

APPENDIX C
COMMODORE 64/128 VERSION

List Feature (Black Jack)

The Black Jack game offers a List option which will display the cards that have been used in play. This option can be useful for would-be card counters who want to keep track of the cards still in play.

You can invoke the List feature in the Black Jack game by pressing the F1 key.

APPENDIX D
AMIGA VERSION

List Feature (Black Jack)

The Black Jack game offers a list option that will display the cards that have been used in play. This option can be useful for would-be card counters who want to keep track of the cards still in play.

Black Jack, Roulette: Use the left button to increase the bet, the right button to decrease the bet.

APPENDIX E
ATARI ST VERSION

Black Jack, Roulette: Use the left button to increase the bet, the right button to decrease the bet.

VEGAS GAMBLER™

BY

CALIFORNIA DREAMS™

USER'S MANUAL

Manual written and designed by Rena Tesler
Cover art by Tom Finnegan

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Logical Design Works, Inc.
780 Montague Expwy., #403
San Jose, CA 95131, USA
Telephone: (408) 435-1445
Telex: 294526 LDW UR
FAX: (408) 435-7355

In Europe: LDW S.A.
45, quai Wilson
1201 Geneva, Switzerland
Telephone: 022/31 97 52
FAX: 022/32 75 04

AUST GS USERS
P.O. BOX 210
WENTWORTHVILLE 2145
PH. OR FAX (02) 636 9219

Copy Protection

In order to run the program, you will need to have your Vegas Gambler User's Manual on hand whenever you boot up the Vegas Gambler program. It is, therefore, very important that you **DO NOT LOSE YOUR VEGAS GAMBLER USERS MANUAL**.

When you boot up the Vegas Gambler program, a dialog box will appear asking a question in reference to the manual. You will have to refer to your user's manual in order to answer this question correctly. If you fail to answer correctly, another dialog box will appear to give you a second chance to answer the question. Failure to answer the question correctly a second time will end the Vegas Gambler program and send you back to the computer's operating system.

Details for Different Versions

The appendices at the back of this manual list the different features and commands used with each version of Vegas Gambler (IBM PC, Apple IIGS, Commodore 64/128, AMIGA, ATARI ST). Refer to the appropriate appendix for your version.

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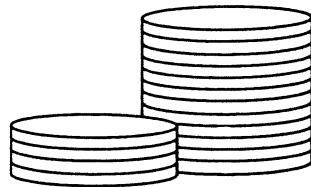
WELCOME TO VEGAS GAMBLER

Lights are flashing, the sound of music fills your ears, and all of a sudden you feel an excitement in the air around you. You hear the sound of money clanking as it comes out of a jackpot winning slot machine. The machine is blazing with lights and sound. You watch in awe as you realize that you just hit a jackpot and you're just beginning.

Now it's time to try your luck at Blackjack. You see the cards being dealt but the dealer's up card is an ace. The air is still as you stand on a 20 and await the dealer's down card to be exposed. A seven... you win.

With Vegas Gambler, the feeling of being in your favorite Las Vegas casino is always with you -- the lights, the sounds and the fast moving action. You will never get tired of gambling. You have your choice of playing four exciting games: The slot machine, blackjack, poker and roulette.

Play for fun or play to learn. Master the game of blackjack or roulette. Beat the odds. Learn the most effective strategy for winning and you'll really be a winner the next time you go to Las Vegas. The games on Vegas Gambler are a simulation of the games at your favorite Las Vegas casino. The odds and the payoffs are identical to those at some of the famous Las Vegas casinos. Vegas Gambler was created to provide you with all of the fun and excitement of gambling in Las Vegas.



GETTING STARTED

Amiga: Turn on your computer system with your KickStart disk (version 1.2 or greater). When the prompt appears to insert the WorkBench disk, put the Vegas Gambler diskette in the drive. Your computer will load the Vegas Gambler program.

Apple IIe/c/GS: Turn on your disk drive and put the Vegas Gambler diskette in the drive. Turn on your computer and the monitor. Your computer will load the Vegas Gambler program.

Atari ST: Put the Vegas Gambler diskette in your disk drive. Turn on your computer system. When the desktop appears, double click on VEGAS.PRG. Your computer will load the Vegas Gambler program.

Commodore 64/128: Turn on your computer system in the usual manner. (If you have a C128, hold down the Commodore key while turning on the computer.) After the READY prompt appears, type:

LOAD ""8,1

and press RETURN. Your computer will load the Vegas Gambler program.

IBM PC & Compatibles: Turn on your computer system using your DOS disk. When the DOS prompt appears, put the Vegas Gambler diskette in drive A. (If you are not in drive A, switch to drive A by typing A:.) Type VG and press <Enter>. Your computer will load Vegas Gambler.

Regardless of the version of Vegas Gambler that you are using, we strongly recommend that you make a back-up copy of the original program disk and use that copy as your playing disk. The original program disk should be stored away in a safe place.

THE CURSOR, POINTING, AND SELECTING

The cursor in your Vegas Gambler game is a hand. The tip of the finger is your "pointer" and is used for selecting. To move your cursor, point and select:

Amiga: Use the mouse to move the cursor. Press the mouse button to select.

Apple II e/c: Use the joystick to move the cursor. Press the joystick button to select.

-or-

Use the cursor keys to move the cursor. Press the RETURN key to select.

Apple IIGS: Use the mouse to move the cursor. Press the mouse button to select.

Atari ST: Use the mouse to move the cursor. Press the left mouse button to select.

