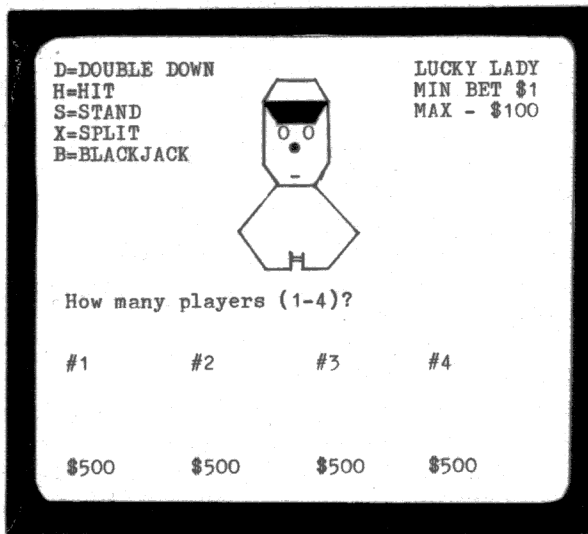


\$15.00

# CASINO I



CASINO I contains the two popular games - BLACKJACK and SLOT MACHINE. BLACKJACK is designed for 1 to 4 players while SLOT MACHINE is a simulation program for one player.

requires BASIC cartridge and 16K RAM  
written for the ATARI\* personal computer

\*ATARI indicates trademark of Atari, Inc.

#### LOADING PROCEDURE:

Place the cassette into the recorder

Type: CLOAD (RETURN)

Press the play button on the recorder

Press the (RETURN) key on the computer

After successfully loading the program,

Type: RUN (RETURN)

**DIRECTIONS (for BLACKJACK):** The dealer appears in the middle of the screen. On the left are the codes that the program will accept when playing the game. On the right is the minimum and maximum bet allowed at this casino. After the cards have been shuffled, the dealer asks: HOW MANY PLAYERS (1 - 4)?

Enter the number of players (RETURN).

Next you are asked to place your bets. Each player starts with \$500.00. Enter only numbers. DO NOT enter a \$. The program will do this automatically when it places your bet in the bet box. If a player enters a '0' for the bet, the dealer will omit that player when dealing the cards.

After each player has placed a bet, the dealer will deal two cards to each player and himself. If the dealer has an 'ACE' showing, he will ask each player if he wants insurance. Answering 'Y' increases the stake by half. If the dealer has BLACKJACK, all the money will be returned to the player. If the dealer does not, the insurance money is lost. The money bet will be lost if the dealer has BLACKJACK and no insurance was staked. If the dealer has a 10 value card showing, he will peek at his 'hole' card. If the card is an 'ACE', he will display it, and the play will end. If the dealer does not have BLACKJACK, the game continues. The question mark and cursor above the bet indicates that player's turn. The program waits for a legal code to be entered by that player. There is no need to press (RETURN) key after entering the code.

S - STAND: You must press this key to stand on your hand. This signals the program to go on to the next player. You do not press this key after pressing a B or D.

H - HIT: The dealer will deal one card to you each time you press this key. NOTE: If the total value of your hand

is more than 21, the dealer will not deal the next card to you.

B - BLACKJACK: Press this key when you hold a BLACKJACK.

D - DOUBLE DOWN: Your stake doubles and you receive one card. Your play ends immediately after your third card is dealt to you.

X - SPLIT: If your first two cards are a pair, you may split them. Your original bet will double, the second card will be moved next to the first card and a second card will be dealt to that card. When you split a pair, you cannot split again or double down. A BLACKJACK on a split is paid out at even money.

After each player has completed his hand, the dealer will turn over his second card and complete his play. The value of each player's hand is displayed next to the dealer. If the player split a pair, the value of both hands are shown. The players who have won will have their winnings added to the money displayed at the bottom of the screen.

A player who holds BLACKJACK is paid at odds of 3 to 2 (unless the dealer also holds a BLACKJACK). A winner is paid out even money and a player who ties the dealer is returned his wager.

After each hand, the dealer asks: ANOTHER HAND? Enter a 'Y' if you want to continue the game. The game ends when you answer 'N' or when one player breaks the house by winning over \$1000.00. When playing with 2 or more players, the game will continue even if one player runs out of money.

HOUSE RULES: The cards are dealt from the dealer's left to right. The dealer completes his hand after the last player has played even if all the players break. The dealer stands on a hard seventeen but will draw to a soft seventeen.

DIRECTIONS (for SLOT MACHINE): A slot machine appears on the screen. You have \$50 at the start of the game. To play press the yellow START key. This pulls down the handle on the machine and causes the wheels to turn. Releasing the START key raises the handle. The wheels will continue to spin until they 'LOCK' in place.

WINNING CONFIGURATIONS:

first two windows	third	wins
two like tokens	lemon	\$ 0
two like tokens	cherry	\$100
two like tokens	other	\$ 50
three like tokens		\$250
three gold bars		\$500

The game ends when you win over \$1000 or you lose all your money.

The purse can be reset to \$50 by pressing the OPTION key.

**W.H.E.S.I.S.**

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