



# WALKTHROUGH

Written by Jeramy Layton

# Texas Cheat'em

## Table of Contents

<a href="#">How to Play</a> .....	3
<a href="#">Controls</a> .....	3
<a href="#">Cheats</a> .....	4
<a href="#">Mini-Games</a> .....	6
<a href="#">Cheat Points</a> .....	6
<a href="#">Single Player Modes</a> .....	7
<a href="#">Learn Cheat'em</a> .....	7
<a href="#">Practice Cheat'em</a> .....	7
<a href="#">Career Cheat'em</a> .....	7
<a href="#">Club Circuit</a> .....	7
<a href="#">Heart Circuit</a> .....	8
<a href="#">Spade Circuit</a> .....	8
<a href="#">Diamond Circuit</a> .....	9
<a href="#">Texas Cheat'Em Tips and Strategies</a> .....	10
<a href="#">Achievements</a> .....	11
<a href="#">FAQ</a> .....	12

# Texas Cheat'em

## How to Play

Texas Cheat'Em is a variant on the poker game, Texas Hold'Em. At the start of the game you are dealt two cards, called Hole Cards. Each round, cards are placed on the table, followed by a round of betting. In the first round, three cards are placed on the table, called the Flop. On the following round one card is dealt to the table, called the Turn. The final card dealt to the table is called the River. You use those five cards in addition to the two cards you were initially dealt to form poker hands. After five community cards have been dealt, everyone compares hands. The winner is the person with the best hand.

Hands are valued as follows:

Five of a Kind – Five cards of the same rank, such as Q♠ Q♣ Q♠ Q♥ Q♦. The duplicate card can be obtained by using the various Cheats available to you.

Straight Flush – Five cards in sequence, all of the same suit. 2♥ 3♥ 4♥ 5♥ 6♥

Four of a Kind – Four cards of the same rank, such as 6♠ 6♥ 6♣ 6♥ 7♦.

Full House – Three matching cards of one rank, and two matching cards of another rank. 3♠ 3♣ 3♥ 6♠ 6♥

Flush - Five cards of the same suit, that do not form a sequence. K♠ 10♠ 5♠ 3♠ 2♠

Straight – Five cards that form a sequence but do not all share a suit. 10♣ 9♦ 8♦ 7♠ 6♠

Three of a Kind – A hand that contains three cards of the same rank. J♠ J♣ J♦ A♦ K♠

Two Pair – A hand which contains two cards of the same rank, plus two cards of another rank. J♠ J♣ 8♥ 8♠ 4♠

Pair – Two cards of the same rank. 2♥ 2♦ 8♦ 10♠ Q♠

High Card – When no two cards have the same rank, the cards are not in sequence, and do not all share the same suit. A♦ J♦ 6♠ 4♠ 3♥

## Controls

In-Game Function	PlayStation3	Xbox 360
Move Cheat Selector	Left stick, directional buttons	Left stick, D-pad
Bid	△ button	Y button
Wait, Call	□ button	X button
Fold, Back (in menus)	○ button	B button
Deal, Select/Activate Cheat	× button	A button
Pause	START button	START button

# Texas Cheat'em

## Cheats

Cheats are special actions you can take to alter your cards, swap your hole cards with cards on the table, and a variety of other things. Using an Cheat requires you to succeed at a random Mini-Game. Cheats that do not attack another player use Blackjack, Roulette, High/Low, and Slots. PvP Cheats use Horse Race, Strength Tester, Rock-Paper-Scissors. Free Fold and Guaranteed Win will always use the Dice Roll Mini-Game. Each Cheat costs a certain number of Cheat Points to use. You begin each game with 15 Cheat Points, and each round (the Flop, Turn and River) you get 15 additional Cheat Points.

### **Chip Steal - Steal chips from another player.**

**Cost: 10 Points**

The Chip Steal Cheat is perfect for sniping some money from people when your hand is terrible or as a parting shot when a strategy falls through. Be sure to pair this up with PvP Shield or your antics will cause you to suffer some return fire eventually.