Commodore 64/128: Use the joystick to move the cursor. Press the joystick button to select.

-or-

Use the cursor keys to move the cursor. Press the RETURN key to select.

IBM PC and compatibles: Use the cursor keys to move the cursor. Press the Enter key to select. (See Appendix A for other keystroke commands.)

THE STAKE

Vegas Gambler starts you out with a stake of \$500. This stake will increase or decrease as you play depending on whether you are winning or losing. Your accumulated stake will carry over from one game to another. In other words, if you have \$600 after gambling on the slot machine for a while and you decide to play poker, your stake at poker will be \$600.

To remind you of how much you are winning while you are gambling, for every \$5,000 that you win, the Vegas Gambler winner screen will appear.

When gambling it is possible to lose all of your money. If this happens, the "No money - No gambling" screen will appear. You will receive a message asking if you would like a loan to continue gambling. If you want to continue, move the cursor to the button marked yes and select it. If you want to quit, move the cursor to the button marked quit and select it.

If you are playing blackjack, a game with a \$2 minimum betting limit, and you only have \$1 left, the game will stop. You must exit blackjack (see blackjack instructions). You can either quit playing Vegas Gambler completely and re-load the game, or you can go into one of the other Vegas Gambler games and bet the \$1 you have left.

Loading and Saving

If you would like to quit playing Vegas Gambler for a while but get back to the game a little later, you can. To save your current stake, go to the main menu screen (quit from the game you are in) and select the **save** button (see figure 1). To retrieve a previously saved program, select the **load** button on your screen.

CHOOSING YOUR GAME

Once you have Vegas Gambler loaded, the main menu will appear on your screen. There will be four boxes on the screen, each representing one of the games available on Vegas Gambler. Move the cursor to the game box which you would like to play and select. The game will appear on your screen.

SELECT IN APPROPRIATE GAME BOX TO LOAD A GAME

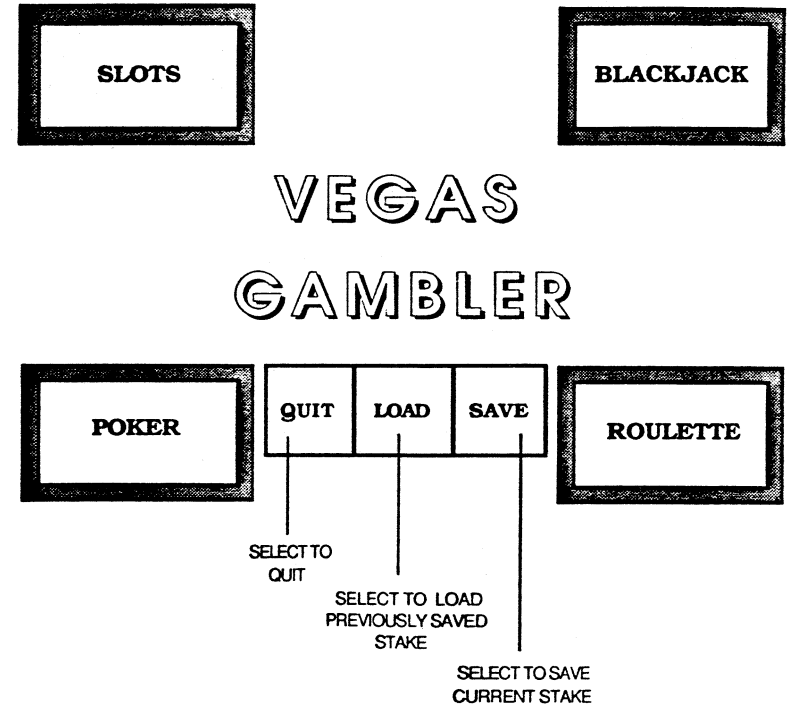
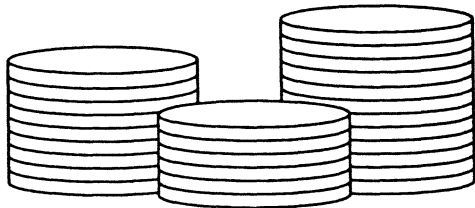


FIGURE 1

SLOT MACHINE

The slot machine on your Vegas Gambler game disk is designed to provide you with all of the excitement and glamour of the famous Las Vegas casino slot machines. The payoffs are high, and the action is fast.



How To Play

Placing Your Bet

The first thing you must do when playing the slots is put your coins in the slot machine. There are five payoff lines on your slot machine. You can bet between one and five coins per game, one for each payoff line. Each coin has a value of \$1.

The Vegas Gambler slot machine is designed with the first three payoff lines running horizontally across the reels. The fourth payoff line runs diagonally down the reels and line five runs diagonally up the reels (see figure 2).

Note that you must place at least one coin in the slot machine in order to pull the handle.

To put coins in the slot machine:

1. Move the cursor to the coins located to the right of the slot machine handle.
2. Select a coin. It will come off the stack of coins and attach itself to the cursor.
3. Move the coin to the coin slot on the machine. Make sure to get the coin on the slot.
4. To drop the coin into the slot, select the coin again. The coin will now fall into the slot machine. The corresponding payline will be highlighted. You are now ready to pull the handle.

If you drop the coin and the coin is not on the coin slot, it will fall down. You won't lose anything from your stake if this happens, but no bet will be placed.

Repeat the procedure for placing coins in the slot machine for every coin you would like to bet. If, for example, you would like to bet four coins, repeat the procedure four times (once for each coin).

