

AMERICAN CHOPPER



THE "COOLEST" FAMILY AND THE "SICKEST" BIKES
ARE COMING TO XBOX® VIDEO GAME SYSTEM!

ACTIVISION

Discovery
CHANNEL
entertain your brain

Activision Publishing, Inc. P.O. Box 67713, Los Angeles, CA 90067

75049.226.US

American Chopper, Discovery Channel, Entertain Your Brain and all related logos and indicia are trademarks of Discovery Communications, Inc. and used under license. All rights reserved. Monster Garage, Discovery Channel, Entertain Your Brain and related logos are trademarks of Discovery Communications, Inc. and used under license.

©2004 Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. ©2004 by the United States Playing Card Company. Bicycle® and Bicycle® logo are registered trademarks of the United States Playing Card Company in the United States and/or other countries. The ratings icon is a trademark of the Entertainment Software Association. All rights reserved. All other trademarks are the property of their respective owners.

Microsoft, Xbox, Xbox Live, the Live Logos and the Xbox Logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
for updated rating
information.

XBOX

LIVE ONLINE ENABLED



BICYCLE CASINO

Includes:
TEXAS HOLD'EM



500
GAME VARIATIONS

TEEN
T
CONTENT RATED BY
ESRB

ACTIVISION

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

BICYCLE CASINO

Xbox Live™	2
Basic Controls	2
Basic	2
Slots	3
Video Poker	4
Draw Poker	4
Roulette, Craps and Money Wheel	4
Keno	5
Menu Navigation	5
Creating a Character	6
Loading a Character	6
Game Selection	7
Options	7
The Games	7
Poker	7
Hand Ranking	8
Seven Card Stud	9
Razz Pker (Seven Card Stud Low)	10
Texas Hold'em	11
Omaha	11
Omaha High-Low	12
Five Card Draw	12
Lowball (5 Card Draw Low)	13
Blackjack	13
Pai Gow Poker	15
Roulette	15
Craps	17
Slots	20
Video Poker	20
Keno	21
Money Wheel	21
Xbox Live™	22
OptiMatch	23
Create Match	23
Scoreboards	23
Customer Support	25
Credits	26
Software License Agreement	29

BICYCLE CASINO

XBOX LIVE™

Take Bicycle® Casino Beyond the Box

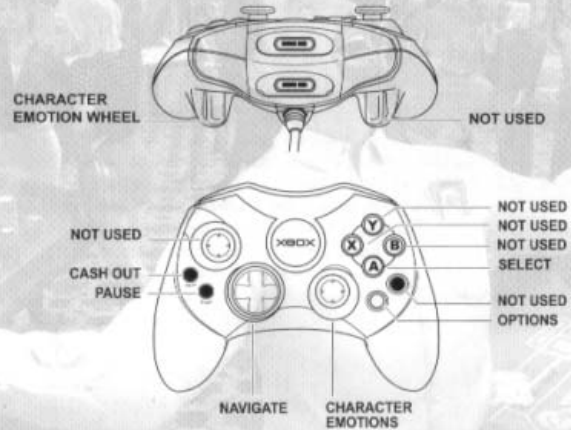
Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can use Xbox Live™, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live™ service. To determine if Xbox Live™ is available in your region and for information about connecting to Xbox Live™, see www.xbox.com/connect.

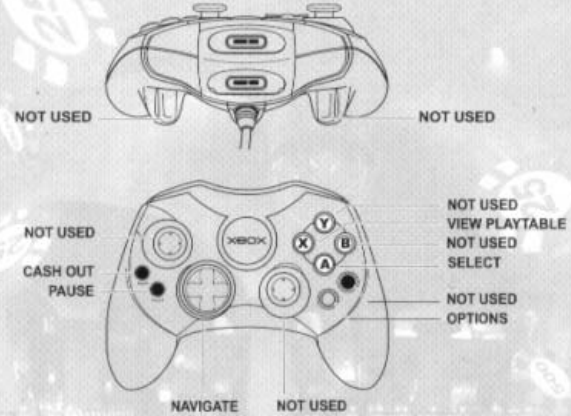
BASIC CONTROLS

These are the basic controls in Bicycle® Casino.

