AN OUTRAGEOUS, ACTION-PACKED
FULL CONTACT POKER
TOURNAMENT

ARCTIC STUD POKER RUN
Version 2.0
Survival Guide

"This is the frozen heart of the Upper Hassayampa River...
Home to the world's greatest Winter Sporting Event:
THE ARCTIC STUD CHALLENGE*!*

Jack Zorbetta, 3 Time World Champion

"During the wintry weeks that surround the saturnalian solstice, denizens of this densely forested, sparsely populated and generally inhospitable glacial anomaly, *(rumored to be somewhere between Minocqua, Wisconsin and Fairbanks, Alaska)* spend their sub-zero days and nights riding, racing and rampaging through the snow-covered wilderness in a frenzy of fierce, albeit friendly, competition!

Gloria Skeester, WIDB-TV Anchorwoman

"Card-Playing, Sled-Racing, &/or the occasional Hunting Trip might get the average man through an average winter, but here on the Upper Hassayampa, where the average winters are fifteen months long, folks need a bit more excitement."

Ivan Awfolich, Legendary Rider

"Poker is a game of chance; the outcome dictated by the hand that is dealt. But if you give every player an equal opportunity, 'level the playing field' so to speak, …then it becomes less about chance and more about strategy, skill, perseverance and, dare I say it, courage. I put it to you, gentlemen, there is more "scrambling" than gambling going on here.*"*

Bjorn Tewryde, Infamous Super-Fan
…*in the opening to his landmark "Legalize Scrambling" speech to the Hassayampa Indian Gaming Commission.*

"OK, some of the rules have changed this year, so pay attention. The basic concept is still just a "Poker Run". Grab a sled, find five cards, and then head to the Finish Line. The Race Ends 90 seconds after the first player finishes, and the Player holding the best 5-card poker hand at the end of the Run Wins the Round*!*

"As in previous years, Players who think they have a winning hand can "Bump the Bet" *(which raises the stakes for all other Players)* at any time throughout the race. This year, however, players who wish to "Fold" *(to minimize their losses)* must finish the race *first.*

"Violent Player-to-Player confrontation is, as always, greatly discouraged… except when absolutely necessary. Each Sled is equipped with a Turbo Booster, Chassis-Mounted Machine Guns and "*Lil' Stinker*" Heat-Seeking Missiles. In addition, the following auxiliary weapons and upgrades have now been approved for use: Dual Chainguns, Tri-Nitro-Toluene, Toxic Sludge, Turbo After-Burners, Snowplow Armor and of course, Snowballs.

"…Moreover, thanks to some spirited lobbying by CARP (Citizens Against Religious Persecution), Players are now free to recite prayers, carry talismans and/or invoke the wroth of the Ancient Damp Ones in accordance with their individual beliefs.

"Lets all thank all of our local sponsors, who maintain the trails all season long, and welcome back our biggest corporate sponsor: Evilbrau Beer, whose generosity has made possible this year's One Hundred Thousand Dollar grand prize!"

KARL BRATSLINGER, RESTAURATEUR

"UNLOCKING" YOUR GAME
Click on the "UNLOCK NOW!" button, enter the Serial Number/Unlock Key Code in the space provided, and press the UNLOCK button *(Internet Connection required).* You will receive a message telling you that the full game is "Unlocked" shortly thereafter. *(Please allow anywhere from 20 seconds to 20 minutes for the verification process).* Your Serial Number/Unlock Key Code can be found on the CD Packaging *or*, if you bought the game online from the Game Refuge Store, you will have received an email that contains your personal Serial Number/Unlock Key Code. NOTE: Never share your Key Code; it will cause your code to become invalid.

The "SIX PACK" LAN-PARTY LICENSE
Have up to five friends download the Demo from www.arcticstud.com … Your friends can play the full game without an Unlock Key, as long as your UNLOCKED version is the server.

BASIC CONCEPTS

The Objective …
Players find, grab &/or steal the best possible 5-Card Poker Hand and Race to the Finish line. Remaining players have 90 seconds after the first person finishes, to cross with their best Five Card Poker Hand…
 …Though they often have the added challenge of trying to get past those who have already finished.