For each coin you place in the machine, the corresponding betting payoff line will be highlighted. The line will remain highlighted until you pull the handle of the slot machine.

After you have placed your initial bet, the slot machine will automatically default to that bet every time you pull the handle. You will notice that after you pull the handle, the betting payoff lines will light up to show you which lines you are betting on.

In order to change a bet, you must go back to the coins and place a different bet. Put as many coins in the slot machine as you would like to bet. For example, if you wish to change your bet to two coins (activating lines 1 and 2), put two coins in the slot machine. Your bet will now continue at two coins for every pull of the handle until you change your bet again.

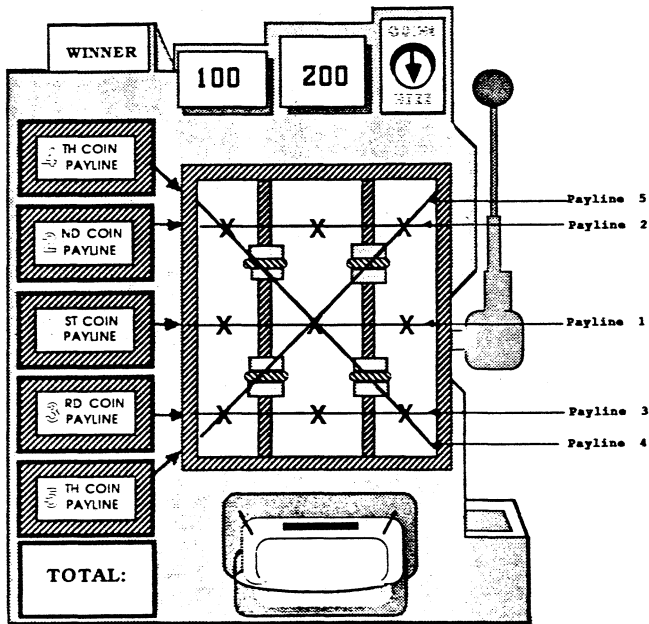


FIGURE 2

Pulling The Handle

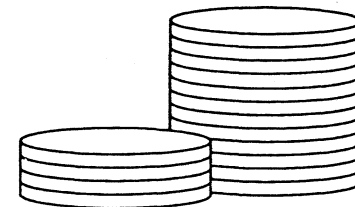
After you have placed your coins in the machine and all of the corresponding betting lines have lit up, you are ready to pull the handle.

To pull the handle:

1. Move the cursor to the round ball at the top of the slot machine handle.
2. Select the handle. The handle will pull forward, spring back into place, and the slot machine reels will start spinning.

Note that you must get the cursor on the round ball at the end of the handle to pull the handle.

Once the reels start spinning, they will randomly stop, one reel at a time. The first reel closest to the betting line indicator stops first, followed by the middle reel, and finally, the last reel will stop.



Winning

Whether you win, and how much you win, is determined by the sequence of the pictures that appear on the reels of the slot machine (Figure 3). The winning combinations and their payoffs are displayed at the bottom of your slot machine.

They are as follows:

1 cherry/1st reel	=	2 coins
2 cherries/1st and 2nd reel	=	5 coins
3 oranges	=	10 coins
2 oranges followed by any bar*	=	10 coins
3 plums	=	14 coins
2 plums followed by any bar*	=	14 coins
3 bells	=	18 coins
2 bells followed by any bar*	=	18 coins
3 watermelons	=	100 coins
2 watermelons followed by any bar*	=	100 coins
3 bars (any bar*)	=	100 coins
3 7s (double jackpot)	=	200 coins

*any bar is a plain bar or a bar behind another slot machine character.

If a payoff line that you have placed money on shows any of the above combinations, you will win the corresponding amount of coins.

Every time you win, the slot machine will flash. The coins you won will fall out of the slot machine and the number of coins you won will appear momentarily. That number of coins will be added to your total.

If winning combinations appear on more than one payline and you have bet on those paylines, you will be paid off for each win.

If you hit a jackpot (any combination that pays off 100 coins) the 100 box at the top of your screen will flash.

If you hit a double jackpot (three 7s) the 200 box at the top of your screen will flash.

Remember that only the picture combinations that appear on the betting lines that were lit will payoff. In other words, if you only bet one coin (payoff line 1) and three plums appear on line 3, you do not win the 14 coin payoff for the three plums.

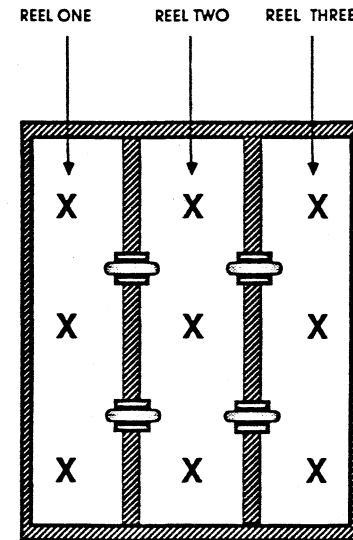
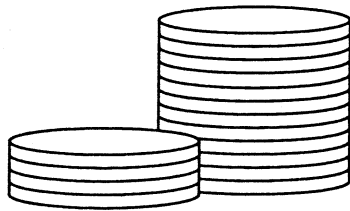


FIGURE 3

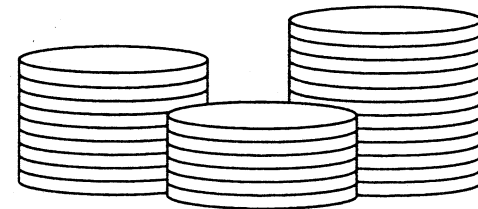
Continuing/Quitting

After every spin of the slot machine reels, that play is over. You have the choice of changing your bet, keeping your present bet and pulling the handle, or exiting to play one of the other exciting games on your Vegas Gambler disk. If you would like to quit the game, move the cursor to the *quit* button and select it. The Vegas Gambler main menu will appear.