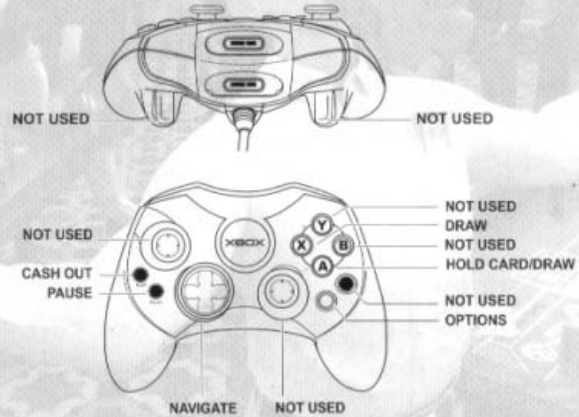


BICYCLE CASINO

Slots:

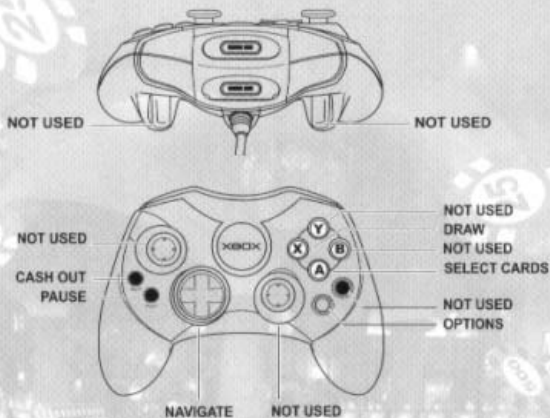


Video Poker:

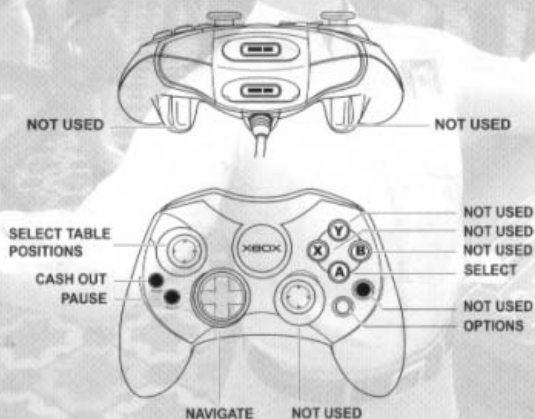


BICYCLE CASINO

Draw Poker:

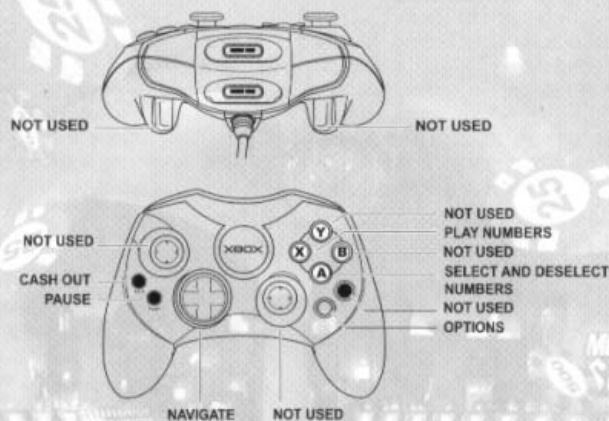


Roulette, Craps and Money Wheel:



BICYCLE CASINO

Keno



MENU NAVIGATION

MAIN MENU

From the main menu, you can create a new character, load an existing profile, customize the game options, read game instructions, get some hints and tips, or view the credits.

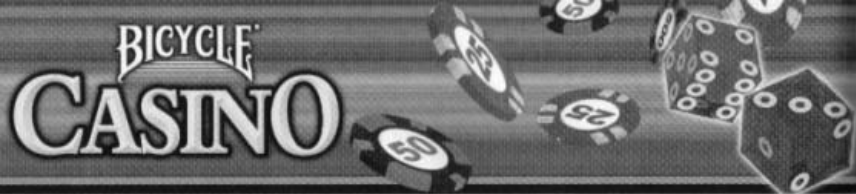


NEW PROFILE - Create a new character.

LOAD PROFILE - Load an existing character.

OPTIONS - Set visual, audio and game play options.

CREDITS - View the Bicycle® Casino credits.



Creating a Character

To get started in Bicycle® Casino you need to create a character. You start by entering your name on the keypad. Select "Done" when you're finished.



Next, you can move through the character options, customizing as you go. Several categories contain sliders which you can use to change the color and brightness of your features. You can alter:

Head

Choose your head shape.

Clothes*

Select from a wide range of clothing, from formal and fancy to cool and casual.

Hair and Hats*

Decide on a hairstyle, or pick a hat.

Eyes

Narrow, dark, wide, bright - select your eyes here.

Nose

Pick your nose.

Mouth

Select from a range of lip styles.

Eyebrows

Choose your eyebrows.

Facial Hair*

For men only, select from a collection of beards and mustaches.

Extras*

Pick from a collection of fun bonus items, such as sunglasses.

* Items feature a color slider

Loading a Character

After selecting the Load Character option, simply pick one from the list of characters you have created previously.

Game Selection

Here you can select which category of game you would like to play.

Several categories have multiple variations of the game type, for instance, there are seven varieties of poker available, and 3 different styles of slot machines.

After selecting a game variation to play, the limits menu will appear. There are different limits ranges available for each game, including low stakes, high stakes, no limits, and tournaments.

