

WORLD
CHAMPIONSHIP
POKER 2
FEATURING
HOWARD LEDERER



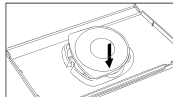
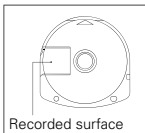
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

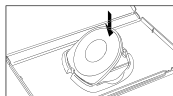
Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

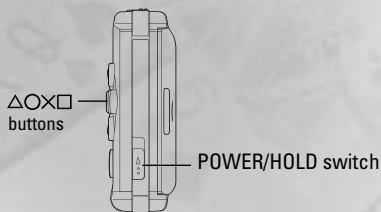
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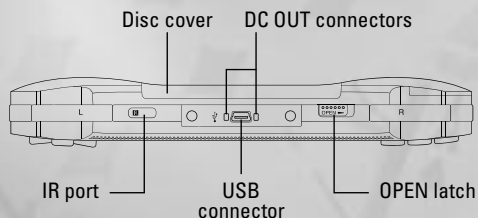
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GETTING STARTED

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the World Championship Poker 2 disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

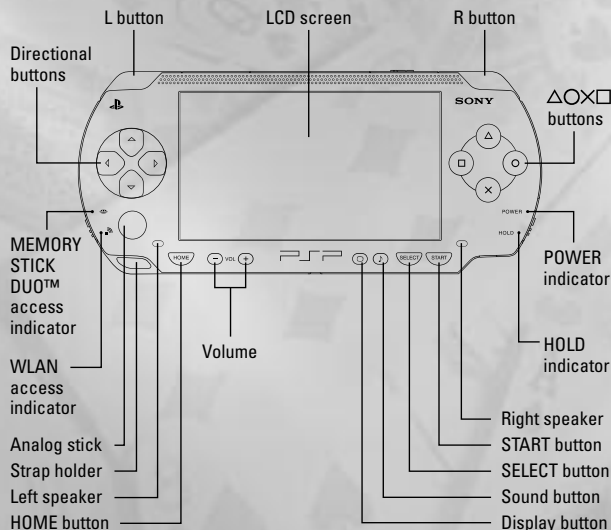
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ (PlayStation®Portable) system configuration



COMMAND FUNCTION

Analog stick	Move first person camera
Select button	Toggle text chat window (online only)
Start button	Pause and show menu
X button	Skip animation (speed up turns)
△ button	Raise to X amount
□ button	Fold
○ button	Bet
R button	Show chip count for players
L button	Toggle camera modes
Up button	Raise bet amount
Down button	Lower bet amount
Left button	Reset bet amount to minimum
Right button	Bet maximum amount

INTRODUCTION

Poker has seen an explosive growth in popularity in recent years. It is a popular spectator sport, and a popular amateur sport. Televised poker tournaments draw big ratings and big crowds.

The crowds come out to see a new professional athlete: the poker pro. These pros make the game seem simple, but it is anything but. Skill and luck draw players back to the table and now you can join the professional ranks in World Championship Poker 2 Featuring Howard Lederer.

Now is your chance to take on the elite of the poker community, both online and offline. Build up your skills and pad offline, and show them off online. Get your poker face ready. Let's shuffle up and deal!

MAIN MENU

Key features available from the Main Menu include:

PLAY GAME

Select your character and start playing. Every minute not spent at the table is a minute without winning.

NEW CHARACTER

Create your own poker pro from a large number of clothing and body options. Here is your chance to strut your stuff and make your own style.

LOAD

Load your saved characters and their careers.

OPTIONS

Adjust the volume and set up your turn notification sound.

EXTRAS

View the credits, use the tutorials to learn the ins and outs of some of the game types, or play some educational and fun poker-based mini games.

NEW CHARACTER

Before you can play a game, you will need to create a character. You can use the default character, use a randomly created character, or create your own character from scratch.

Cash Accounts: No matter your character, you start with \$1,000 for play both online and offline. Any progress you make or cash you win with that character will be saved to that character's account. Your offline career and online accounts are tied together, so if you take a beating online just relax and play some offline career games to win back your cash.