### **Target X-Ray - View your opponent's hand.**

**Cost: 10 points**

Target X-Ray will reveal your opponent's hand. This can be invaluable when there's just one or two players against you. Using the information gained, you can change or swap the cards on the table to worsen their hand and strengthen yours.

### **Mind Meld - Change one of your opponent's hole cards.**

**Cost: 10 points**

Mind Meld will swap one of your opponent's hole cards with one of five random cards that you get to pick from when you initiate the Cheat. This can be paired with Target X-Ray to really control an opponent.

### **Player Swap - Swap your card with another player's card.**

**Cost: 10 points**

This is, generally, a more powerful move than Mind Meld, but it is greatly limited in scope by going off of your cards. If you have good cards, or don't know what your opponent has, you could end up worse than you started. Combine this with Target X-Ray or Electromagnetic Pulse to destroy your opponent's chances of winning.

### **Electromagnetic Pulse - Take away someone's cheat points.**

**Cost: 15 points**

This Cheat will drain **all** of an opponent's Cheat Points, making it one of the strongest Cheats in the game. It doesn't really combo well with other powers, but can be very useful in finishing up a nasty series of Cheats, locking down an opponent so they can't retaliate.

### **PvP Shield - Block other players from attacking you.**

**Cost: 10 points**

You'll notice that, when playing the game, the top row of powers all target an opponent. Successfully activating the PvP Shield will make it so that no one can target you with those powers. This Cheat can be a lifesaver after you've won a big pot, protecting you from people who might want to "earn" a few chips back with Chip Steal.

### **Community Snapshot - Lock in the current community cards.**

**Cost: 10 points**

Using Community Snapshot you'll copy whatever the community cards currently are. From then on, you'll always work with those cards when determining your hand, even if someone later changes those cards. This Cheat can be devastating if applied properly. Combine with Community Swap and Precognition to greatly increase the value of your hand.

## Texas Cheat'em

### **Community Suggestion - Alter the value of a card on the table.**

**Cost: 20 points**

This allows you to adjust a community card up or down by one rank or change that card to the same rank of another suit. The value of this Cheat cannot be overstated. Combine this with Precognition and with a little bit of planning you can get a Four of a Kind or Full House nearly every hand.

### **Community Swap - Swap one of your cards with a card on the table.**

**Cost: 20 points**

Community Swap is another powerful and important Cheat. Properly use Community Swap and Community Snapshot and you can manufacture your own 4 of a Kinds. This is also useful in destroying an opponent's hand, especially if they're obviously going for a Flush or Straight.

### **Guaranteed Win - Automatically win, even if you have bad cards.**

**Cost: 30 points**

This Cheat is hard to value. Guaranteed Win is exactly that: No matter what you do in that hand (unless you fold) you will win the hand, but it's really hard to win the Dice Roll. In order to maximize your profits from this Cheat, stay in the game and drive up the price of the pot (only after you've guaranteed the win). Guaranteed Win is very hard to rely on, since it's not based on your skill, but depending on your strategy, it could be worth it.

### **Bluff - Tell everyone at the table how excited you are.**

**Cost: 5 points**

Successfully using Bluff will result in the "BUSTED" light blaring over your character's portrait. This can be useful in giving everyone the impression that you've got a good hand, but considering that this is Texas Cheat'Em, everyone probably has a decent hand.

### **Precognition - See community cards before they're dealt.**

**Cost: 5 points**

Precognition is another very useful Cheat. It'll display what the community cards are going to be and the cost never changes. This Cheat has the most value on the first turn and you should use it often if your strategy revolves around manipulating the cards.

### **Card Suggestion - Alter the value of one of your cards.**

**Cost: 15 points**

This Cheat works just like Community Suggestion, except that it only works with your hole cards. Use this to manipulate your cards to match with the community cards. This is a really powerful tool for building better hands, just watch out for people trying to force cards on you through Mind Meld.