Options

Within the options menu you can alter the following settings.

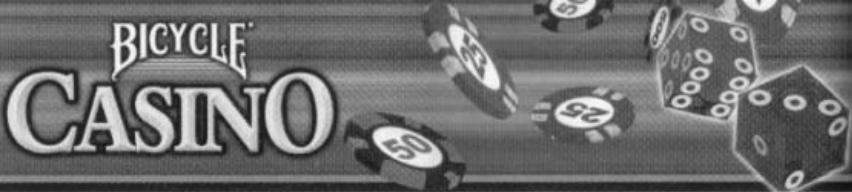
- **Ambient Sounds** - toggles the background sounds
- **Computer Player Voices** - toggles the voices of computer controlled players
- **Game Sounds** - toggles the sounds within the game, such as cards and chips
- **Draw Player Frames** - toggles the frame which appears around characters
- **Display Blackjack Hand Totals** - toggles the total hand value in the status bar

THE GAMES


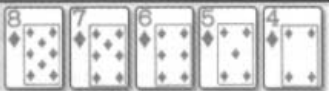








Poker

Poker is a one-pack game where the goal of each player is to win the pot, which contains all the bets that the players have made in any one deal. A player makes a bet, and raises it, in the hopes that he has the best hand, or to give the impression that he does. In most Poker versions the top combination of five cards is the best hand. The standard 52-card pack is used, sometimes with the addition of one or two jokers.





Hand Ranking

Royal Flush - The best possible straight flush. Ten, Jack, Queen, King, and Ace of all the same suit.	
Straight Flush - Five consecutive cards, all of the same suit.	
4 of a Kind - Four of any one rank.	
Full House - Three cards of one rank and two cards of a second rank.	
Flush - Five cards of the same suit.	
Straight - Five consecutive cards.	
Three of a Kind - Three cards of the same rank.	
Two Pair - Two cards of one rank, two cards of another rank.	
One Pair - Two cards of the same rank.	
High Card - When none of the above is in a hand, that hand is as good as its single highest card.	

Seven Card Stud

In seven card stud, the object of the game is to create the best 5 card hand possible from your final seven cards. The rounds play out as follows:

- 1st two players to the left of the dealer must make small & large blind bets.
- Each player is dealt two cards face-down (hole cards) and one card face-up (door card). The 1st betting round begins, with the player with the lowest door card initiating the round. The opening player can bet either half the table lower limit, or the full lower table limit. Other bets in this round are based on the initial bet.
- Next, each player is dealt one face-up card, called 4th street, and the 2nd betting round begins, the player with the highest hand based on the showing cards leading. The betting in this round is limited to the lower table limit.
- Each player is dealt another card face-up (5th street), and the 3rd betting round begins. The betting in this round is at the higher table limit.
- Each player is dealt another card face-up (6th street), and the 4th betting round begins. The betting in this round is at the higher table limit.
- Each player is dealt a last card face-down (river), and the last betting round begins. The betting in this round is at the higher table limit.
- Showdown (every remaining player shows their hand with the bettor showing first).

The game will pick the best 5 out of your 7 cards to create a final hand. The best hand wins the pot.

Additional rules:

- In all fixed-limit games, when an open pair is showing on 5th street (second up card), any player has the option of betting either the lower or the upper limit. For example: in a \$5-\$10 game, if you have a pair showing and are the high hand, you may bet either \$5 or \$10.
- The maximum allowable number of bets per player during any particular betting round is four. This would consist of the opening bet and three raises. Once the betting limit for that round has been reached, players have only the option of calling or folding.



Razz Poker (Seven Card Stud Low)

In Razz, also known as Seven Card Stud Low, the object of the game is to create the lowest 5 card hand possible from your final seven cards. The rounds play out as follows:

- 1st two players to the left of the dealer must make small & large blind bets.
- Each player is dealt two cards face-down (hole cards) and one card face-up (door card). The 1st betting round begins, with the player with the highest door card initiating the round. The opening player can bet either half the table lower limit, or the full lower table limit. Other bets in this round are based on the initial bet.
- Next, each player is dealt one face-up card (called 4th street), and the 2nd betting round begins, led by the player with the lowest hand (based on the showing cards). The betting in this round is limited to the lower table limit.
- Each player is dealt another card face-up (5th street), and the 3rd betting round begins. The betting in this round is at the higher table limit.
- Each player is dealt another card face-up (6th street), and the 4th betting round begins. The betting in this round is at the higher table limit.
- Each player is dealt a last card face-down (river), and the last betting round begins. The betting in this round is at the higher table limit.
- Showdown (every remaining player shows their hand with the better showing first).

The game will pick the lowest hand possible using 5 out of your 7 cards. The lowest hand wins the pot.