To create a character, select an "empty slot" from the character list. From there, customize your player's gender, body type and personality. Please be careful as these attributes cannot be changed in the Salon later after you have finished creating your character.

If you want to see a random selection, press the select button.

Once you have selected the main attributes, press the start button to continue to edit your character's face, body and clothing. You can spend as much time as you want tweaking your character.

To complete your character, press the start button to bring up the name entry screen. Enter your character's name and then press the start button. The option to save the game will appear.

Once you save your character, you're ready to play poker!

QUICK PLAY

This is the quickest way to get into a casual game of poker. The winnings in this mode do not affect your character's statistics.

QUICK PLAY GAME OPTIONS:

- **Game Type:** Select from 14 different poker games. A detailed description of each game's rules appears in "The Games" section below.
- **Limits:** Choose what type of stakes you want to play for:
 - **No Limit:** Players may bet as much as they have in front of them.
 - **Limit:** Bets are set for each round.
 - **Pot Limit:** Player may bet as much as the amount of the pot.
- **Stakes:** Select the blinds or ante size.
- **Tournament:** Tournament play allows you to play against a large number of players. The blinds are raised after a set amount of time.
- **Max Players:** Choose the total number of players at the table. The casino locations have 8 players per table, whereas the other locations only have 6 player tables. If you've selected tournament, you can have up to 1000 people play.
- **Location:** Choose where you want to play. Casino locations have a dealer, while the pad locations let the players deal.
- **Time:** Select how long players have before they are forced to fold.

CAREER

The road to becoming a professional poker player starts from your mother's basement.

From the world overview you can select different events to enter. Some may cost more than you can afford. If even a loan won't cover the entry fee, do not be discouraged. Keep playing and increasing your bank account through other events until the tournaments you want to participate in are offered again.

POKER EVENTS

Each week a new set of venues is opened for play. Many different game types are available to enter.

Tournaments and Invitationals are games that have as many as 300 players playing at one time. These are long games, but the cash prizes are worth it.

Private games are games that you play at home with your friends. You don't need to finish these games, just make a profit. These are great games to play if you are running low on cash and need a quick boost.

Side games are like private games, but unlike your friends, these players mean business. There are some very special side games offered: heads up matches with poker pros. These matches are a great place to truly test your skills.

Many of the side games, tournaments and invitationals offer bonus trophies and trinkets, as well as cash prizes. It will take you several weeks of play to collect all the prizes, since many matches overlap. Pick the game that suits your style of play.

YOUR PAD

When you first start hosting private games you will play in your mom's basement. As you gain money from

playing, you eventually move out and into the world. There are four other pads to upgrade to. Your pad also can be upgraded on the inside with new furniture and prizes. Make your room look good, because when you host an online game in your pad, other players will see what you have.

PAWN SHOP

The pawn shop offers a place where you can buy new items for your pad or sell them back. You can even take out a loan from the pawn shop. Failure to pay back the loan however results in your items being taken from your pad.

SKILL POINTS

As you advance in your poker career you will become a more astute player and earn skill points. There are several categories to spend your skill points in. Some skills help directly with card playing, while others help with bluffing and telling. It is your choice how you spend it.

Keen Eyes - This skill makes it increasingly easier to notice the bluffs and tells of other players. A third rank in this skill will tell you of a player's play style after 25 hands with them.

Hand Strength- This skill will display your hand strength. First rank displays Pre-flop strength. A second rank will constantly shows your hand strength. The third rank shows your hand strength and pot odds.

Stare Down- This skill will allow you to force a player to play the bluff/tell minigame. Each rank in this skill represents the number of times per hand you can perform this action. Note: To perform a stare down, on your turn press the Δ and R buttons together. An eye icon will appear over the opponent's HUD cards. Press the \times button to activate the stare down.

Tough Read - This skill makes the minigame easier by slowing down the speed the ring rotates. Each rank will also decrease the chance of having to play the minigame with a strong hand. A third rank will eliminate the minigame for strong hands.