BLACKJACK

The game of blackjack (often called 21) is based upon the draw of cards from a four deck shoe with standard 52 card decks. The objective is to get a hand with a higher face value on your cards than that of the dealer without going over 21.



The Cards

Vegas Gambler's version of blackjack is played using four decks of cards (208 cards) as done in many famous Las Vegas casinos. These four decks are known as "The Shoe". The cards are randomly drawn, and the shoe is reshuffled when there are fifty or less cards remaining in the shoe.

Each card in the game of blackjack has a numerical value. Cards with the numbers 2 through 10 have a value equal to the number on their face. Kings, queens and jacks (face cards) have a value of ten. The ace is a special card which has either the value of 11 or the value of 1 depending on the player's decision. This option is discussed more completely under the blackjack strategy section of the manual. The suits (heart, diamond, club and spade) have no special meaning in the game of blackjack.

The value of your hand (the cards which are dealt to you) is determined by the sum of the cards in your hand. For example, a hand consisting of the cards 2 and 7 has the value of nine; a 6 and a king have the value of 16; a 3 and an ace have a value of either four or 14, etc. Each additional card that is dealt to you is added to the previous sum. Therefore, the values of all the cards in your hand are added together to give you the value of your hand.

To make the game easier for you, Vegas Gambler blackjack has an added feature which will count your hand as well as the dealer's for you. To turn on this feature, move the cursor over to the *help* button in the upper left hand corner of the screen and select. You must do this before a hand is dealt. To turn off the help feature of the game, move the cursor back to the *help* button and select again. As soon as the hand is dealt, you will notice that the value of both your hand and the dealer's hand will be displayed.

How to Play

Placing Your Bet

To place a bet you must bring the cursor to either the \$2 or the \$10 side of the betting box (see figure 4). Select on the plus sign next to the dollar amount. Every time you select, the amount that you are betting will increase incrementally by either \$2 or \$10 depending on which betting box the cursor is in. Your current bet is displayed on the screen.

There is a \$200 maximum betting limit for each hand played. The game will not allow you to increase your bet when \$200 is reached. The minimum bet for this game is \$2. If you would like to place a \$50 bet, move the cursor to the \$10 betting button. Select on the plus five times. You have now placed a \$50 bet.

When you select the *deal* button to start a hand, your bet will immediately be subtracted from your stake. In other words, the dealer is taking away your chips even before a decision has been reached.

Once you have placed a bet, the game will automatically place an identical bet for every new hand that is dealt until you change the betting amount.

If you would like to decrease a bet, move the cursor to either the \$2 or \$10 betting button and select on the minus. (Atari ST users: press the right button to decrease a bet.) A second way to change your bet is to select on the *clear bet* button. The value of your bet will return to zero and you can create a new value for your bet.

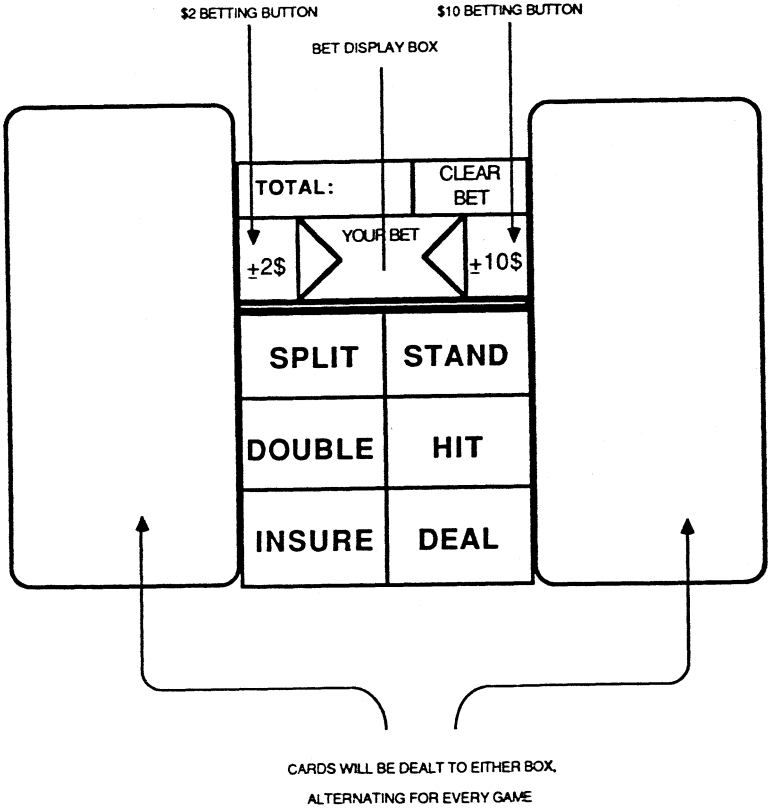
You can continue playing blackjack as long as you wish, or until you run out of money. There are two ways that you can run out of money. The first, and most common, is that you will be left with 0 dollars. The second way is if you have only \$1 left. Since there is a \$2 betting minimum on the game, if you are left with \$1, you cannot play blackjack.