### **Deck Swap - Swap one of your cards with a card from the deck.**

**Cost: 5 points**

Deck Swap is rarely useful, but if you catch a lucky break, you could end up with a decent hand. If you find that your cards aren't going to form any worthwhile hands, then you might as well try Deck Swap to see if you can improve your standing. It costs very little and once you've drawn the card you get to decide whether you want to keep the card you have or complete the trade to the new one.

### **Free Fold - Fold without actually losing any chips.**

**Cost: 15 points**

If you've gone through a hand and you're convinced that your opponent(s) are going to win, simply Free Fold. For this reason it's often worthwhile to hold on to 15 Cheat Points so even if your strategy falls through, you can get at least try to get out of the game, scot-free. You will still lose any money that another player has stolen from you through Chip Steal, and this will be tallied in Post-Hand Result Screen as money you've lost.

# Texas Cheat'em

## Mini-Games

In order to successfully cheat in Texas Cheat'Em, you will need to succeed in a variety of Mini-Games.

### **Blackjack – Be closest to 21 without going over.**

You'll be given two cards at the start of the Mini-Game, once the game has started you can choose to Hit (deal an extra card to you) or Stand. Cards have values based on their rank. Face cards are worth ten (a Queen is worth ten points), numbers are worth their rank (an 8 is worth 8 points), and the Ace is valued differently, if the value of the Ace will cause you to bust (go over 21), the Ace is worth 1 point, in all other case, the Ace is worth 11 points. You are awarded with an automatic win if you are dealt a Face card and an Ace which is a "Blackjack". The object of the game is to end closer to 21 than the dealer without busting.

### **Dice Roll – Roll a specific number.**

You'll be asked to roll a specific number. Press the button to start the roll. If you fail to roll that number or higher, you lose the game.

### **High/Low – Determine whether the card shown is higher or lower than the face-up card.**

At the start of the Mini-Game a card will be shown on the left. Guess Low or High. Aces are valued as lower **and** higher than every other card.

### **Horse Race – Mash the button faster than the other guy!**

You'll have roughly three seconds to get ready before the race starts. Once it starts, though, mash as fast as you can! Mashing the button before the race starts (as the attacker) causes a false start, penalizing you by making it so none of your button presses count for several seconds after the match has started. However, if you are the defender, you may begin the match early by mashing the button whenever you wish.

### **Rock-Paper-Scissors – Rock beats Scissors, Scissors beat Paper, Paper beats Rock.**

This game is as simple as it sounds. Choose between Rock, Paper or Scissors. If your choice beats theirs you win the Mini-Game.

### **Roulette – Stop the spinning Roulette wheel on the green mark.**

Select Play to start the Roulette wheel spinning. Stop the wheel when the arrow is inside the boundaries of the highlighted wedge.

### **Slots – Stop the slots so they match up with the icon indicated.**

Select Play to start the Slots. Stop the slots on the icon before the one you need. For example, if you need cherries, Stop the Slots when the "Q" is showing. Even if you fail to match the icon shown, it is possible that the Slots will still line up to match each other, resulting in a win.

### **Strength Tester – Stop the slider as close to the bell as possible!**

After you select your target, two vertical bars will display. The one on the left represents you. The one on the right represents the defender. Have patience and try to press the button as the slider is heading toward the bell rather than when the bell lights up.

# Texas Cheat'em

## Single Player Modes

### ***Learn Cheat'em***

The tutorials presented in Learn Cheat'em teach you the basics of Texas Cheat'em. These tutorials will teach you how to bet, how to use a Cheat, and the basic elements to using a PvP Cheat.

### ***Practice Cheat'em***

Practice Cheat'em allows you to hone your skills at a table by yourself, with as many other AI opponents as you want. You can customize the game to suit your needs – choosing the number of seats for the AI opponents to fill, the difficulty of those opponents, the Buy-In of the table, and the game type, whether unlimited, timed, or based on hands played.