Stone Face - Each rank in this skill will make the 'Poker Face' zone larger by about 3% and decrease the chance of having to play the minigame with a weak hand. A third rank will eliminate the minigame for weak hands.

Actor - Each rank in this skill will make the 'bluff' zone larger by about 3%. Also, each rank increases chance of doing a "bluff" without having to play the minigame.

Convincing - This skill decreases the amount of time you need to stay in the 'bluff' or 'poker face' zones. Each rank decreases the time by about 1 second.

BLUFF/TELL MINIGAME

The mini-game is broken into several key components, the marker, the bluff zone, the tell zone and the poker face zone. In the middle of the ring is a timer that counts down from 5 to 0. During that time you have to keep the marker in one of the zones for a zone specific time. If you are not able to keep it in a zone, a tell animation is played. Just before the game starts you are told if you have a strong hand or a weak hand. Your bluff and tells will be based off of this. A strong hand will bluff that they have a weak hand, and a weak hand will bluff that they have a strong hand.

- Use the analog stick to keep the yellow marker in one of three zones for a set time.
- The black zone is for a poker-face.
- The red zone is for a bluff.
- The large purple zones will present a tell.
- If you do nothing, a tell is given by default.

MULTIPLAYER

To fully experience **World Championship Poker 2**, you will want to play online and test your skills against other players from down the block or across the country in one of 20 different Poker games.

In order to use the Multiplayer mode, the player must have an access point to connect to the Internet. Please reference the PSP system's Instruction Manual for details and information on setting up this connection.

Once a connection has been established, login by either creating a new account or using an existing account.

After entering the Game Lobby, the player will have several options available to them. They may select either:

- **Quick Match** - Quickly choose between available games.
- **Join Public Game** - Select from a number of settings filters to find the game that's right for you.
- **Host a Game** - Specify the game type and settings, and then wait for others to join in the fun.

Please note that the Multiplayer game shares its bank account with Career mode. If you run low on cash, be sure to enter Career mode to build your funds back up.

MINIGAMES

Under the Extras menu, there are six minigames to challenge and expand your poker knowledge. They are:

- **Flop Odds** - You will be presented with certain hold cards and a target hand type. Based on these cards, try to figure out the percentage change you have of getting the specified hand when the board cards would be shown.
- **Know the Nuts** - The player will be shown the community cards for a hand and then given the option to select the hole cards they need to make the best hand.
- **Hold'em Nicknames** - You will be prompted with a nickname for a set of cards. Use the directional buttons to match up the suit and value of each card with the specified nickname.
- **Tell Quiz** - The player will be given multiple choice questions that will train them to spot opponents tells.
- **Know Your Outs** - In this game, you will be shown your hole cards, the community cards and a guess about what the opponent has. Based on this information, try to figure out the exact numbers of "outs" (the number of specific cards that can help you beat your opponent).
- **Glossary Quiz** - The player will be given multiple choice questions about Poker game terminology.

POKER OVERVIEW

BLINDS

To start a new hand two “Blind” bets are put up or “Posted.” The player immediately to the left of the dealer puts up or “posts” the small blind which is equal to half of the minimum bet. The player to the left of the small blind posts the big blind, which is equal to the minimum bet. The rest of the players do not put up any money to start the hand. Because the deal rotates around the table, each player will eventually act as the big blind, small blind and dealer.

THE OPENING BET

Each player is dealt two cards face down, with the player on the small blind receiving the first card and the player with the dealer button getting the last card. The first betting round begins with the players to the left of the big blind. The betting goes around the table in order until it reaches the player who posted the small blind. The last person to act is the big blind. If no one has raised, the dealer will ask if they would like the option. This means the big blind has the option to raise or just “check.” By checking, the player does not put in any more money.

THE FLOP

After the first betting round is completed, three cards are dealt and turned face up in the middle of the table. This is known as the “Flop.” These are community cards used by all the players. Another betting round begins with the first active player to the left of the dealer button. (*Note: Some games, such as Five-Card Draw, have no community cards, or “flop.” Players bet only on the cards in their hands. Players complete their hands and go straight to the “showdown.”*)

THE TURN

When the betting round after the flop is completed, the

dealer turns a fourth card face up in the middle of the table. This is referred to as the “Turn.” Betting begins again with the first active player to the left of the dealer.

