

INTELLiViSiON Intelligent Television

CARTRIDGE INSTRUCTIONS

LI'L BROⁱⁱ

PAC-04 - Family Cards



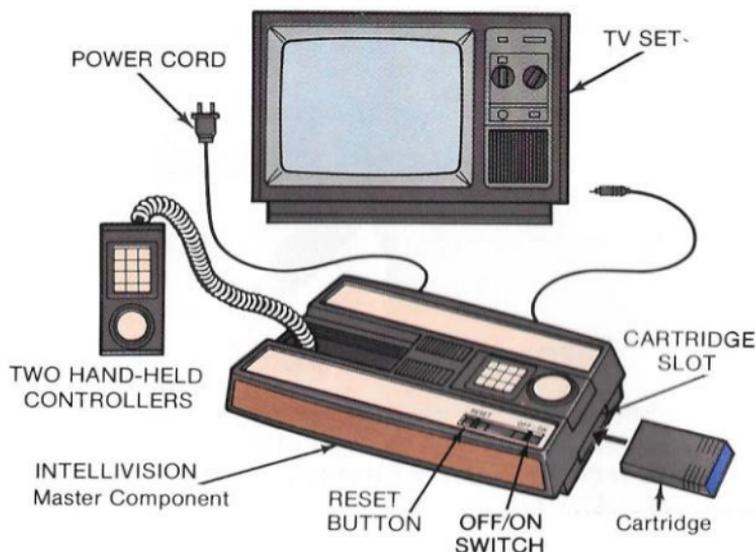
Celebrating 40 years of the Unisonic Champion 2711, the little brother of the Mattel INTELLIVISION and possibly the worst video game console, ever.

(FOR COLOR TV VIEWING ONLY.)

PAC-04 - Family Cards

OBJECT OF THE GAME

Sit down with the family and play a hand or two of cards. No arguing now!



MAKE SURE:

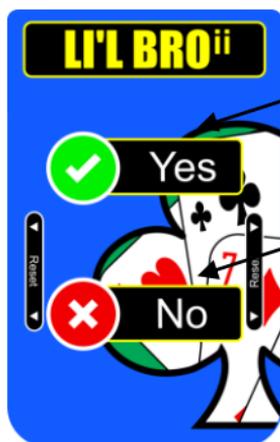
MASTER COMPONENT is connected to the TV set and the power cord is plugged in.

LI'L BROⁱⁱ cartridge is placed firmly in the slot. OK, you can't do that, because there is no LI'L BROⁱⁱ cartridge. Instead, fire up your favourite emulator with the LI'L BROⁱⁱ ROM image.

The LI'L BROⁱⁱ title screen should appear on the TV screen.

ADD OVERLAYS: If you are playing with original controllers, why not print off an overlay or two?

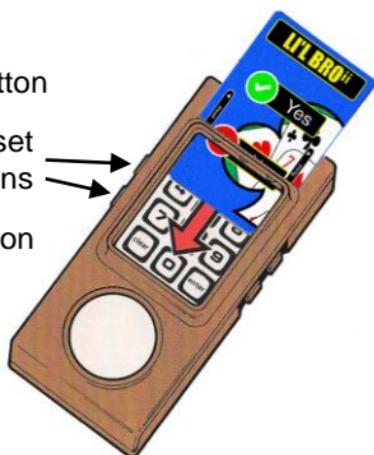
GAME CONTROLS



YES button

Reset buttons

NO button



Alternatively, if you are using the JzIntv keyboard hack file, here is the key layout:

~	!	@	#	\$	%	^	&	*	()	-	=	Delete
Tab	Q	P1 YES	R	T	Y	U	P2 YES	P	{	}		\	
Caps	A	S	D	F	G	H	J	K	L	:	"	'	Enter
Sl Reset	Z	P1 NO	X	C	V	B	N	M	P2 NO	/	?		Sl Reset
Ctrl	Reset	Alt									Alt	Reset	Ctrl

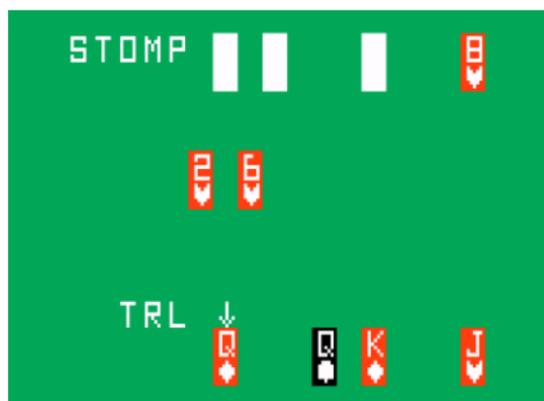
BRING ON THE DISAPPOINTMENT!

Hit the disc or any key to start. The title music will fade and the Intellivision's Li'l Bro will take over.

Prepare to be underwhelmed.