Additional rules:

- The maximum allowable number of bets per player during any particular betting round is four. This would consist of the opening bet and three raises. Once the betting limit for that round has been reached, players have only the option of calling or folding.
- Straights and flushes have no ranking, and Aces are considered low.

Texas Hold'em

The object of the game in Texas Hold'em is to create the best 5 card hand possible using any combination of your 2 personal cards and the 5 community cards. The rounds play out as follows:

- Each player is dealt their own two cards face-down (pocket cards), and the 1st betting round begins.
- Next, the dealer turns over three community cards face-up (the flop), and the 2nd betting round begins.
- The dealer turns over one more community card, (the turn, or 4th street), and the 3rd betting round begins.
- Finally, the dealer turns over one last community card (the river, or 5th street), and the last betting round begins.
- Showdown (every remaining player shows their hand with the better showing first).

The game will pick the best hand using any combination of your personal cards and the community cards. The best hand wins the pot.

Omaha

In Omaha, the object of the game is to create the best 5 card hand possible using a combination of 2 of your 4 personal cards and the 3 of the 5 community cards. The rounds play out as follows:

- Each player is dealt their own four cards face-down (pocket cards), and the 1st betting round begins.
- Next, the dealer turns over three community cards face-up (the flop), and the 2nd betting round begins.
- The dealer turns over one more community card, (the turn, or 4th street), and the 3rd betting round begins.
- Finally, the dealer turns over one last community card (the river, or 5th street), and the last betting round begins.
- Showdown (every remaining player shows hand with the better showing first).

BICYCLE CASINO

The game will pick the best possible hand using two pocket cards and three community cards. The best hand wins the pot.

Omaha High-Low

In Omaha High-Low, the object of the game is to create two hands: a high hand, and a low hand. You must use a combination of 2 of the 4 hole cards and 3 of the 5 community cards for the high hand and another (or the same) combination of two hole cards and three board cards for the low hand. The rounds play out as follows:

- Each player is dealt their own four cards face-down (pocket cards), and the 1st betting round begins.
- Next, the dealer turns over three community cards face-up (the flop), and the 2nd betting round begins.
- The dealer turns over one more community card, (the turn, or 4th street), and the 3rd betting round begins.
- Finally, the dealer turns over one last community card (the river, or 5th street), and the last betting round begins.
- Showdown (every remaining player shows their hand with the better showing first).

The game will pick the best possible high hand and low hand, using two pocket cards and three community cards for each. The pot is split between the highest and the lowest hand.

Additional rules:

- A qualifier of 8s-or-better for low hands applies to all high-low split games.
- If there is no qualifying hand for low, the best high hand wins the whole pot.

Five Card Draw

The object of 5 card draw is simple: create the best poker hand. The betting rounds play out as follows:

- Each player receives five cards, and the 1st betting round begins.
- Next, starting to the left of the dealer, each player may discard up to three cards from their hand (or 4 cards if you hold an Ace).

BICYCLE CASINO

- Each player is dealt the number of cards previously discarded, bringing total card number back up to 5.
- A final betting round begins.
- Showdown (every remaining player shows their hand).

The player with the highest poker hand wins the pot.

Lowball (5 Dard Draw Low)

The object of Lowball is to create the lowest poker hand. The betting rounds play out as follows:

- Each player receives five cards, and the 1st betting round begins.
- Next, starting to the left of the dealer, each player may discard up to three cards from their hand.
- Each player is dealt the number of cards previously discarded, bringing total card number back up to 5.
- A final betting round begins.
- Showdown (every remaining player shows their hand).

The player with the lowest poker hand wins the pot.

Blackjack

The goal in Blackjack is very simple: to finish with a hand whose card total is higher than that of the dealer, without going over 21.

In Blackjack, cards are valued in the following way:

- Ace can count as either 1 or 11 (player's choice).
- Cards 2 through 10 count at their face value.
- The Jack, Queen and King each count as 10.



BICYCLE CASINO

The round plays out as follows:

- Each player makes a bet, within the table limits.
- Starting from the left, cards are dealt to each player, until the dealer and each player have two cards each. The dealer flips one of his cards over, exposing the value.
- From left to right, each player decides what course of action to follow, from the player options listed below.
- If at any time, the player's hand total goes higher than 21, the hand is considered a "bust" and the player loses the hand and the bet.
- If a player stands with a total of 21 or lower, their total is compared only with the dealer's total. If the player's hand total is greater than the dealer's, the player wins an amount equal to their bet; if the player's hand total is less than the dealer's, the player loses their bet. If the player's total and the dealer's total match, the player retains the amount bet but wins no money - this is called a push.