THE RIVER

Following the betting round for the turn, the dealer will turn a fifth and final card face up. This is called the “river.” The final round of betting begins.

THE SHOWDOWN

To determine the winner, the players may use any combination of their two hole cards and the five cards on the “Board” (table) to form the highest five-card hand. In some rare cases the best hand will be the five cards on the board. In that case, the active players will split the pot.

WINNING POKER HANDS

Name	Example	Definition
Royal Flush	A♠-K♠-Q♠-J♠-10♠	A, K, Q, J, and 10 all of the same suit.
Straight Flush	Q♥-J♥-10♥-9♥-8♥	Five cards in sequence and all of the same suit.
Four-of-a-Kind	K♠-K♥-K♦-K♣	Four cards of the same rank.
Full House	K♠-K♥-K♦-A♠-A♥	Three of a kind, plus a pair.
Flush	Q♥-10♥-9♥-6♥-2♥	Five cards of the same suit.
Straight	10♦-9♥-8♣-7♠-6♦	Five cards in sequence. (Ace can be high or low.)
Three-of-a-Kind	J♦-J♥-J♣	Three cards of the same rank.
Two Pair	K♠-K♥-8♣-8♦	Two cards of one rank and two cards of another rank.
Pair	J♠-J♥	Two cards of the same rank.
High Card	A♠-9♥-7♦-4♣-2♦	Highest card wins.

THE GAMES

TEXAS HOLD'EM

In Texas Hold'em, the object of the game is to get the best possible five card poker hand to win the pot. Players receive two down cards as their personal hand (called "hole cards" or "pocket cards") after which there is a round of betting. Three board cards are turned simultaneously (called the "flop") and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player may use any five-card combination from among the board and personal cards. A player may even use all of the board cards and no personal cards to form a hand (play the board). A dealer button is used. The blind structure uses two blinds a small and a big.

CRAZY PINEAPPLE

This works exactly the same as Hold'em, except the players each get 3 hole cards and have to discard one after the flop.

CRAZY PINEAPPLE EIGHT

(*multiplayer only*)

This variation works almost the same as Crazy Pineapple. The only difference is that the pot will be split if a player has a low hand with a qualifier of 8 or better. If this condition is not met, the best high hand wins the full pot.

PINEAPPLE

This works exactly the same as Hold'em, except the players each get 3 hole cards and have to discard one before the flop.

TAHOE (*multiplayer only*)

Tahoe is played like Pineapple, except the player does not discard their third hole card. The object is still to have the best five card poker hand, using any combination of board cards and up to two hole cards.

SUPER EIGHT (*multiplayer only*)

The object is to have the best possible five card hand using any combination of hole and board cards. Three hole cards are dealt face down to each player and a round of betting occurs. Three board cards are dealt. Betting occurs again. A fourth board card is dealt, followed by another round of betting. The last board card is dealt and then the final round of betting occurs.

OMAHA

Omaha is similar to Hold'em in using a three-card flop on the board followed by a fourth and then fifth board card. Each player is dealt four hole cards (instead of two) at the start. In order to make a hand, a player must use two hole cards with three board cards. The betting is the same as in Hold'em. At the showdown, the entire four-card hand should be shown to receive the pot. The best possible five card poker hand, using exactly two hole cards and three community cards, wins the pot.

OMAHA HIGH-LOW / OMAHA EIGHT

All the rules of Omaha apply to Omaha High-Low. However, a low hand qualifier of 8-high or better will result in a split pot for all High-Low games. If there is no qualifying hand for low, the best high hand wins the whole pot.

7 CARD STUD HIGH

The object of 7 Card Stud is to have the best five-card Poker hand out of seven cards. The game is played with two downcards and one upcard dealt before the first betting round. This is followed by three more upcards (with a betting round after each card) and then a final downcard. After the last downcard is dealt, there is a final round of betting. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards. If there is an open pair on the fourth card, any player has the option of making the smaller or larger bet.