The Countdown Clock …
The "Countdown Clock begins after the first player crosses into the Finish Area. Remaining players have just 90 seconds to cross the Finish line.
…Once all players cross, then the remaining time *drops* to just 10 seconds. If any player makes a "Late Bump" 15 seconds are *added* to the Clock.

Bumping the Bet …
Players who think that they have a winning hand may "Bump the Bet" at any time. Bumping the Bet causes ALL Players' Bets to increase. Once you Bump the Bet, you <u>cannot</u> Fold.
To **Bump**: press the **Alt** Key.

Folding Your Hand …
Players who think that they have a losing hand may "Fold" after they cross into the Finish Area to minimize their losses. Note that you must Finish before you can Fold; however, you may still "Bump" if you decide to change your mind.
To **Fold**: press the **End** Key.

Grabbing Stuff …
Players simply have to **touch** Cards, Weapons, Turbo Items or Food Items to pick them up. Distant Items may be snagged by hitting them with a **Snowball**. Just **Walk** up to any unoccupied Sled to take control of it.

Shooting & Throwing
Players who wish to inflict damage to another Rider or Vehicle may do so by pressing the Left Mouse Button. The current selected Weapon or Action is displayed on the HUD.
To **Shoot or Throw**: press the **Left Mouse Button.**
To **Select** a different weapon or action: scroll the **Mouse Wheel**

Stealing Cards …
Players who inflict enough damage to another Player's Character or Vehicle may cause that Player to lose all of their Cards. Cards that are scattered in this manner may be picked up normally by any other Player.

High Speed - Turbo Mode …
Players that have a supply of Turbo Fuel or Stamina or may dramatically increase their speed by kicking into Turbo Mode.
To use **Turbo:** press and HOLD the **Right Mouse Button.**

Telephoto View …
Players trying to get a better look at distant Cards may "Zoom In" for a closer look.
To **Zoom In**: press and *hold* the **Middle Mouse Button.**

Discarding …
Players who wish to throw away ALL of their cards may do so at any time <u>before</u> crossing the Finish line.
To **Discard**, Hit the **X key** or the **NumPad1 key.**

Locking Your Hand …
A Player's Hand is "locked" automatically as soon as the rider crosses into the Finish Area. You cannot discard, swap, or lose cards while your hand is locked.

Late Bump …
Bumping the Bet *after* crossing the Finish Line "**unlocks**" your Hand… enabling you to discard, swap, or lose cards. However, unlocking your Hand *also* makes you **vulnerable** to attack.

Winning The Game…
The Player holding the Best Five Card poker Hand when the Countdown Clock runs out, Wins that Round!
The Player with the most CASH after the <u>Final</u> Round, Wins the Event!

"TRAINING RUNS?"

Though **Arctic Stud Poker Run** was designed to be a Multi-Player experience, the Single-Player game is an excellent way to improve your understanding of the sport.
Nearly all of the game's 126 Loading Screens provide tips, hints, insights and/or strategies that can be used to sharpen your skills.

ADVANCED CONCEPTS

Auto Card-Swap
If the player already has 5 Cards, the Card-Swap feature will automatically Pick-Up any *Single Card* that would increase the ranking to a Higher-Ranked Hand. Perfect for novices who can't remember Hand Rankings.

Auto Replenish
Turbo Power and Bullets will increase whenever a sled remains motionless for more than a few seconds. In addition, a Rider who stands still will regain Stamina and Snowballs.

Big Hand Possible

Before each Run starts, this feature tells players what Hands *(Royal Flushes, Four-of-a-Kinds, etc.)* are possible in the upcoming race, if any.

Bounty Hunting
Players may exact revenge against a certain nemesis by **"Putting a Bounty on their Head".** In effect, the player is indicating that he will pay a cash reward to any player who causes the object of his ire to lose their cards. Note that if the person *with* a Bounty on their Head gets to the Finish Line unscathed, *that* person gets the cash!
To put a **Bounty** on someone, Press the B key, followed by the **Player Number**.