DEALER

QUIT

Dealing The Cards

Dealer must stand on 17 and draw up to 16



Once you have placed your bet, bring the cursor to the *deal* button on the screen. The *deal* button will be highlighted. Select the button. Four cards will be dealt. Two cards will be dealt to you. These cards will appear face up on one side of the screen. Add the values of the cards together to determine the value of your hand. For example, if you have a king and a 7 you have a hand of 17. Note that the cards that are dealt to you will be dealt to alternate sides of the screen every game.

The other two cards that are dealt are the dealer's. They are located at the top of the screen next to the arrow marked "dealer". One card will be dealt face up and the other face down. The down card will remain that way until after your hand has been determined. The value of the up card will help to determine your playing decisions.

If you are dealt a Blackjack, you win. A Blackjack is a combination the first two cards being dealt being an ace and a 10 or any face card. If you are dealt an ace and a card valued at 10, it is a perfect hand (often called "a natural"). A Blackjack is a winning hand (unless the dealer ties with another Blackjack) and pays off 3 to 2. If the dealer ties your Blackjack (a tie is called "a push"), you don't win, but your original bet is returned to you. Whenever you do tie the dealer, a "push" message will appear on the screen. On a push, no money is won or lost.

If you are dealt any hand other than a Blackjack, you must make a decision. By looking at the value of your hand and at the value of the dealer's up card you must decide between several options. The two most common options are to hit or to stand.

If you hit, you are asking the dealer to give you another card. This means you think the extra card will give you a higher hand without bringing you over 21.

If you choose to hit, you are faced with two possibilities. The card that is dealt to you will increase the value of your hand either to a value less than or equal to 21, or to a value over 21 (you bust). You may continue to hit as long as you haven't busted.

To hit, simply move the cursor to the *hit* button which is highlighted on your screen and select. You will be dealt another card.

If you stand, this means that you are satisfied with your hand and you don't want the dealer to deal you more cards. When you choose to stand it usually means that either you feel another card would bring you over 21 or that the hand you have will beat the dealer's.

FIGURE 4

To stand, bring the cursor to the **stand** button which is highlighted directly above the **hit** button on your screen and select.

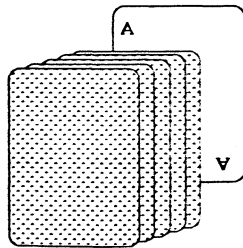
If you bust, the dealer automatically wins. This is because the dealer takes your money before the game is actually played. Therefore, if you bust, and he busts, the dealer still keeps your money and you lose the hand.

After you have chosen to stand, the dealer must play out his hand. The down card is revealed and the value of the dealer's hand is determined. The rules of blackjack require that the dealer must keep hitting until he reaches a hand of at least 17 regardless of your hand. Once the dealer reaches at least 17, he must stand. The dealer must also count an ace as an 11 if the ace and the other card(s) in his hand equal a 17 or better. However, if an 11 would cause the dealer to bust, then an ace is counted as a one. If you have a higher hand when he reaches 17 or better, you win. Otherwise, you lose.

Winning the hand in blackjack pays off even money (1 to 1). The only exception to this is a blackjack which pays off 3 to 2.

When you do win a hand, you will get a message that you have won a certain amount. That amount will include your original bet. Therefore, if you place a bet that returns even money, the amount that the game tells you that you've won will be twice the actual amount that you are winning as a payoff. If you push (tie the dealer on a hand), the amount you bet will be returned to you and added to your stake.

When a winning hand has been decided on, and any payoffs have been made, that hand is over. Press the joystick button (C64 users) or select the **continue** button on screen.



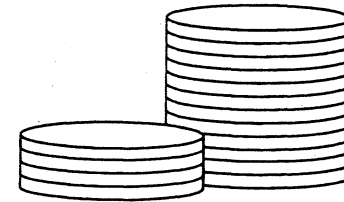
Game Options

You will notice on the screen near the **stand**, **hit**, and **deal** buttons that there are three other buttons that will be highlighted at certain times during the game. These buttons, marked **insure**, **split**, and **double**, are other betting options which are aimed at increasing your chances of winning.

Doubling Down

Doubling down is a betting option which allows you to double your bet after seeing your initial cards. After the first two cards have been dealt, you may feel that you can beat the dealer with the next card. When the **double** button is highlighted you have the option of doubling your bet. You will then be dealt one - and only one - more card. To win, you must beat the dealer with this hand of three cards.

To double down, put the cursor in the highlighted **double** button and select. The amount of your bet will again be subtracted from your stake (doubling your bet) and you will be dealt one card. Remember, you can only double down after the first deal of two cards. You can not double down on a Blackjack.



Splitting Pairs

If you are dealt a hand with two cards of equal value, you may split them and play them as two separate hands. You are therefore, placing two separate bets of equal amounts on the same card.

To split a hand, move the cursor to the highlighted **split** button on your screen and select. One of your cards will disappear and another will appear in its place. You continue to play this hand as you normally would. After you have stood or busted, the identical valued card you originally were dealt will appear in the box on the opposite side of the screen. You may now play this hand as you normally would.

If you are dealt a hand of two aces and decide to split, you will only be dealt one more card for each ace. Also, if one of the cards you are dealt on a split of aces is a ten value, it is considered a 21 and not a blackjack. The payoff will be even money as in a 21 and not 3 to 2 odds as in the case of a blackjack.

The amount you win will be a combined total of both your split hands. The additional bet will be subtracted from your stake as soon as you select. When playing blackjack you may split pairs for as many cards of the same value that are dealt. In other words, if you split on two 10s and are then dealt a third 10, you may split again. You may continue to split pairs as many times as you would like.