Player options:

- **HIT or STAND** - Hit means to draw another card, face up. The player may choose to hit any number of times. If the hand busts, the round is over for that player. Stand means no more cards.
- **DOUBLE DOWN** - The player is allowed to double the bet on his first two cards and draw one additional card only.
- **SPLIT** - If the first two cards a player is dealt are a pair, he may split them into two separate hands. This requires doubling the initial bet, as each of the 2 new hands carries same amount as the initial bet. From this point on, the 2 hands are treated completely separate from each other. If both initial cards are Aces, they may each receive only one additional card.
- **INSURANCE** - If the dealer's showing card is an Ace, the player may take insurance, a bet one-half his original bet. If the dealer's down card is a 10 or any face card (giving the dealer blackjack), the player wins 2 to 1. If the dealer's down card is not a card valued at 10, the dealer collects the player's insurance (but not the original bet) and the hand continues as normal.
- **SURRENDER** - Where permitted, a player may give up his first two cards and lose only one-half his original bet.

BICYCLE CASINO

- **BLACKJACK** - If the player's first two cards are an Ace and a 10 or face card, he has blackjack. A winning blackjack pays the player 3 to 2. However, if the dealer also has a blackjack, it is a push and the player simply retains the amount bet but wins no money.

Additional rules:

- The dealer has no choice in play - he must draw on 16 or lower and stand on 17 or higher.
- After splitting, A-10 counts as 21 but not as blackjack.

Pai Gow Poker

The objective in Pai Gow Poker is to construct two hands out of seven cards: one two-card hand (the front) and one five-card hand (the back). The only stipulation is that the 2-card hand must be of lower rank than the five-card hand.



Like Blackjack, each player at the table is playing against the dealer, rather than each other. After each player is dealt seven cards, the players select their hands, counterclockwise around the table. When the player is satisfied with both of his or her hands, they pass control to the next player, and when control reaches the Dealer he uses a predefined set of house rules to construct his hands.

If both of the player's hands beat the dealer's, the player wins the round and is awarded their initial bet, minus 5% for commission, and their initial bet is returned. If they beat the dealer with one hand but not the other, the round is considered a Push and the player's bet is returned with no additional winnings. If the player loses both hands their initial bet is taken by the dealer and no money is won.

Additional rule:

Pai Gow Poker is played with a Joker in the deck, but it plays a different role than usual. The only time the Joker is played as a wild card is if it fills out a missing card in a straight or a flush. All other times, it is played as an Ace.

Roulette

Roulette is another independent variable game where Lady Luck decides the winners, and consists of a wheel with 38 numbers: 1 through 36, 0, and 00. The numbers on the wheel are in random order, with each alternate number



being colored red or black. The 0 and 00 spots are green and are placed at opposite ends of the wheel. The object of the game is to correctly guess which number or color the ball will ultimately land on. Players bet by placing chips on the appropriate section of the board. After all the bets have been established, the wheel is spun and a ball is placed on the outer edge of the wheel. When the wheel slows, the ball will drop into one of the numbered pockets.

The odds in Roulette are very easy to calculate, as the wheel is divided into 38 slots. The table layout is arranged so that the 36 regular numbers (all of the numbers except 0 and 00) are arranged in 3 columns of 12 numbers each. The numbers are in sequence, and are either red or black, corresponding to that number's color on the wheel. There are two types of roulette bets: inside bets and outside bets. The 6 inside bets are straight bet, split bet, street bet, corner bet, five number bet, and line bet. The three basic outside bets are even-money, column, and dozen bets. You can place as many different types of bets as you'd like on any spin - and there are no limits. When you put your chip over a betting location, a tool tip will list the payout.

There is a winning number display at the top right of your screen to tell you the previous winning numbers.

Inside Bets

Straight Bet

You can bet on one number by placing a chip in the center of the number you want to place your bet on (1-36, 0, 00).

Split Bet or Two Number Bet

You must place your chip on the line between two separate numbers. If the ball lands on either of these numbers, you win.

Street Bet or Three Number Bet

This allows you to cover three numbers in a row with one bet. To make this bet, place your chip in the outside line of the row you want to bet on. If one of these three numbers comes up, you win.

Corner Bet

Place your chip in the center of four numbers and if one of these numbers comes up, you win.

Five Bet

The only five number bet you can make is on the numbers 0, 00, 1, 2 and 3. Place your chip on the outside corner between 00 and 3.

Six Line Bet

Allows you to bet on two rows of three numbers. Place your chip in between the outside line of the last numbers of the two rows.

Outside Bets

Any Red or Black Bet

Bet on either red or black.

Any Number or High Number Bet

Bet on whether the next number will be 1 through 18 or 19 through 36.

Any Even or Odd Bet

Bet on whether the number will come up as even or odd. 0 and 00 do not count as even or odd, and therefore will always cause a loss on an even or odd bet.

1st Twelve, 2nd Twelve, 3rd Twelve

These bets divide the roulette table into the numbers 1-12, 13-24, and 25-36. 0 and 00 do not count as any of these, and therefore will always cause a loss on this type of bet.