Number of Cards Dealt
The Game shuffles a deck of 52 cards… and randomly Deals **30** Cards around the landscape at the start of the Game. Later, **5** more Cards are dealt when the countdown clock begins.

Debt
A red asterisk * on the Ranking Page indicates that a player has borrowed an additional **$1,000**.

It Ain't Over Till It's Over
Players who cross the Finish Line may try and stop others from crossing, stock-up on weapons, vehicle upgrades or turbo items, or just ride around and explore. Note that many weapons and upgrades "carry-over" to the next Run, so it's never a bad idea to grab one.

MULTIPLAYER OPTIONS

"Dealer's Choice"
If this Multiplayer Option is enabled, Race Winners may alter the location, game type & event parameters for the upcoming Run. Note that this feature may require more available memory**.**

"No Limit" & "All-In" *NEW*
If this Multiplayer Option is enabled, Riders can bet everything on a single hand! As with other bets, all other Riders must Fold or else they automatically Match the Bet! You cannot fold after Pushing ALL-IN.
To make an **"ALL-IN"** Bet, simply **BUMP TWICE** after crossing into the Finish Area!

"Progressive Betting" *NEW*
This Multiplayer Option will increase the Initial Bet over a period of time!

"Tournament Elimination" -
Just what it sounds like... No credit is extended; any Rider who ends a Run with nothing (0$) is eliminated from the Event. No Limit and Progressive Betting are great Tournament Elimination options Note that due to the cut-throat nature of the competition, all players must be present at the start of the first Run. Players may NOT join a Tournament-Elimination game in progress.
*WARNING: This style of play is extremely addictive!*

"Mystery Runs"
If this Option is enabled, the Finish Area is undisclosed at the start of the race, regardless of event location. The Area is revealed shortly after a rider picks up 5 cards. Note that the location of a Mystery Run finish area is completely random.

Multi-Player Start
A Multi-player game will **not start** until the desired number of Riders have joined the game. Players may hit **CTRL+Z** repeatedly to add Drone Rider(s) to the Game and get things rolling. Alternatively, a Player can simply hit **CTRL+S** to Start the game immediately, with fewer Riders, if desired.
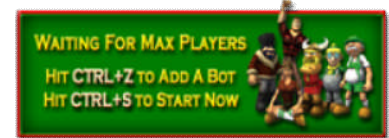
Joining Late *NEW*
If you join a network game after it has already started, you will be dropped in instantly; *unless* a Rider has already crossed into the Finish Area… in which case, you will join as a Spectator until the next Race …or until space becomes available.

Spectator Mode *NEW*
While in **Spectator Mode**, a player can control up to six live Cameras and even Bet on the outcome of the race!
Use any **Mouse Button** to switch camera. Hit **P key** + **Player #** to place a Bet.

Closed Tournaments
A Password option is available to those who wish to have a "Private" Internet Game. Set up a game time, create a password and only share it with a select few.

Difficulty Levels
During Multi-Player games, Bots can be set to ignore Players, compete effectively with Players, or hunt Players down mercilessly.
(ROOKIE, LEAGUE, CUT-THROAT)

Hazelhurst Open Invitational
Open Event…   *Sponsored by the Hazelhurst Ice Hogs*

This is the most straightforward course, in every sense of the word. The Event consists of several "upriver" Runs from the Hazelhurst Marina to a point just north of the Awfolich Industries distribution center. Cards are plentiful and the Finish line is easy to find…. making this the perfect course for Novice Players to learn the basics.

Boskeydell Delta Dash
Stud Event...   *Sponsored by Billy's Burger Bungalow*

This Event introduces players to the challenges of cross-country racing. The Event consists of fourteen Runs from a single start location to a variety of finish locations in the parking lots of prominent Boskeydell area sponsors. Remember that this is an Stud Event, *(3 Cards Up, 2 down)*, which means that Riders may now try to Bluff their way to victory.