7 CARD STUD HIGH-LOW / 7 CARD STUD EIGHT

7 Card Stud Eight (also called 7 Card Stud High-Low) is a stud game which is played both high and low. A qualifier of 8-or-better for the low hand applies to all high-low split games. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed-limit games use the lower limit on third and fourth street and the upper limit on subsequent betting rounds. An open pair does not affect the limit. Aces may be used for high or for low. Straights and flushes do not affect the low value of a hand. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

CHICAGO LOW SPADE

(*multiplayer only*)

To win at Chicago Low Spade, the player must have the best five card poker hand out of seven cards. However during a showdown, the person with the low spade in the hole will get half the pot. The game is played by dealing two cards facedown and one card face up to each player. After a round of betting, a second face up card is dealt to each player. Betting occurs again and then a third card is dealt face up to each player. Another round of betting occurs before a fourth card is dealt face up. The players bet and then a final card is dealt facedown to each player. After the final round of betting, the showdown occurs.

CHICAGO HIGH SPADE

(*multiplayer only*)

Chicago High Spade is played almost exactly like Chicago Low Spade. The only difference is that during the showdown, the person with the high spade (instead of the low) will get half the pot.

RAZZ ACE TO 5

The lowest hand wins the pot. The format is similar to 7 Card Stud High, except the high card (aces are low) is required to make the forced bet on the first round and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking. The best possible hand is 5-4-3-2-A (also called a “wheel”). An open pair does not affect the betting limit.

RAZZ 2 TO 7

Like Razz Ace to 5, the lowest hand wins the pot. While similar to 7 Card Stud, the high card (aces are high) is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have count against the player, so the best possible hand is 2-3-4-5-7. An open pair does not affect the betting limit.

LOWBALL ACE TO FIVE

Lowball is draw poker with the lowest hand winning the pot. Each player is dealt five cards facedown, after which there is a betting round. Players are required to open with a bet or fold. The players who remain in the pot after the first betting round now have an option to improve their hand by replacing cards in their hands with new ones. This is the draw. The game is normally played with one or more blinds, sometimes with an ante added. In limit poker, the usual structure has the limit double after the draw (Northern California is an exception).

Lowball Ace-to-Five (also known as California Lowball) gets its name because the best hand at that form is 5-4-3-2-A. Straights and flushes do not count against your hand.

LOWBALL ACE TO FIVE TRIPLE

The rules are the same as Lowball Ace to Five. The difference is that there are three draws and four betting rounds instead of one draw and two betting rounds.

LOWBALL DEUCE TO SEVEN

In Lowball Deuce to Seven (sometimes known as Kansas City Lowball), typically the worst conventional poker hand wins. The best hand is 7-5-4-3-2 of at least two different suits. Straights and flushes count against you and an ace is used only as a high card. The hand 5-4-3-2-A is not considered to be a straight, but an ace-to-5 high (which will beat other ace-high hands and pairs, but lose to king-high). A pair of aces is the highest pair, so it loses to any other pair.

LOWBALL DEUCE TO SEVEN TRIPLE

The rules are the same as Lowball Deuce to Seven. The difference is that there are three draws and four betting rounds instead of one draw and two betting rounds.

5 CARD DRAW

There are two betting rounds: one before the draw and one after the draw. The game is played with a button and an ante. Players in turn may check, open for the minimum, or open with a raise. After the first betting round the players have the opportunity to draw new cards to replace the ones they discard. Action after the draw starts with the opener, or next player proceeding clockwise if the opener has folded. The betting limit after the draw is twice the amount of the betting limit before the draw.

5 CARD STUD

(*multiplayer only*)

The object of 5 Card Stud is to have the best five card poker hand. One card is dealt facedown and one card is dealt face up. After a round of betting, a second card is dealt face up to each player. Betting occurs and then a third face up card is dealt. Another round of betting happens and a fourth card is dealt face up. Betting occurs again and then the final card is dealt. After this, a final betting round is played and then the Showdown occurs.