Column Bets

A column bet is a bet on any one of the three long columns of numbers.

Craps

The game of Craps is played on a craps table and involves a player, called the shooter, rolling a pair of dice. The shooter and other players at the table place bets on which numbers will come up, and when. The value of each roll is always the sum of the two dice values, and can either be hard (both values are identical) or soft (each value is different). The basic idea behind Craps is to establish a point number and roll that number again before rolling a 7 (craps). Only the numbers 4, 5, 6, 8, 9, or 10 can be a point number - all other rolls of the dice have special meanings, depending on when they are rolled (before or after a point is established). Bets are constantly being placed between rolls, and there really is no distinguishable beginning or end to betting. Betting is not limited to the shooter - anyone at the table can bet at almost any time.

A new game in Craps begins with the **Come Out** roll. A **Come Out** roll can be made only when the previous shooter fails to make a winning roll -- more correctly known as **not making the Point or seven out**. If the shooter fails to make his or her **Point**, the dice are then offered to the next player for a new **Come Out** roll and the game continues in the same manner. The new shooter will be the person directly next to the left of the previous shooter.

On the **Come Out** roll, a **Pass Line** bet wins if the shooter rolls a 7 or an 11. The bet loses automatically if the shooter rolls 2, 3 or 12 (rolling craps). If



the shooter rolls 4, 5, 6, 8, 9 or 10, that is his Point - and rolling any of these numbers on the **Come Out** roll is called **establishing the Point**. Once the point has been established, the puck will be moved to the point number, white side up. The shooter continues rolling until he either rolls his Point again, or rolls a 7 - he will win if he rolls his point first, and will lose if he rolls a 7 first.

Betting 101

Before the new shooter rolls the dice on his or her **Come Out** roll, there are a variety of bets that can be made.

To bet with the shooter, you must place your bet in an area marked **Pass Line**. Bets on this line will win if the shooter wins, by rolling a 7 or 11. To bet against the shooter, you must place your bet in the area marked **Don't Pass**. Bets on this line will win if the shooter loses, by rolling a 2, 3 or 12. If the shooter rolls 4, 5, 6, 8, 9 or 10, bets placed on the **Pass and Don't Pass Lines** remain there until the shooter either rolls their **Point** again (meaning bets on the **Pass Line** win) or rolls a 7 (meaning bets on the **Don't Pass Line** win). Once the shooter has **established the Point**, and at any time until the shooter rolls a 7 or their Point, you can place additional bets behind your **Pass** or **Don't Pass** bet, called **taking odds**.

No matter what stage the game is in, whether on the **Come Out** roll, or in progress, you can jump in and place bets. The only exception to this is the bet called the **Pass Line bet with odds**, which can be made only on the **Come Out** roll. You can, however, bet with the shooter even while the game is in progress by placing a **Pass Line** bet without odds. You can place up to two times the amount of your **Pass** or **Don't Pass Line** bet on odds, called **taking full odds**.

Other Bets

The Come Bet

This bet is similar to the **Pass Bet** but doesn't need to be made on the **Come Out** roll. On the next roll after the bet is placed, if the shooter rolls a 4, 5, 6, 8, 9 or 10, that bet is moved to the appropriate point position on the board and from that point on will act as a **Pass Bet**.

The Don't Come Bet

Similar to the **Don't Pass bet**, but does not need to be made on the **come out** roll.

Free Odds Bet

This is an additional bet made on a **Pass**, **Don't Pass**, **Come** or **Don't Come** bet that has already been placed. Odds bets can only be made once the **Point** has been established. The advantage of an odds bet is that it is paid out at the correct odds, with no house cut.

Place Bets

Here you place a bet on one of the numbers at the top of the table. A bet wins if that number is rolled before a 7 is rolled.

Buy Bet

This bet can be made on 4, 5, 6, 8, 9 and 10; the bet wins if the chosen number is thrown **BEFORE** a 7. A 5% tax of the bet amount is collected to make this bet.

Lay Bet

This bet can be made on 4, 5, 6, 8, 9 and 10; the bet wins if a 7 is thrown **BEFORE** the chosen number. A 5% tax of the bet amount is collected to make this bet.

Field Bet

This bet can be made on 2, 3, 4, 9, 10, 11 or 12 and counts only for the next throw following placement of the bet; it pays 1-1 if a 3, 4, 9, 10 or 11 is correctly chosen, and 2-1 if a 2 or 12 is correctly chosen.

Hardways Bet

This bet can be made on 4, 6, 8 or 10; the bet wins if the chosen number is thrown in its double form **BEFORE** a 7 **AND** before that number is thrown in any other combination.

Any Seven

This bet pays 5 for 1 (4 to 1) if a 7 is thrown next.

Any Craps

This bet pays 8 for 1 (7 to 1) if a 2, 3 or 12 is thrown next.