Arctic In Darkness
*Stud Event…*   *Sponsored by the Snickering Pines Motel*

This optional Midnight Run places greater emphasis on the use of stealth to avoid potentially dangerous situations. Limited night vision and the effects of "toxic sludge" play a large part in these Runs. Be warned... the Riders that frequent these late night Runs will do anything for a buck. It's not uncommon for one Rider to put a cash "Bounty" on an opponent's head!

Bear-Dump Blacktop
Stud Event…   *This is NOT an Official Event!*

Warning: Thrill-seekers love this dangerous and almost certainly illegal misuse of a 5-mile stretch of the Hassayampan Highway. This "Endurance Event" was officially stopped years ago due to the number of incidents involving foul-tempered Bears. Riders without adequate health insurance are urged not to participate.
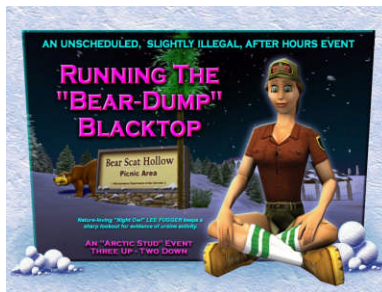
Makanda Canyon Circuit
Stud Event…   *Sponsored by the Dire Wolf Gun Club*

Navigation skills enter into play in and around this historic mining town, since each of the fourteen Runs that comprise this event begins and ends in the parking lot of a different Makanda Area sponsor. Riders are urged to exercise caution when exploring abandoned Mine Shafts. It is rumored that it is possible to "teleport" from one place to another through the use of certain ancient ruins.

Lost Weekend
Stud Event…   *Sponsored by the Porcupine Pub Darters*

The Porcupine Mountain "Mystery Runs" feature finish areas which are <u>undisclosed</u> at the start of each Run, so Players don't know where they're going until **after** they've picked up five cards. The Porcupine Mountain sponsors for this event pride themselves on the difficult, and often treacherous, course conditions inherent in this rugged mile-high course. These Runs are also the first to use Wild Cards.

Blindman's Bluff
Blind Event…   *Sponsored by Arcatonic University*

The folks of Finnsmouth Bay have been hosting these "Blind Mystery Runs" for longer than anyone can remember. Expect to see Spellcasting playing a greater part in this contest this year, since the rules against demonic interference have been set aside.

The Evilbrau Brewery
Blind Event...   *Sponsored by the Evilbrau Brewing Company*

The Hassayampa River Run is seldom won by anyone other than an Evilbrau Employee. Not surprising, since much of this final part of the course is on corporate property. It's almost as if employees have a "home field advantage" …since they

 always seem to know just where to look for the cards they need. Player will have to use every skill, strategy and weapon they've acquired along the river if they hope to take home the Grand Prize!

Dagonaway Bay
Mixed Event…   *Sponsored by the Mystic Order of the Velcronomicon*

Warmer temperatures and open water, caused by unusual volcanic activity here at the headwaters of the Hassayampa, make this a particularly odious, hazardous and unpredictable series of Runs. This island-hopping, "Champions Only" Event usually marks the end of the Arctic Stud season.

WEAPONS AND ITEMS

Machine Guns
There are Dual Mounted Machine guns built-into each Sled. A full clip holds around 45 Rounds.
Each Bullet = 1 Damage Unit

Heat Seeking Missiles
Missiles automatically target the nearest mechanical heat source. Though HSMs don't target players on foot, "splash damage" can still be quite deadly. The "Missile Lock Indicator" tells the player how many missiles are heading his way; more than two is a very bad thing.
Direct Hit = 40 Damage Units

Dynamite
Some enterprising fan has hidden TNT all around the course in the guise of an innocent-looking Snowman. TNT can be dropped from a moving Sled or tossed like a Snowball when on foot.
Direct Hit = 35 Damage Units

Toxic Sludge
Toxic Sludge will temporarily cause characters to become transparent; …virtually "invisible" to Radar, Bots and other Players. Note that shooting or similar aggressive actions may cause the Rider to become visible sooner.
Possible long-term side effects?