WORLD CHAMPIONSHIP POKER 2 ONLINE USER AGREEMENT

PLEASE READ THE ENTIRE AGREEMENT AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY PRESSING THE "ACCEPT" OR "DECLINE" BUTTON AT THE BOTTOM OF THIS SCREEN. IF YOU PRESS THE "DECLINE" BUTTON YOU WILL NOT BE ABLE TO PLAY THE ONLINE VERSION OF THE GAME. CALL THE TECHNICAL SUPPORT TELEPHONE NUMBER LISTED IN THE SOFTWARE MANUAL ACCOMPANYING THE SOFTWARE, "THE SOFTWARE MANUAL" WITHIN 15 DAYS OF PURCHASE. SELECT THE AUTOMATED PHONE SYSTEM'S MAIN MENU OPTION FOR CONSUMER SERVICES AND FOLLOW THE PROMPTS. YOU WILL BE GIVEN A RETURN MERCHANDISE AUTHORIZATION NUMBER (RMA#) BY THE TECHNICIAN. YOU THEN HAVE 15 DAYS FROM THE DATE OF THIS CONTRACT TO RETURN THE SOFTWARE IN ITS PROTECTIVE COVERING, THE SOFTWARE MANUAL AND THE ORIGINAL SALES INVOICE TO THE ADDRESS SUPPLIED TO YOU.

1. ACCEPTANCE OF AGREEMENT. This Agreement can be accepted only by an adult 18 years or older. By clicking the "ACCEPT" button, you affirm that you are an adult 18 years or older and you are accepting this Agreement on your own behalf or on behalf of your minor child (under 18).

2. GRANT OF LICENSE. PUBLISHER grants you a non-exclusive right to use this software for play on a PSP™ computer entertainment system only. You may not (i) rent, lease or sublicense the software, (ii) modify, adapt, translate, reverse engineer, decompile or disassemble the software, (iii) attempt to create the source code from the object code for the software, or (iv) download game content for any purpose other than game play. You may, however, transfer all your rights to use the software to another person provided that you transfer the original product and this Agreement with the software.

3. COLLECTION OF INFORMATION. Before you can play, you may be asked to create an account with a user, player or other game name and password. You may also be asked to select or provide additional information for a game profile. This information will not identify you personally.

4. PROTECTION OF IDENTITY. When you choose a game name, choose an alias to protect your identity. Avoid using any part of your game name in your password. When you choose a password, choose a unique combination of letters and numbers that is unrelated to your game name or to any information you may share with other players in the game. PUBLISHER will not ask you for your password and you should not provide this information to any third party. If the game is designed to save your game name, profile and password it will do so automatically and only to facilitate future game play. If your game name is inactive for an extended period your account may be deactivated. To inquire about a deactivated account, please contact the Tech Support telephone number listed in the Software Manual. Games without an automatic save feature will ask you to save your information to a memory card or hard disc drive. Always keep your memory card in a secure location and do not lend it to others. You agree that you have no expectation of privacy or confidentiality in the personal information you may intentionally or unintentionally disclose through login, game play and chat. You should avoid saying anything personally identifying in chat. PUBLISHER has no liability for any violation of this Agreement by you or by any other player.

5. ONLINE CONDUCT. When you play, you agree to be respectful of your fellow players and never to engage in any behavior that would be abusive or offensive to other players, disruptive of the game experience, fraudulent or otherwise illegal. This includes but is not limited to:

- (a) Harassing or intimidating other players while chatting or playing this game online or using information obtained while chatting or playing this game to harass or intimidate fellow players outside of the game;
- (b) Using language, selecting names or creating any other content that is racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory;
- (c) Using content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;
- (d) Using as a game name the real name of any other person or business;
- (e) Disrupting the normal flow of chat in game chat rooms;
- (f) Making a false report of user abuse to PUBLISHER (see below);
- (g) Violating any local, state or national law including but not limited to laws related to copyright, trademark, defamation, invasion of privacy, identity theft, hacking and the distribution of counterfeit software; or
- (h) Using a cheat code or cheat device.