Craps Two

This pays 30 to 1 if a 2 is thrown next.

Craps Three

This pays 15 to 1 if a 3 is thrown next.

Craps Twelve

This pays 30 to 1 if a 12 is thrown next.

Eleven

This pays 15 to 1 if an 11 is thrown next.

Horn Bet

This bet puts money on the craps numbers (2, 3 and 12) and 11 - 40% of the bet is placed on any one of those numbers (player's choice), and 20% goes on each of the remaining numbers.

BICYCLE CASINO

Proposition Bet

This is a single roll bet on any craps (2, 3 or 12) and 11.

Slots

Slot machines are entirely a game of chance. Different types of slot machines are available in Bicycle® Casino: 3 reel traditional slots, 3 reel multi-payline slots, and 5 reel video slots.



Traditional single line slots feature 3 reels with just one payline, where the number of coins bet determines the pay column used. Multi-line slots allow you to bet on additional paylines by adding more credits. 5 reel slots, also known as video slots, feature 9 potential paylines and include symbols like wilds (symbols which represent any other symbol in a line), scatters (symbols which do not have to appear on a payline to trigger a win), and bonus symbols, which trigger a bonus round within the game.

After selecting the machine you wish to play, you must select the number of coins to play with, and the number of lines, by following the on-screen instructions. Betting is a very straightforward process - depending on the type of machine being played, you can bet anywhere from 1 to 5 credits per line, and from 1 to 9 lines. Once you have selected the number of lines, and credits per line, you simply hit 'Spin' to continue to repeat your bet. On 3 reel slots, the payable for the games is displayed at the top of the screen. As you select the number of credits you wish to play, the corresponding payout column in the payable is highlighted. If the spin is a winning spin, the corresponding payout is highlighted. The lower portion of the screen shows the reels and indicates the payline(s). Below the reels, the number of coins/credits for the upcoming spin are indicated, as well as the total number of credits you currently have in the machine.

On video slots, the payable is accessible via the  button.

Video Poker

The object of video poker is to create the best poker hand possible, and the rules are similar to 5 card draw: you receive 5 cards, can choose to discard any and draw new cards once, and must make a winning hand from your final 5 cards. The payable for the video poker games is displayed at the top of the screen. As you select the number of credits you wish to play, the corresponding payout column in the payable is highlighted. If the player's hand is a winning hand, the payout amount is shown by a flashing highlight.



BICYCLE CASINO

The amount each credit is worth is displayed in the upper left corner of the game's screen. The number of credits bet on the current hand is displayed in the lower left corner. Your total number of credits is shown in the bottom right corner of the screen.

During a hand, the cards that you have selected to hold have 'Hold' displayed over them, all other cards will be discarded when deal is selected. A new card will be drawn for each discard. There is only one round of discarding and getting new cards.

Keno

Keno, like the lottery, is a game of pure luck. In both cases, you select numbers and hope that those will be picked in a draw. Your payout is defined by the number you get right versus the number you get wrong.



On the right side of the keno board is the Matches/Payout display. The left Match column changes to reflect how many numbers you've selected, (you may choose between 3 and 15 selections). The right Payout column reflects how many credits you will be awarded if the numbers you have selected match the ones selected during the game.

Display:



A yellow X over a number indicates that you have selected the number.

A green checkmark with a red background indicates that the selected number matched one of the winning numbers.

A red background indicates that the number was not selected, but was a winning number in the last round.

Money Wheel

Money wheel is a very easy, fast-paced game. Players place bets based on where they think the wheel will stop when it is spun. When all bets are in, the wheel gets a spin - when it stops, any players that placed bets on the denomination of



BICYCLE CASINO

the actual stopping location of the wheel will receive payouts according to the pay table.

The betting odds are as follows:

Location	Odds
\$1	1 to 1
\$2	2 to 1
\$5	5 to 1
\$10	10 to 1
\$20	20 to 1
Joker	45 to 1
Casino	45 to 1

XBOX LIVE™



Once you have connected to Xbox Live™, you'll have several options available.

- **Quick Match** - Join any available game.
- **OptiMatch** - Allows you to specify search options, giving you a list of games that meet your match preferences.
- **Create New Game** - Host your own game based on server settings you specify. See Match Settings below for more information.
- **Friends** - Look for friends online.
- **Statistics** - Browse the online leaderboard rankings to see how you measure up against other players.
- **Settings/Options** - Change your settings.
- **Sign Out** - Sign out of Xbox Live™.

BICYCLE CASINO

OptiMatch

Search for an online session using the following specifics:

- **Game Name** - Choose from the game types available.
- **Game Type** - Play a tournament or standard game.
- **Table Limits** - Search with the range available for each game.
- **Skill Level** - Choose Beginner, Intermediate or Advanced sessions, or search for any.
- **Allow Computer Players** - Search for sessions featuring computer controlled players.