### ***Career Cheat'em***

Career Cheat'em is a single player mode that allows you to play through several levels with varying objectives. Here you unlock new levels to play at. Money earned here will not be added to your online bankroll.

### **Club Circuit**

#### **Match 1: Glass Jawed Green Horns**

*Get your chips up to \$300!*

This match can be beaten by simply folding out at the beginning of the hand and successfully using Chip Steal twice. This also nets you the Sticky Fingers Achievement/Trophy.

#### **Match 2: I Once Caught a Fish...**

*Beat Buffy DeLude!*

Buffy can be a tough nut to crack, but you can make things go smoothly by betting aggressively. Buffy will likely fold, which means that she no longer has a claim to the pot. Then use Chip Steal to drain her before she can get into another hand.

#### **Match 3: Lucky Number Seven**

*Get your chips up to \$700!*

Really aggressive betting can get you the \$700 you need, easy. Start slow to get at least \$500 on the table, by betting about \$90-\$100, then go All In to get a few players to fold. If you can manage to place at least second or third place you'll get a decent chunk of change. From there use Chip Steal to gather up the remaining money necessary to get up to \$700.

#### **Match 4: Higher and Higher**

*Beat Abdul Al Raiseyou!*

There is nothing conservative about Abdul's betting style. Go All In on the deal and there's about a 50-50 chance he'll match you. Build a decent hand and you'll probably win – taking all of his chips with you.

# Texas Cheat'em

## Heart Circuit

### **Match 5: I Can See My Full House From Up Here**

*Be the richest person at the table after 6 hands!*

Use Chip Steal on each opponent, then fold out of the remaining hands. The money you earn through Chip Steal should put you far enough ahead of your opponents that it won't even matter what bets hit the table.

### **Match 6: Fats Montoni's One Shot Cannoli**

*Be the richest person at the table after 1 hand!*

There are two strategies to use to win this match. Either win the hand and claim a decent pot, which will put you ahead of the rest of the table, or just sit back and Chip Steal. Stealing works best if you stay in the hand so you can regulate the speed of the rounds progressing. If anyone makes a bet, fold. You should only need to pull off three Chip Steals in order to come out ahead.

### **Match 7: This Round's On You**

*Take everyone's chips!*

This match can get very frustrating. Try and develop a decent lead across a couple of hands by betting low. Once you have the advantage you can force people to go All In. Once someone goes All In, you need to make it a priority to ensure that they do not get first, second, or third place, which will knock them out of the match. You can often take out multiple opponents in the same hands, just make sure they don't place, either by using Precognition and forming a plan, or using cheats like Mind Meld, Target X-Ray, and Player Swap.

### **Match 8: Drunk Court of Fools**

*Get your chips up to \$4,000!*

The most efficient manner for completing this match is to use Chip Steal. It's not quick, but it's almost foolproof. Fold out at the beginning of each hand, and win 10 Chip Steals. That'll get you the \$4,000 necessary to win. It can take a really long time for your opponents to call a bet, most often they will fold, so you're probably better off just taking their money from them directly.

## Spade Circuit

### **Match 9: Won Tons of Wanton Wontons**

*Take everyone's chips!*

This match is going to take a long time. You should be able to earn the majority of your money just by betting small at the start and then scaring people away from the table by betting so much that it forces all the AI into going All In or fold. Focus all of your Cheat Points on being able to form a good enough hand to back up your big bets.

### **Match 10: How the Fortune Cookie Crumbles**

*Get your chips up to \$10,000!*

If you can manage to get a decent hand, the AI has a very risky betting strategy, and so long as you don't go crazy, you'll almost always get your bet called. This match will take a long time, but you can use Chip Steal to supplement your bankroll.

## Texas Cheat'em

### **Match 11: I'll Only Play If You Cheat**

*Be the richest person at the table after 10 hands!*

This match is probably the easiest in the circuit. Spend the first hand using Chip Steal a couple of times, then fold out. Keep folding out until the match is over.