If you violate this Agreement in any manner, PUBLISHER may at its discretion and without notice to you temporarily or permanently block your account in this game and any related games. In appropriate cases, PUBLISHER may bring legal action against you or cooperate in any government or private legal action or investigation leading to your conduct within the game. To report violations of this Agreement or to inquire about a blocked account, call the Tech Support telephone number listed in the Software Manual. PUBLISHER has no liability for any violation of this Agreement by you or by any other player.

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9. **GOVERNING LAW.** No change, waiver or modification of this Agreement will be valid unless it is in writing and is signed by the PUBLISHER. This Agreement shall be construed and interpreted in accordance with the laws of the State of California applying to contracts fully executed and performed within the State of California, exclusive of its conflicts of law provisions. Both parties submit to personal jurisdiction in California and further agree that any dispute arising from or relating to this Agreement shall be brought in court within the courts of Orange County, California.

10. **ENFORCEABILITY.** If any provision of this Agreement shall be held invalid or unenforceable, in whole or in part, such provision shall be modified to the minimum extent necessary to make it valid and enforceable, and the validity and enforceability of all other provisions of this Agreement shall not be affected thereby. You acknowledge and agree that, in addition to any and all other remedies available to PUBLISHER in the event of a breach of this Agreement by you, PUBLISHER shall have the right to enjoin, any activity by you which breaches this Agreement, by equitable relief, including, but not limited to, a temporary restraining order, a preliminary injunction, a permanent injunction, or such other alternative relief as may be appropriate, without the necessity of PUBLISHER's posting any bond or other surety.

11. **ENFORCEABILITY.** If any provision of this Agreement shall be held invalid or unenforceable, in whole or in part, such provision shall be modified to the minimum extent necessary to make it valid and enforceable, and the validity and enforceability of all other provisions of this Agreement shall not be affected thereby.

12. **ENTIRE AGREEMENT.** This Agreement constitutes the entire agreement between the parties hereto related to the subject matter hereof and supersedes all prior oral and written and all contemporaneous oral negotiations, commitments and understandings of the parties, all of which are merged herein.

THE PROS



HOWARD LEDERER

“The Professor of Poker”

Howard Lederer has quickly become one of the most respected players around. Howard is an intellectual player who has won two World Series of Poker bracelets and two World Poker Tour tournaments. He holds thirteen major poker titles including the World Series of Poker and World Poker Tour championships. Howard left college to become a chess player, but ended up becoming a poker player instead. He worked by day and played by night. After many losses, he found a way to make a living at the poker table and become the player he is today. He taught his sister, Annie Duke, to play as well, and she is now one of the best known female poker players and extremely successful. Howard has developed a full array of poker products that all contain educational components. For more information, visit <http://www.secretsofholdem.com>.



ANNIE DUKE

Born in Concord, New Hampshire, she began playing poker at age 22 and left the University of Pennsylvania to play poker. She learned the game from her brother Howard Lederer - who she considers one of her most respected players along with Ted Forrest, Jennifer Harman, and Eric Seidel. Annie's sister, Katy Lederer, recently wrote a memoir titled *Pokerface* which talks about Annie's poker family. Annie is considered by most to be the best female poker player in the world and she regularly proves that women can excel in poker, which has traditionally been dominated by males. She is the top female World Series of Poker money winner in history and will always be remembered when she finished in 10th place at the WSOP when she was eight months pregnant.



CLONIE GOWEN

Clonie Gowen is considered one of the up and coming female players. She started playing poker while living in Dallas and driving to Shreveport on weekends and making a few hundred dollars each

week. She placed 10th on the World Poker Tour tournament in Costa Rica, then ended up winning the WPT Ladies Night Invitational by beating more experienced players like Annie Duke and Jennifer Harman. Formerly a travel agent, she now solely relies on her poker income. She takes breaks when she is doing bad and approaches her profession cautiously (her single biggest tournament win is \$25,000) - she has made a profit each of the 9 years she has played (her longest losing streak lasted a month). She has recently signed up with Full Tilt to promote that site. She also has an 11-year old daughter and 2-year old son so she has to work playing poker around her family life.