Insurance

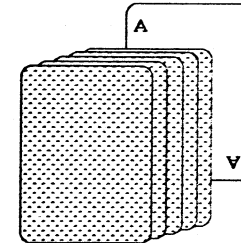
If the dealer's up card is an ace, the **insure** button will be highlighted. If you believe that the dealer's down card is a value of 10, you can place an insurance bet. An insurance bet is half of your original bet that a face card or ten will appear. If the dealer has a Blackjack, you are paid 2 to 1 on the insurance bet. You still lose the original bet (unless you too get a Blackjack), but you are paid off an equal amount for winning the insurance bet. If the dealer does not have a Blackjack, you lose the insurance bet.

To place an insurance bet, move the cursor to the highlighted **insure** button and select. One half of your original bet will be taken from your stake.

Continuing/Quitting

To continue playing blackjack, press the joystick button (for C64 users) or select the **continue** button on the screen. The playing table will be reset to allow you to play again or to quit.

To play another hand you can either begin by changing the bet (see section of manual on placing your bet) or simply select the **deal** button. If you would like to quit, move the cursor to the **quit** button on the screen and select it. The Vegas Gambler main menu will appear.



Strategy

When people think of the game of blackjack, they often think that to win is to get a hand as close to 21 as possible. This is not always true. The object of blackjack is to beat the dealer.

There are two ways that you can win at blackjack. One way is to have a higher hand than the dealer. The other way you win is if the dealer busts by going over 21. Because of this, it is not always best to hit on a low hand. Keep in mind that the dealer draws last. If you bust, your bet has already been collected. If the dealer busts and you haven't, you win your bet. For example, if you have a 15 and the dealer's up card is a 5 you might want to stand. If the dealer's down card is a 9 and the next card that is dealt to the dealer is an 8, the dealer will bust and you win. Remember that this strategy is always a risk. If you stand with a low hand and the dealer doesn't bust, you lose.

Winning at blackjack is partly a matter of determining what is the best way of playing a hand. Many people hit too often, and sometimes, people stand with too low of a hand having unrealistic hopes of the dealer busting.

When discussing the strategy involved in playing blackjack, you must always remember that the game is based on the cards held by you and the dealer. You must make your playing decisions based on the cards you see on the table. Using probability, and a little common sense, you must decide if you have a better chance of getting a higher value or the dealer busting.

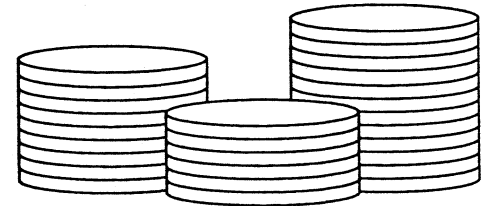
One part of strategy involves the value you give to an ace. You must decide if you feel that you can reach a larger value by counting an ace as a one or an eleven. If, for example, you have an ace and a 9 in your hand, and the dealer is holding a 4, you might choose to stand with a 20 because the probability is better that you will be holding the higher hand.

There are many books written on the subject of blackjack. They cover the mathematical calculations of probability, card counting systems to help keep track of the cards that have already been played, and the strategies people have developed.

However you choose to play Vegas Gambler's blackjack game, we know that you're going to enjoy it.

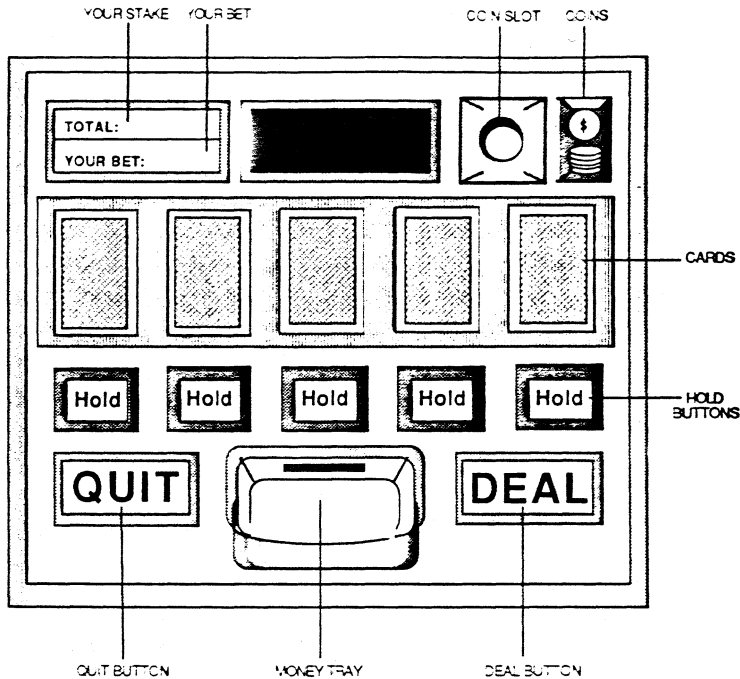
POKER

Vegas Gambler's version of the game of poker is a simulation of one of the popular video poker games available in many Las Vegas casinos today. It is based on the outcome of two deals of the cards. Vegas Gambler's video poker game combines the excitement of poker with the speed of a video game to give you a fascinating new twist to one of your favorite gambling games.



How To Play

Placing Your Bet



In order to try your luck at Vegas Gambler's Poker game, you must first place a bet out of your gambling stake. As is the case in all slot machines, you place your bet by putting coins in the coin slot on the poker machine. Each coin has a value of \$1.