Press **A** to accept and begin the search.

Create Match

When you create a game session of your own, you may specify the following settings:

- **Game Name** - Choose from the game types available.
- **Game Type** - Create a tournament or standard game.
- **Entry Fee** - (tournament only).
- **Table Limits** - Set the betting limits for the table. (standard only)
- **Skill Level** - Beginner, Intermediate or Advanced.
- **Allow Computer Players** - If enabled, this will fill the empty seats at the table with computer controlled characters.
- **Session Type** - Public or Private.

Scoreboards

After signing in, you can choose to view the scoreboards. Scores are posted automatically as you play Bicycle® Casino on Xbox Live™.

The following scoreboards are available:

Current Bankroll: The current bank totals for all players

POKER: Lifetime earnings

POKER: Largest pot won

POKER: Ratio of hands played to hands won

POKER: Number of hands won in a row

BLACKJACK: Ratio of hands played to hands won

BLACKJACK: Number of hands won in a row

CRAPS: Longest run of dice throws without crapping out

ROULETTE: Largest net payout in one spin

PAI GOW: Ratio of hands played to hands won

PAI GOW: Number of hands won in a row

Game Types

The following games are available on Xbox Live™:

- Poker (all variations)
- Blackjack
- Money Wheel
- Pai Gow Poker
- Craps
- Roulette

CUSTOMER SUPPORT

ONLINE SUPPORT

Internet: support@activisionvalue.com
or <http://www.activisionvalue.com>

OTHER CONTACT METHODS

Fax
(952) 918-9560, 24 hours day

Mail
Activision Value, Customer Support
7800 Equitable Drive
Eden Prairie, MN 55344

Phone
(952) 918-9500. Contact a customer service representative between the hours of 1:00 p.m. and 4:00 p.m. (Central Time) Monday, 10:00 a.m. and 4:00 p.m. (Central Time) Tuesday through Thursday, except holidays.

BICYCLE CASINO

CREDITS

Activision Value Publishing, Inc.

STUDIO

Producer
Donna Johnston

Co-Producer
Brian Kirkvold

Executive Producer
Jim Eisenstein

Technology Manager
Chris Arends

Supervisor of Quality Assurance
Jason Lembcke

Technical Compliance Lead
Rasheem Harris

QA Team
Chad Schilling
Pat Church
Aaron Thompson
Paul Ference
Dean Fingerholz
Nic Flynn
Bob Paterson
Matt Reese
Madison Meahyen
Sean Misgen

Information Systems Administrator
Bob Viau

General Manager
Dave Oxford

Vice President of Studios
Patrick Kelly

SALES

Vice President of Sales
Tim Flaherty

Regional Sales Directors
Jim Holland
Jennifer Mirabelli Johnson
Dan Matschina

Trade Marketing Manager
Robbin Livernois

MARKETING AND CREATIVE SERVICES

Vice President of Marketing and Creative Services
Mark Meadows

Senior Graphic Artist
Trevor Harveaux

Graphic Artist
Sean James

Web and Video Production
Travis Grawley

LEGAL

Joe Hedges
Brynja Bjarnason

LICENSING

Senior Brand and Licensing Manager
Andy Koehler

Director of OEM & Alternative Channels
Brian Johnson

OPERATIONS

Vice President of Business Affairs
Chad Koehler

Director of Operations and Planning
Mike Groshens

BICYCLE CASINO

SPECIAL THANKS

Vik Long
John Smith
Sam Charchian
Eli Hurwitz

ADDITIONAL THANKS

Ann Beggs
Don Borchers
Mike Dalton
Sean Dunnigan
Keri Gross
Nicole Lindstrom
Kurt Niederloh
Chris Owen
Janet Paulson
Joe Shelton
Andy Spohn
Steve Williams
Jennifer Sullivan
David Padula

Leaping Lizard Software, INC.

Lead Programming

Chris Green
Gary Skinner

Senior Programmers

Sergey Datskovskiy
Jon Young
Jon Darby

Programmer

Jeff Sheiman

Project Management

Elaine Albers
Grant Roberts

Lead Artist

David Jens

Senior Artist

Tom Kemp

Additional assets provided by:
Shadows In Darkness, Inc.

Management Team

Rick Daniels
Nick Schreiber
Devon Browne

Animation Lead

Devon Browne

Art Lead

Anthony Vitale

Additional Artists

Dennis Mejillones
Marcel Mercado
Karen Sanok
Edgar Martinez
Rafael Toledo

Media Clips provided by
Wrightwood Laboratories.

Uses Miles Sound System.
Copyright © 1991-2004 and Miles
Sound System. Copyright © 1991-
2004 by RAD Game Tools, Inc.

BICYCLE CASINO

NOTES:

Software License Agreement

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES. EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, /Attn: Business and Legal Affairs, legal@activision.com.

Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.