

POKER, CALCULATOR

USER INSTRUCTIONS

1. Reload card. (ON-RUN).
2. Store decimal seed in R_0 .
3. Press A, to generate hand.
4. Discard unwanted cards (digits) by keying in only those cards (digits) you wish to keep. For example, if display shows 66798, and you wish to hold the two "6's", key in 66. But if you want to try for the straight, 6789, then key those numbers in.
5. To draw 3 cards, press R/S.
6. To draw 2 cards, press B.
7. To draw 1 card, press C.
8. For a new hand, go to step #3.

NOTES

1. Consider "0" as ten.
2. If only 4 digits are shown after pressing A, consider the fifth digit as "0" (Ten).
3. When keying hold cards which include "0", do not key in "0" first.
4. If only "0's" are held, substitute "1's" for the "0's", and convert mentally after the draw.
5. In rare instances, numbers with negative exponents will be displayed after pressing A. Consider this a misdeal and generate a new hand by pressing A.

001 f LBL 0	31 25 00	023 +	61
002 R/S	84	024 EEX	43
003 f LBL A	31 25 11	025 3	03
004 f FIX	31 23	026 x	71
005 DSP 0	23 00	027 f INT	31 83
006 h π	35 73	028 GTO 0	22 00
007 RCL 0	34 00	029 f LBL B	31 25 12
008 +	61	030 RCL 1	34 01
009 5	05	031 +	61
010 h Y^x	35 63	032 EEX	43
011 g FRAC	32 83	033 2	02
012 STO 0	33 00	034 x	71
013 h π	35 73	035 f INT	31 83
014 x	71	036 GTO 0	22 00
015 g FRAC	32 83	037 f LBL C	31 25 13
016 STO 1	33 01	038 RCL 1	34 01
017 EEX	43	039 +	61
018 5	05	040 EEX	43
019 x	71	041 1	01
020 f INT	31 83	042 x	71
021 R/S	84	043 f INT	31 83
022 RCL 1	34 01	044 GTO 0	22 00