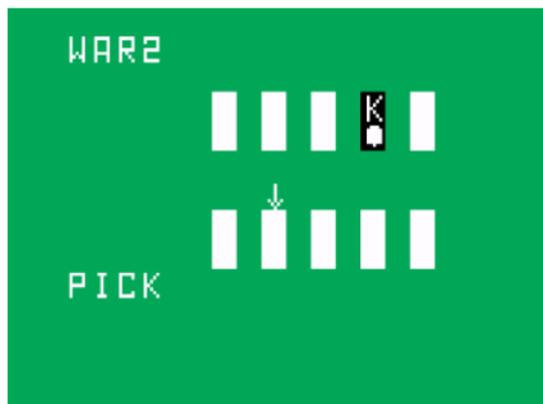
GAME SELECTION



This cartridge contains five card games. Upon system start-up, an abbreviated circulatory display will cycle through the game names. A game is chosen by depressing the YES button on the remote control-select boxes when the desired game name appears.

- WAR1 - One player game
- WAR2 - Two player game
- ACDC – Acey duecey - Two player game
- STOMP - Steal the old man's pack - one player game
- DIG - One player game

WAR – 1 / 2 PLAYERS



GAME OBJECT

The objective of both WAR games is to accumulate points by taking card tricks. In WAR 1, the computer acts as player two.

THE PLAY

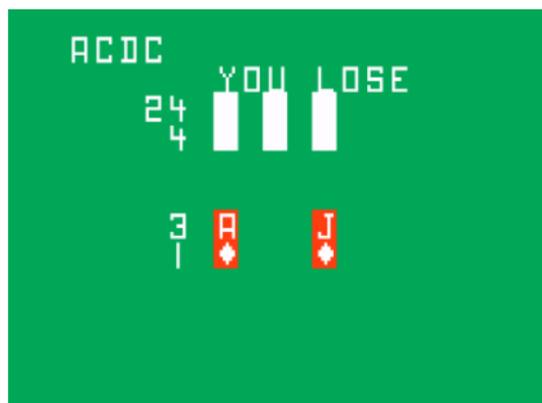
The play is identical in both versions. Each player (or computer) is dealt five cards face down. The player using the upper displayed hand is prompted to move when the message PICK is positioned beside his cards. A down arrow will then be momentarily displayed above each of his five cards, Depressing his NO button will increase the rate of circulating display.

THE PLAY CONT'D

When the arrow is positioned above the desired card, the player depresses his YES button and the card is turned over, in WAR2 the PICK message now moves down beside player two's cards and he chooses as explained above. In WAR 1 the computer turns over one of the cards. After both cards are displayed, the player holding the higher ranking card wins the hand and is awarded two points. In the event of a tie (a war another hand is played, and another until someone wins, and the accumulated points awarded to the winner. Play continues until the deck of 52 cards is depleted. The player who has the most points wins the game. If, at the end of the deck, the score is tied or a war is in progress the deck is reshuffled and play continues until a winner is determined.



ACDC – ACEY / DUECEY - 2 PLAYERS



GAME OBJECT

At the start of play, each player is given 50 points. The object of ACDC is to reach 165 points, by winning card hands before the other player does.

THE PLAY

At the start of a hand each player is dealt two cards. After both players place bets (explained later), a third card is dealt to each player. If this third card lies in rank between the first two cards, the hand is won and the bet paid off. If the card lies in rank outside the first two cards dealt, the hand and bet are lost. The rank of cards in ascending order is 2, 3, 4... J, Q, K, A. Play continues until one of the players reach 165 points. In the event both players reach or surpass 165 points on the same hand, the player with the higher point total wins.



BETTING

Betting is compulsory. A player must bet on each hand even if his first two cards insure a lost hand. A player may bet any amount not exceeding his point total.

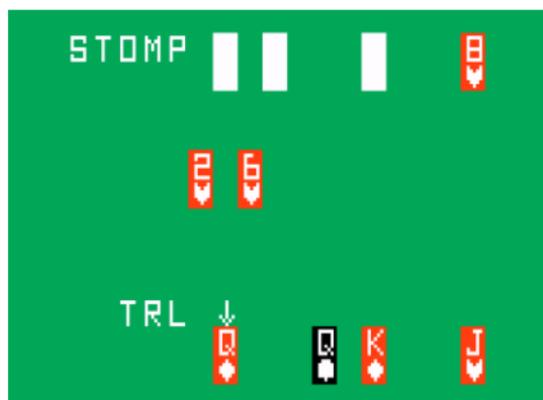
On each player's betting turn, his possible bets will be displayed beneath his point total. The bet amount will initialize to his point total, then slowly decrease in amount one point at a time. When the desired bet is displayed the player depresses his YES button. To increase the rate of display a player depresses the NO button. If a player's point total is zero before betting, he has busted and the game ends.

