

**OBJECT**  
The who and what it shrink dictate!

POWER CORD



TWO HAND-HI  
CONTROLLE  
INTELLIVISIC  
MASTER COM

MAKE SU  
MASTER  
and power  
TV set is p  
LAS VEGA  
placed in s  
OFF/ONS

PRESS RES  
screen: "P

GEN

The followi



FLASHING  
ARROW WIN

**Flashing Arrow** has the next "W" will appear will "smile" BLACKJACK you and the Nobody wins

**2. Wallet**--If play, the De inputs the t play with. H his Hand Co wants in his key to confi would press you change WALLET, Once ENTE

If a player  
game and

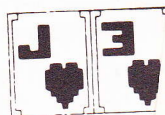
player wins or loses, the amo added to or subtracted from

Note: In BLACKJACK, the merely acts as banker. In th he can BET, CALL or RAIS

## Las Vegas BLACKJ

**Object of the Game:** To s close to, but no higher th in a single hand while b are dealt a card that put

**Card Values:** All numb their face value. An ac points (players' and D cards (Jack, Queen, a highest hand you can in two cards, which t either a picture card BLACKJACK, playe As we said earlier, if hands, it's a "push" note that in this cas frowns).



**HOW TO PLAY**  
1. Turn Master put LAS VEGAS your Hand Cont

"hit," that is, another card h Controller. If, two cards, he ask for as man exceed 21 poi "lose") will a smile triumph subtracted fro The flasher wil whether he wa decides to STA "down" card. has a total of 1 cannot draw an than 17 points to deal himself points--then he

**7. Double Down** points on his fir DOUBLE DOW BET. He does t key (#8 key) on l after his first tw additional card ( however, if by s WALLET. Thus original BET wa resulting \$60 BE buzz will inform BET will be disa the DEALER wil deal the card.

**8. You can play B** pressing either B the DEALER ask: Enjoy Las Vegas

**6. Straight**--Five cards in sequence of any suit. Ex: 8,9,10, J,Q, in mixed suits.



**7. Three of a Kind**--Thr cards. Ex: three 7's.



**8. Two Pair**--Two cards of one kind and two of another. Ex: two 3's and two Queens. In the event of two hands holding the same two pairs, the hand with the higher fifth card is the winner. If the fifth card is also the same, it's a tie.



**9. One Pair**--Two cards of the same kind. Ex: two 6's. In the event of two hands each with a pair, the higher pair wins. If bo hands have the same pair, then the hand with the highest three remaining cards wins.



**10. High Card**--If no hand has so much as a pair, then the hand with the highest card (or cards) wins. Ex: K,J,10,8,5, beats J,10, 8,7,5, Also, K,J,10,8,5, beats K, J,10,7,5.



5. Disc  
been ca  
each pl  
many c  
do this  
to your  
examp

Playe  
disca  
Key  
Key  
then  
repl  
after  
Disc  
aut  
can  
circ  
pre  
6. f  
bet  
7. ' wa  
Co  
ca  
8. a  
V  
ki  
Y

Las Vegas  
5-D

**OBJECT**

To draw (DEAL bets), l other f

**HOW**

1. Re  
time  
(#3  
"an  
car

2. a  
P  
p  
a  
V

**6. Want To Drop**--want to drop out ( button on your Ha "DROP" and you

**7. Get Lost!**--If yo tried to make a simulated BET the exceeds your WALLET, the DEALER will let y know by announci "GET LOST!" Yo however, exceed y see a minus WALL in the game you m Master Componen WALLETS. (Amou

**8. Who Won?**--Af all BETS called, all "W" will appear n will announce what "THREE OF A KIN added to the winne DEALER wins).

5. Want To Chec  
CARDS" disc on  
"down" card. As  
point, since you n

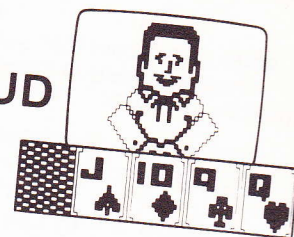
PRESS VIEW  
CARD DISC  
ON HAND  
CONTROL

1  
2

## Las Vegas 5-CARD STUD

**OBJECT OF THE GAME:**

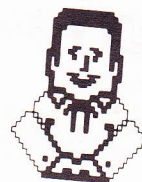
To draw the highest Poker hand. Only the "house" (DEALER) "settles up" (pays and collects simulated bets), but you must beat both the DEALER and the other player. There is only one winner per hand.



**HOW TO PLAY**

**1. Ready?**--When the DEALER asks "READY?", it's time to select your game. Press FIVE CARD STUD (same as #1 key) on your Hand Controller. The DEALER will "announce" the game and you'll hear him shuffle the cards (computer actually shuffles a full deck).

**2. Ante Up**--The DEALER requests an ANTE, which is a simulated \$1 per player (for all POKER games). The POT then shows \$3, since the DEALER and both players have theoretically anted \$1 each (automatic ante). Each player has \$1 subtracted from his WALLET. The cards are dealt, one "down" and one "up" to each player.



ANTE!

**3. Time to Bet**--DEALER says "BET?" [01] mean it's time to place a simulated bet.