Turbo Fuel
Picking up either the gas can or the gas pump will add turbo to your Sled's tank. The can adds two Turbo units; the pump adds four. Watch out, both of these items will explode if shot!
Explosion = up to 30 Damage Units

Stamina
The various food items scattered around the landscape will refill your stamina when on foot. Stamina helps you run faster, dive farther, and endure more direct snowball hits before falling down.

Jokers
If Jokers are available, grab them. Jokers automatically change to give you a better hand. (Real Hands only, though… no "Five of a Kinds")

Poker Chips
Poker Chips "cover" the Player's initial bet. Finding the Chips is like getting your entry fee returned to you.

Velcronomicon
The Fish-or-men of Finnsmouth Bay have convinced the rules committee that **Spellcasting** belongs in the Game. A variety of unique and disturbing **Spells** will become available to any Player who holds the Book.
- Card Seeker
This helpful Spell shoots off 5-8 glowing spheres that search for available Cards.
- Radar Interruptus
This annoying Spell makes it nearly impossible for other Riders to find Cards or use their Radar.
- Cthundheit
This vicious Spell summons the aid of a damp demigod who slaps the snot out of other Riders.
Note that Spellcasting requires full concentration. Get off your Sled, use the **MouseWheel** to select the desired Spell, and **Fire** Away!

Sled Upgrades
Wooden crates may be found that contain Sled Upgrades. Drive through a crate to smash it open.
- Snowplow Armor
Nearly doubles a Sled's structural integrity as well as the damage to unwary pedestrians.
- Turbo Afterburner
Top speed and acceleration are increased dramatically. Some claim it's possible to "really fly" with this upgrade.
- Gatling Guns
These dual chain-guns have twice the capacity and firepower of a Sled's existing Machine Guns.
Each Round = 2 Damage Units
Note that upgrades remain on the Sled ONLY if the Sled is occupied at the end of a Run.

Snowballs

While off-sled, players can use Snowballs to grab difficult-to-reach Cards and smaller items. As a weapon, Snowballs cause damage proportionate to the thrower's stamina. A Snowball barrage can even be used to free a sled that's stuck in a snowdrift. Note that aiming is more-or-less automatic. *(You need to be facing in the right direction, of course.)*

GETTING AROUND

Teleportation

The ancient worshippers of Cthundheit were masters of the arcane art of teleportation. Recent rule changes have restored these Arcane Altars to active use. The pulsating blue glow that indicates an active Altar is unmistakable, but the only way to learn where it leads is to pass through it.

Propane Tanks

Running into one of these will send a Sled flying high into the sky. Sometimes this technique can be useful; to attain otherwise inaccessible items. However, "splash damage" is sustained from the explosion, so make sure you have full health before attempting it!

Radar Screen

The On-Board Radar Screen is the single most useful tool a Rider has. You are always in the center of your Radar, and your Field-of-View points upwards no matter which way you turn.

Blue Blips	= Food
Orange Blips	= Turbo
Violet Blips	= Weapons
Red/White Blips	= Cards
Red Arrows	= To More Cards
Red/Black Blip	= Bounty Target*
Yellow Blip	= Finish Area
Yellow Arrow	= To Finish Area
Blue Whirl	= Teleport
Orange Whirl	= Spell-book
Green Blips	= Person on foot?
Brown Square	= Sled Upgrade
Green Sled	= Active Sled
Black Sled	= Empty Sled
Dollar Sign	= Poker Chips

*Unless Target is Invisible

Using Maps

Most events have a detailed Map that displays major areas of interest. The Course Map is usually displayed while the level is being loaded, but can also be accessed *during* a race to find where the Finish Area is located, view Player rankings and other useful tidbits.
To view **a Map**, Hit the **"H" key.**

HydroBurst *NEW*

Each Sled is equipped with Hydraulic *LowRider* Technology that allows Riders to lift their Sleds into the air for short distances. Must recharge between Hops.
To use **HydroBurst**, Hit **"Enter"**

Environmental Hazards

The Upper Hassayampa River is an untamed wilderness; one should never underestimate the danger that waits around the next bend.

