up (also Wired)** — Three of a kind in the first three cards. This should happen to you every 425 hands.

**Rush** — A sequence of hands where you keep winning.

**Salvatore Bluff** — Jim Salvatore is one of the tightest players of all time. His bluff might be betting a hand such as King - Queen of Hearts (Jack - 10 of Hearts) against 2 of Clubs, 7 of Spades.

**Semi-Bluff** — To bet or raise with a hand that probably isn't winning and hasn't a very good chance of improving, if called.





**Shill** — Someone employed by a casino to play in a game with the purpose of attracting customers.

**Show-Down** — Displaying the cards after all the betting is over.

**Split Pair** — A pair with one in the hold and one showing.

**Split Pot** — A hand shared with two or more players.

**Squeeze** — A player bets, making it difficult for the second player to call for fear of being raised by a further player behind him.

**Steal Position** — The position of next to last player after the low card bets on Card 3.

**Steam** — When someone is losing and raises every pot to try and get even.

**Stuck** — When a player is losing substantially. Then the player is called “stuck and steaming.”

**Tells** — Physical signs of a player that give opponents a good idea of how good or bad the player’s hand is

**Tip (also Toke)** — A sum of money given to a dealer after winning a pot.



Under-Dog — A player in a pot who is unlikely to win it.

Up-Cards — The players' cards that are showing.

Walking Stick — Seven.





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