To put a coin in the machine:

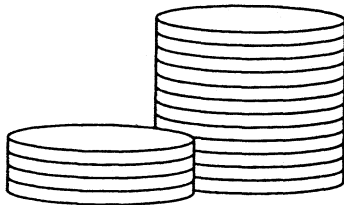
1. Move the cursor to the coins located to the right of the poker machine.
2. Select a coin. It will come off of the stack of coins and attach itself to the cursor.
3. Move the coin to the coin slot on the machine. Make sure to get the coin on the slot.
4. To drop the coin, select it again. You are now ready to deal the cards.

If you drop the coin and the coin is not on the coin slot, it will fall down. You won't lose anything from your stake if this happens, but no bet will be placed.

Your Vegas Gambler poker game allows you to bet up to five coins per game. For each coin you would like to bet, repeat the steps for placing a coin in the machine. For example, if you would like to bet three coins, put three coins in the machine. If you place the maximum bet of five coins, the cards will automatically be dealt as soon as the fifth coin is placed.

Once an initial bet has been placed, the game will automatically default to the previous bet every time you deal the cards. If you would like to change the amount you are betting, you must change the bet. In order to change a bet, you must go back to the coins and place a different bet. Put as many coins in the poker machine as you would like to bet. For example, if you wish to change your bet from five coins to four coins, put four coins in the poker machine. Your bet will now continue at four coins until you change your bet again.

Your total is displayed in the upper left hand corner of the poker machine. Directly below that, the amount you are betting is displayed for your convenience.



Dealing the Cards

Once you have put coins into the machine, you are ready to deal the cards. Move the cursor to the deal button located in the lower right hand corner of the poker machine and select it. The five cards displayed on your screen will be revealed to show you your initial hand.

After your initial hand is revealed, a message will appear at the top of the machine: "Hold cards to keep and deal". You must now decide which cards you would like to keep and which cards you would like to discard. You will be dealt a new card for every card you discard.

To hold cards:

1. Move the cursor to the hold button directly below the card(s) you would like to keep.
2. Select the **hold** button.
3. The **hold** button will be highlighted to indicate that the card will not be discarded.

Note that if you change your mind about holding a card (before you deal again), just select it a second time. The button will return to its original color to indicate that the card will be discarded.

After you have held all the cards in your hand that you would like to keep, you must deal the cards again. Move the cursor to the **deal** button and select it. The cards that you did not hold will be replaced one by one, and you will have a new hand. This will be your final and deciding hand.

Vegas Gambler's poker game is based on the random draw of a 52 card deck. After each game, the cards are "re-shuffled" and once again the deal is based on 52 cards. In other words, every game is played with a complete deck of cards.

Winning Hands

Whether you win in poker is determined by the cards you hold in your hand. The different winning combinations are listed below:

One Pair - A pair is any hand in which you have two cards that are identical except for the suit. A pair is two kings, two 3s, two 9s, etc. A pair in poker doesn't win, but will return your bet if you have a pair of jacks or better in your hand. A pair of tens or less loses.

Two Pairs - A hand with two different pairs. An example of two pairs is two aces and two threes.

Three of a Kind - A hand which has three cards that are identical except for the suit. Three jacks is an example of three of a kind.

Straight - A straight is a hand in which all five cards are in sequence. An example of a straight would be a hand consisting of the cards 5, 6, 7, 8, and 9. On a regular straight the suit of the cards is not important. Note that the ace is a high card and a combination of an ace, two, three, four and five is not a straight.

Flush - A flush is a hand in which all the cards are of the same suit.

Full House - A full house is a hand with a pair and a separate three of a kind. A hand of three 9s and two kings is a full house.

Four of a Kind - Any hand with four identical cards, one from every suit, is a four of a kind.

Straight Flush. A straight flush is a hand in which all of the cards are in sequence and are of the same suit. A hand with the two of hearts, three of hearts, four of hearts, five of hearts, and six of hearts is an example of a straight flush.

Royal Flush - A royal flush is a flush that consists of the 10, jack, queen, king and ace.

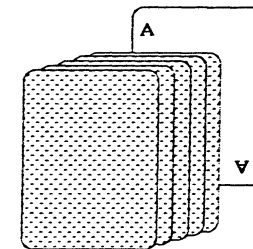
Payoffs

Now that you know which hands will win, it is important to know how much they pay off. There are different payoffs for different hands. These payoffs are listed below.

HAND	PAYOFF PER DOLLAR
1 pair (jacks or better)	\$ 1
2 pair	\$ 2
3 of a kind	\$ 3
Straight	\$ 5
Flush	\$ 7
Full House	\$ 10
Four of a Kind	\$ 40
Straight Flush	\$100
Royal Flush	\$500

When you have a winning hand, the machine will give you a message telling you how much you have won. The coins you have won will fall out of the poker machine. If you would like to know how much money you can win with a hand, multiply the number of coins (dollars) you put in the slot machine by the payoff per dollar for that hand.

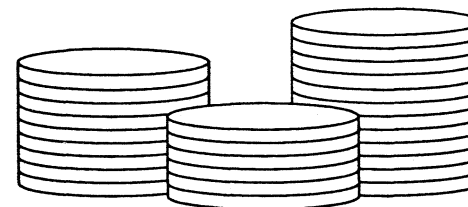
Remember that the coins are deducted from your stake as soon as you deal the cards. Your winnings for the game are not added to your stake until you continue.