Open Water
…should be avoided. Sleds will float for a short period of time, but controlling a sled in deep water is next to impossible.

Open Flame
…will damage your Sled; try not to drive through it.

Heavily Wooded Areas
…block visibility, and some trees are harder than others. Proceed with caution & watch out for bears.

Toxic Sludge Pits
…are more common in recent years. While some riders use the unique properties inherent to the sludge to sneak around unnoticed, the long term effects have not been determined.
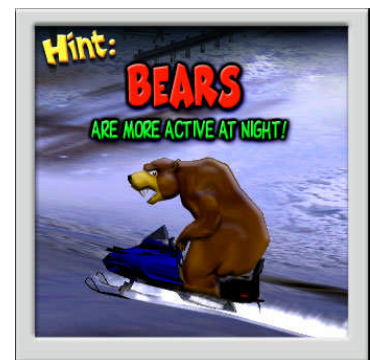
Troublesome Locals

While a Green Blip on the Radar Screen will *usually* indicate a Rider on foot, this is not always the case.

Wild Bears
…have been known to knock Riders from their Sleds and steal them. Joyriding Bears usually tire of their sport within a few hundred yards.

Undead Skinwalkers
…still haunt many ancient native burial grounds. Fast and fearless; these spirits hate humankind.

Disgruntled Kamikaze Goblins
…wearing dynamite kimonos should be avoided at all costs.

Incantations *NEW*

It is rumored that if you shout **"Cast Maxgas"** while playing, all **Turbo items** will be worth **4X**!
…or, if you say **"Cast MaxPup"** you'll get all **Power Upgrades** in a single Crate. But that's just silly.

BASIC CONTROLS
Keyboard & Mouse

Customize Your Controls *NEW*
You may re-assign keys and buttons by using the "Controls" menu under "Game Options". This Page gives all of the game's default key & button assignments.

Forward Movement …
Hold down the **Up Arrow key** or the **W key.**

Backward Movement …
Hold down the **Down Arrow key** or the **S key.**

Steer Left …
Hold down the **Left Arrow key** or the **A key.**

Steer Right …
Hold down the **Right Arrow key** or the **D key.**

Subtle Turning …
Moving the **Mouse** Left or Right will briefly turn the Skis as well.

Jump …
Hit the **Spacebar** or the **NumPad0 key.**

Discard …
Hit the **X key** or the **NumPad1 key.**

Trigger…
Press the **Left Mouse Button.**

Weapon Selection…
Roll the **Middle Mouse Wheel.**

Turbo Mode …
Press and HOLD the **Right Mouse Button.**

Bumping the Bet …
Press the **Alt Key.**

Folding Your Hand …
Press the **End Key**.

Hydro Burst …
When on the Sled, press the **Enter key** or the **Q Key.**

Power Dive …
When on foot, press the **Enter key** or the **Q Key.** *(Or hit the Jump button twice.)*

Map & Help …
Press the **H key.**

Music Volume …
Press the **[or the] keys** to lower or raise the volume of the Music.

Player Camera View …
Press the **Tab key** to toggle between a **1st-Person View**, an **Over-The-Shoulder View** and a **Dynamic Camera View**. The Dynamic Camera is particularly useful at high speeds!

Zoom View …
Press and HOLD the **Middle Mouse Button.**

Rear (reverse) View …
Press and hold the **R key**. Very useful when trying to outrun a missile barrage!

Talking …
Hit the **T key**, use the keyboard to **type** your desired message or **Incantation**; then hit **Enter.** All Spectators and active Players will see your message.

Instant Autopilot …
If you need to step away from your computer for a second, hit the **A key** to put your Rider in "Autopilot" mode.

Power Slide
Tapping into your Turbo in the middle of a Turn sends your sled into a controlled Power Slide; perfect for making a quick 180° turn.

XBOX 360 Gamepad…
The game now supports the XBOX 360 USB Controller.