PAYOFF

Payoffs for winning hands are as follows:

1. For cards spaced two apart the player is awarded five times his bet.
2. For cards spaced three apart the player is awarded four times his bet.
3. For cards spaced four apart the player is awarded three times his bet.
4. For cards spaced five or more apart the player is awarded two times his bet.

STOMP – STEAL THE OLD MAN'S PACK – 1 PLAYER



GAME OBJECT

The player and computer are dealt four cards each one at a time, the computer's card placed faced down. Four cards are then placed face-up between the two hands. From then on after the hands are played out, cards are only dealt to the player and computer. The game ends when the deck is exhausted. The object of play is to build a pack of as many cards as possible, by taking in cards using the cards dealt.

THE PLAY

The player goes first. The player (or computer) may either take in a card from the center with a card at equal rank in his hand or trail by placing a card in the center. Cards taken in are placed in a pack to the player's (or computer's) right, with the taking card on top. The player (or computer) may also steal the opponent's pack by taking it with a card the same rank as the pack's top card. These various moves are done as follows:

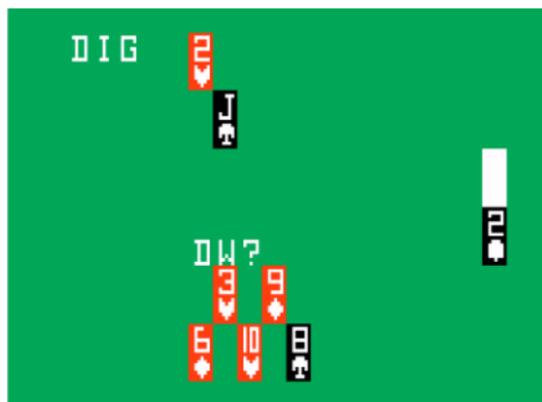
1. Taking in - A card must be taken in from the center if possible. If any plays are available, the player's taking card will flash in his hand. If the taking card will steal the opponent's pack, a pulsating tone will alert him to this fact. If the player wishes to play this card he presses his YES button. Depressing his NO button will cause the next available move (if any) to flash.
2. Trailing - If the player has no taking move, he must play a card to the center. The message TRL will prompt him to do so. A down arrow will then alternately appear above each of his hand cards. When the arrow is positioned above the desired card he presses his YES button.

END OF GAME

Play alternates as described above until six hands have been played out. The amount of cards in each pack is displayed and the winner declared.



DIG – 1 PLAYER



GAME OBJECT

At start of play the player and computer are dealt five cards each, all face-up. The deck is placed to the right of the display area, the next card turned over and placed below the deck. The object of play is to get rid of as many cards as possible from the hand by playing to the up card before the deck runs out. Shedding all hand cards before the deck runs out wins immediately.

THE PLAY

The computer goes first. Thereafter play alternates. On each turn the player (or computer) may do one of two things.



THE PLAY CONT'D

1. He may draw a card from the deck to his hand.
2. He may play a card to the up-card according to the following rules:
 - a. if the card and the up-card match in suite
 - b. if the card and up-card match in rank
 - c. if the card is an eight. If this occurs the player has the option to change the eight to any suit.

On the player's turn any card which is a valid move will flash. If the player wishes to use the flashing card he depresses his YES button. Depressing his NO button will cause the next valid move (if any) to flash. If an eight is chosen, the four possible suit symbols will sequentially flash adjacent to the card desk. When the suit the player wishes to change to is displayed, the player depresses his YES button. If no hand card is valid for play or the player declines to play to the up card, the message DW? will flash. Depressing the YES button will draw a card to his hand. Depressing the NO button will restart the move sequence.

END OF GAME

The game ends by four conditions:

1. The computer exhausts his hand and wins.
2. The player exhausts his hand and wins.
3. The player and computer both hold 13 cards in their hands and cannot play to the up card.
4. The deck is exhausted. In this case the hand holding the lesser number of cards wins. In event of a tie, the computer wins.

AUTHOR'S NOTES

LI'L BROⁱⁱ is a Unisonic Champion 2711 simulator for the Mattel INTELLIVISION, written to celebrate the 40th anniversary of the release of Unisonic Champion. It is an entirely non-commercial homage to the little brother of the Mattel INTELLIVISION.

Although LI'L BROⁱⁱ and its art mimic the style of early INTELLIVISION games, they and their creation are a community project and not in any way related to Intellivision Productions.

No claim is made to any names, logos, images, text, code, music, designs, thoughts, etc. used in LI'L BROⁱⁱ. They all belong to their respective owners. I know I have been cheeky in using them here without asking first, I hope you can forgive me. If you are one of these owners and you are not happy with the use of your property here, please let me know and I will remove it.

LI'L BROⁱⁱ has been written and tested using the excellent JzIntv emulator. Whilst it may work in other environments, including real hardware, your mileage may vary. If you find any bugs please let me know.

Cheers

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