### **Match 12: Battle Royale Flush**

*Get your chips up to \$20,000*

The gamblers in this match play fast and loose. Sometimes you can get them to match you all the way to the end. If you can pull off a good hand on a decent pot then you should be set up to Chip Steal the rest of the money necessary.

## Diamond Circuit

### **Match 13: The Tin Lizzy**

*Beat Liz Frost!*

Your best bet is to fold out of all the hands and focus on using Chip Steal to siphon all of Liz's money. It can be hard to win the Strength Tester against her – she's tougher than she looks, but it only takes 10 Chip Steals to knock her out – less if you can get her to stay in the hand on a bet she loses.

### **Match 14: Cheatanoooga Choo-Choo**

*Stay in the game without going broke for 10 hands!*

Beating this match is as simple as folding out in every hand. If you're feeling vulnerable – or bored – steal some Chips to pad your bankroll, but it's highly unlikely that they'll try and Chip Steal from you, and even less likely that they'll steal all \$8,000 you start with.

### **Match 15: Jumping the Card Shark**

*Get your chips up to \$50,000!*

The players at this table are willing to make ridiculous bets. So if you use Precognition before the cards are dealt and you think you can pull off a Four of a Kind (which is almost always enough to win the hand), then bet about \$5,000 to start the match. Enough people should stay in to make it worthwhile. The AI seems to dislike matching bets that would put it All In, so pushing a bet that would take all their money can sometimes get them to fold out. By making insane bets like this, you can sometimes get all the players to fold out after they've put up a good chunk of change.

### **Match 16: Do Poker Bots Dream of Electric Straights?**

*Beat Zap Magnatron!*

You can get away with using a cheat against Zap if you decide what you are going to use before he zaps you. So plan a little bit ahead and you'll be able to perform cheats as normal. He'll still use Electromagnetic Pulse on you, so it'll be hard for you to save any points during Zap's match. If you use the PvP Shield, then Zap will focus all of his Cheat Points on winning the hand, so avoid using that if you can handle beating him in the Mini-Games. It's far easier to deal with the Electromagnetic Pulse he uses every round than to contend with him manipulating the cards. Begin each hand by using Target X-Ray on him. Then hedge your bets against whether you can beat him or not. If you can, bet small, but bet every round. If you can't beat him with the hand you have, try using Chip Steal to earn some cash before you fold.

## Texas Cheat'em

### Texas Cheat'Em Tips and Strategies

**Easy 4 or 5 of a Kind** – If a Pair or Three of a Kind appears on the community cards, Use Community Snapshot, then use Community Swap to swap two of them into your hand.

Pay attention to other player's actions. They might just be trying for the 4 or 5 of a Kind, too. Let them do the work of changing the cards, then Snapshot and Swap quick!

**Fold and Steal** – Fold at the beginning of the hand and use Chip Steal. Use PvP Shield as soon as the hand opens in order to avoid retribution.

**Last Minute Player Swap** – Save your points until the River hits, then Player Swap your hand with the player that is beating you. It helps if you use information-gathering Cheats as well, or back up your hand with money from Chip Steal, in case the Swap falls through.

**X-Ray to Mind Meld** – If only you and one other player are left at the end of the hand, use Target X-Ray on them, then, if they are winning, use Mind Meld to destroy their hand.

**Save and Swap** – Wait for the River, and then use the Community Swap to keep your hand, and hurt the other player's. If your hand doesn't match well with the community cards then Player Swap is a slightly cheaper and can net similar results.

#### **General Tips:**

Use Precognition and Target X-Ray to see all the cards being played.

Don't be bashful about using Free Fold to get out of a bad deal. If you're playing against players who are skillful, it might be worth it to hold on to enough points just so you can bail out if they cheat you at the last second.