GAME VARIATIONS

"OPEN" - All Players' Cards are displayed Face Up at the top of the screen beneath their names. **Being able to see everyone else's cards makes it more difficult to "Bluff" …and therefore most veteran Riders consider it to be a game for beginners.**

"STUD" - All Players' Cards are displayed 3-Up / 2-Down at the top of the screen beneath their names. **This peek into the hands of other players is the preferred method of play for most Riders… since it allows players to "Bluff" other Players**.

"BLIND" - All Players' Cards are displayed Face Down at the top of the screen beneath their names. **This version is not for those who take a lighthearted approach to competition.**

The Stud Riders
Each of the 37 Riders has their own unique personality and abilities. Individual attributes like Normal, Nasty, Stupid, Speedy, Vengeful, Hunter, Bluffer, Coward, Crafty, Shortsighted, Farsighted, etc., will affect the way they interact with you. The descriptions in the Riders Folder in the Single Player Menu will help you learn their strengths & weaknesses. Select the **"Difficulty Level"** that's right for you.

Bots
In terms of their "skill", Non-Player Characters, or "Bots" have the same abilities as human players. They have limited vision and use line-of-sight to find cards and opponents, so Spells that affect sight and visibility will affect them as well. **They don't cheat.** They don't know where the "good cards" are any more than you do. They *are* familiar with the terrain, however, and they're smart enough to target **Jokers** and other Items when they need them.
So don't underestimate them.

THE ULTIMATE LAN PARTY GAME

Whether it's a weekly **Poker Night** with your buds or an invigorating office **mealtime marathon**, ARCTIC STUD was designed to be played with any group of good friends! Unlike most Multiplayer Games, the strategies for winning are so varied and subtle, virtually anyone can play and win; regardless of their video-game skill-set.

And because the multi-player scoring is based upon moving Cash from one Rider to another, it's easy to create your own real-world tournament or reward system! *

No question about it… spend an evening playing Arctic Stud across a LAN with friends & family, and you'll discover a laugh-out-loud experience that you'll never forget.

Sounds corny, but we really believe that games should bring people together.

"We had a ball creating this game. Hope you enjoy it."

The Arctic Stud Poker Run Development Team
L to R… Andy, Brian, Bob, Bobby, Manny, Jeff, Vince & Frank.

HIGH STAKES, HIGH SPEEDS, HIGH EXPLOSIVES?

"Whatever happened to a friendly game of Cards?"

Game Refuge Inc. is pleased to announce the release of ARCTIC STUD POKER RUN, a wild new Multi-Player PC Game with a game-play mechanic that's so revolutionary, *it's patented!*

Though the game appears, at first glance, to be a madcap, arcade-style "free-for-all" that combines armed combat and off-road racing with the risk of high-stakes Poker, a single play reveals an intensely addictive, mentally stimulating "thrill ride" full of limitless strategy, nuance, and depth.

A part of "AMERICANA" that's seldom depicted in videogames, real-life "Poker Runs" have been a familiar part of rural and small-town American culture for over 75 years. The rules are simple: Participants travel from place to place, picking up a playing card at each location. At the end of the day, the player with the best five-card Poker Hand wins.

ARCTIC STUD is an irreverent, over-the-top, re-invention from the arcade designers who created such classic games as **Rampage**, **Archrivals** and **General Chaos**.

Review of Special Gambling Rules

All Players' Bets <u>increase</u> each time a "Bump" occurs; unless they've already Folded.

A Player who "Folds" <u>can't</u> lose more than their Initial Bet.

A Player who Folds may Bump later on; but a Player who has already Bumped may <u>not</u> Fold.

A player can't go into debt <u>during</u> a Run; all Bets are settled after the Run.

If, during a Run, any player has insufficient funds, the actual amount awarded to the winner will be adjusted accordingly.

Pushing All-In causes all players to match the Bet made, *if possible*. Losing Players who had less than the amount pushed will end up with nothing, while losing Players who had more than the amount pushed will have cash remaining.

(Notwithstanding the foregoing, a good LAN Party or Poker Night should always observe all local laws, rules and regulations.)