AMIR VAHEDI

Born in Iran, Amir Vahedi is a Southern California-based tournament professional. Many people recognize him from the WSOP final table in 2003. He was ranked first for “tournament

player of the year” for 2003 with his nine no-limit final table appearances in 2003. This includes his sixth place at the WSOP (where he has lifetime earnings of \$300,000) in 2003 where he made it to the final table for the third time. He was also named “No-Limit Texas Hold’em” Player of the Year as well as “Best All Around” award at the Poker Finals at Foxwoods in 2001.



GREG RAYMER

“Fossilman”

Greg Raymer is the 2004 World Series of Poker champion. He is a married patent attorney whose nickname “Fossilman” comes from the fossils he uses as card protectors at the table. Like second place finisher David Williams, and 2003 WSOP winner Chris Moneymaker, Greg Raymer won his entry on an online satellite tournament. Greg defeated a record field of 2576 players, winning \$5 million dollars for his first place finish which is the single largest cash prize for a poker tournament.



PAUL DARDEN

A solid and intense player, Paul holds a World Poker Tour Title and World Series of Poker Bracelet. Paul is a former nightclub owner and is active in the real estate world. He is also an active participant in the tournament circuit and frequently places in cash games. Paul was featured as one of the World Poker Tour “Bad Boys of Poker”.



ROBERT WILLIAMSON III

Robert is a born poker player. He waited on his father's game at five and was playing by age 10. So it's no surprise that someone who started so early was already had a

lot of success. Known for his Pot Limit Omaha expertise, Robert Williamson III won a WSOP bracelet in that event in 2002. Williamson's career goal is simple - to win more gold bracelets. Although PLO is his favorite tournament game, Williamson likes to play mixed games or triple-draw lowball in cash games.



MATT SAVAGE

Matt Savage is the world's foremost Poker Tournament Director, responsible for directing over 100 televised events such as the World Series of Poker, World Poker Tour and many others.

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Kathy Bucklin, Jeff Dickson, Mike Drummelsmith, Rob Dyer, Michael Maas, Doug Panter, Barry Seaton, Matt Smith, Nima Taghavi, Thomas Quast, Amy Quigg

Extra Special Thanks:

Brian Balsbaugh, Rick Bierman, Paul Darden, Annie Duke, Clonie Gowen, Howard Lederer, Greg Raymer, Matt Savage, Amir Vahedi, Robert Williamson III, Amy Weltman, Mike Betti, Dave Golder

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POV Special Thanks:

Bob Cantrell, Mike Drummelsmith, Vince Lee, Lea Shifflett, Beverly Taylor, Jesse Taylor, Jeff Warner, SFP2K

TROUBLESHOOTING

HOME ROUTER/FIREWALL CONFIGURATION INFORMATION

Crave Entertainment does not support the use of firewalls or routers for multiplayer online play. Because firewalls, routers and Internet sharing are increasingly common in the home network environment, the following configuration information is provided for advanced users who wish to customize their home network settings in order to accommodate online multiplayer play. CRAVE ENTERTAINMENT ASSUMES NO LIABILITY FOR DAMAGE RESULTING FROM THE CONNECTION OF ANY DEVICE TO THE PSP™ (PlayStation®Portable) NOR THE LOSS OF DATA OR OTHER PROBLEMS RESULTING FROM ANY CHANGES YOU MAKE TO YOUR EXISTING ROUTER/FIREWALL NETWORK SETTINGS.

World Championship Poker™ 2 supports “NAT negotiation,” a system that tries to find open ports with firewalls and routers, allowing for a full game experience. This process may delay connections. For best performance, do not run World Championship Poker™ 2 behind a firewall.

If you are still having difficulty with online multiplayer play, consider connecting your PSP™ (PlayStation®Portable) outside the local network, bypassing the local firewall. To enable this feature (sometimes called DMZ) please consult your home router manual for details on setup and configuration.

The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see:
<http://www.scei.com.jp/psp-license/pspnet.txt>.

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In the U.S. send to:
Warranty Replacements
Crave Entertainment, Inc.
4 San Joaquin Plaza, Suite 200
Newport Beach, CA 92660

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