# Texas Cheat'em

## Achievements

- The Power of Suggestion – Use a "Suggestion" Cheat to assemble a full house or greater** 10 G  
This is a relatively easy Achievement to get: Keep playing through until there is a pair on the table. Use Community Snapshot, then use Community Swap to pull the pair down into your hole cards. This requires that beat every Mini-Game without losing, due to the number of Cheat Points available in a hand.
- You Low Down, Dirty #@^%! – Win a hand by using the "Guaranteed Win" Cheat** 10 G  
There's no easy way to go about getting this achievement. Just keep using Guaranteed Win until you get it. Once you've successfully used it, try not to get too excited, and consider putting some good cards up on the table to entice other players to stay in the hand.
- Sticky Fingers – Steal another player's chips** 10 G  
Getting Sticky Fingers is easy, just use Chip Steal on old Betty or any AI opponent, really. Eventually you'll get it.
- You're Missing the Point Here – Win a hand with a Straight or better without using any cheats** 25 G  
This is going to be a difficult Achievement to get – there are no two ways around it, basically you'll be playing a game of normal Texas Hold'Em, while the rest of the table is cheating.
- Nosey Parker – Use the X-Ray Cheat on another player** 10 G  
As with most Achievements, this will be easiest to accomplish in Practice Mode, on Easy difficulty.
- Overkill – Use five or more Cheats in a single hand** 10 G  
Stick to the five-point cheats and you'll get this Achievement with little trouble.
- Fixer – Use Cheats to go from a High Card to a Straight or better** 10 G  
Simply using the Community Snapshot can enable you to go from a High Card to at least a Full House. There are details in the Tips and Strategies section above on how to get an easy 4 of a Kind.
- Come Out and Play – Win five consecutive PvP games initiated by other players** 25 G  
This Achievement is rather hard to get in Single Player, but can be really easy if you have one or two friends to attack you and intentionally lose.
- Something's Fishy Here... – Win a hand with 5 of a Kind** 25 G  
Getting a 5 of a Kind is slightly less easy than a 4 of a Kind, but if you can get your friends to help, this Achievement is extremely easy.
- Like a Bad Rash – Win a hand after folding and then using "Unfold"** 10 G  
Getting this requires that you fold (normally, or Free Fold), come back, and then win the hand. Easy, right?
- Luck O' the Draw – Increase the strength of your hand to a straight or above by successfully using Player Swap or Deck Swap** 25 G  
This Achievement is going to be very difficult to get. Your best bet would be to arrange four of the five cards to make a Straight and then keep Deck Swapping until you get one of the two cards that would complete it. Straights are easier to form when you have four consecutive cards. This completes your Straight if you acquire either of two valued cards, which increases the chances you'll find the card you want with Deck Swap.
- Cheater For Life – Complete all levels of Career Cheat'em** 30 G  
Beat every level until a green check mark displays next to all of them.

# Texas Cheat'em

## FAQ

### **How can I tell whose turn it is?**

There are no turns. Unlike Texas Hold'Em, Texas Cheat'Em does not use turns to decide who gets to do what. Instead, all players are allowed to take actions simultaneously. When a player has completed their turn, by Waiting, Betting or Folding, the background to their portrait will turn green (or grey if they've folded).

### **Why can't I use any Community Cheats at the beginning of a Hand?**

In the opening round of betting, there are no Community Cards, therefore there is nothing for you to target. You will gain access to those cheats as soon as there are cards for them to affect.

### **Is there any way of telling if another player has gotten Guaranteed Win?**

If a player has won Guaranteed Win, they will get a trophy icon that only they can see.

### **Can I choose which card I will take during Player Swap?**

The card you get from an opponent is randomly chosen from that player's hole cards.

### **Can I get through or break a PvP Shield?**

Once a player has put up a PvP Shield they are immune to your attacks and you have to wait until the next hand to get a shot at them.

### **Is there a way to unfold a second time – after having already unfolded once?**

You only get one Second Chance.