The poker machine will wait, after each hand is played out, until you press the joystick button (C64) or select the *continue* button. The winnings, if any, from the hand will then be added to your stake and you may proceed with the game.

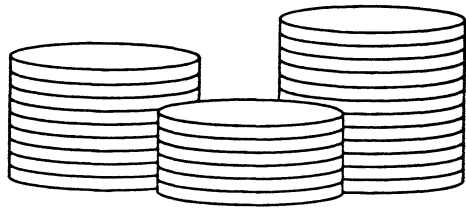
Continuing/Quitting

After each game press the joystick button (C64) or select the *continue* button. You have the choice of continuing to play poker or exiting to play one of the other exciting games on your Vegas Gambler disk. To play another hand of poker, you can either change your bet or simply select the *deal* button to play another hand. If you would like to exit the game, move the cursor to the *quit* button on the screen and select it. The Vegas Gambler main menu will appear.



ROULETTE

Vegas Gambler's roulette game was created to give you the feeling of playing roulette at a famous Las Vegas casinos. The wheel and the table are identical to the popular casino models. The betting options and the payoffs are also the same. We know you'll enjoy it.



Equipment

The roulette wheel on your Vegas Gambler game (which appears on your screen when you spin the ball) is designed with the same numbers and colors as a Las Vegas wheel. These numbers include the double zero, the zero and the numbers one through 36. The colors are green for the zero and double zero, and red or black for the remaining 36 numbers. The wheel is spun at the beginning of each game and the ball will randomly stop in one of the pockets to determine the outcome of the game. When the wheel stops spinning, the pocket which the ball has dropped into will be pictured in the upper right hand corner of your screen.

The layout of the roulette table is also similar to those of Las Vegas casinos. The bets which will be explained later are placed in the same fashion as in a casino, directly on the table.

The center of the Vegas Gambler roulette table is composed of black and red numbered squares arranged in numerical order. There are three columns of 12 squares. (Note: On the roulette table, columns are horizontal.) Many of the possible bets you can place are in this section of the table.

Directly above the center numbers you will find three boxes labeled 1st 12, 2nd 12, and 3rd 12. Directly below the numbers and to the left is a box labeled 1 to 18, and to the right is a box labeled 19 to 36. The center boxes are the red, black, even and odd boxes.

The left portion of the table has the zero and double zero boxes. Finally, the right side of the table has boxes labeled 1st (for the first column), 2nd (for the second column), and 3rd (for the third column).

How To Play

Placing Your Bet

The first thing you must do when playing roulette is set up the value of the current chip. Vegas Gambler's roulette game allows you to give a value to each chip you are going to bet with.

Located in the upper left hand corner of the screen is the betting box. You can give your chips values in increments of \$1 and \$5. The maximum bet is \$200. You can place a number of bets (chips) which add up to \$200 or you can have one chip that is valued at \$200 and place it all on one bet. The minimum bet in roulette is \$1.

To place a bet:

1. Move the cursor to either the \$1 or \$5 side of the bet display box. Move the cursor to the **plus** button in the box and select. Each time you select the button, the amount of your chip will increase by the amount displayed. The dollar value of your chip will be displayed by the chip in the center of the bet display box.
2. When you are satisfied with the value, move the cursor to the chip in the center of the betting box and select it. A chip will attach itself to the cursor.
3. Move the chip to the area of the roulette table where you would like to place your bet. When you have the chip directly on that area, (i.e. an intersecting line, a single number, etc.), select it.
4. Once the chip is on the table, your first bet is placed.

The roulette game automatically deducts the amount of the chip from your stake when the chip is placed on the table. Once you have given a dollar value to the chip, that will be the default value of all chips until you change it. To change the value of a chip you may either increase the value, or decrease it.

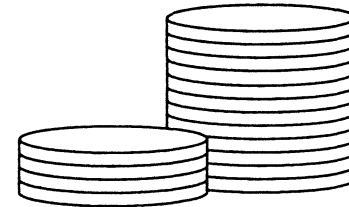
To increase the value of a chip, continue to select on the **plus** button in either the \$1 or \$5 side of the betting box.

To decrease the value of a chip, move the cursor to the **minus** button in either the \$1 or \$5 side of the betting box and select. (Atari ST users: to decrease the value of a chip select with the right button.)

A second way to change the value of a chip is to select the **clear chip** button on your screen. The chip value will return to zero and you may increase the chip amount by whatever amount you wish. If you put your chip at any spot on the table where there are no legal bets available, the chip will disappear and your total stake will remain unchanged.

You may put as many as 50 chips on the table or until you have bet a total of \$200 or have no more money to bet. Notice that the total of your stake is displayed in the upper left hand corner of your screen. Every time you put a chip on the table, the amount that you bet is deducted from your stake and added to the total amount bet. The total amount you are betting is displayed in the upper right hand corner of the screen (all the chips you have placed on the table). You may place more than one chip on any given bet simply by placing a new chip over the existing chip on that bet.

You may remove chips from the table before the wheel is spun. To remove a chip, move the cursor to the chip you would like to remove and select it. The value of that chip will be added back to your stake. Change the value of the current chip, and replace it on the table.



Spinning The Wheel

When you have placed all of your bets, you are ready to spin the wheel. Move the cursor to the **Spin the Ball** button on your screen and select it. The roulette wheel will appear in the upper portion of the screen. It will start spinning, then slow down and stop with the ball landing in a random pocket to determine the outcome of the game.

Once the wheel stops spinning and the ball comes to a stop, two pictures will appear on the screen. In the right hand corner of your screen will be a picture of the pocket in which the ball landed (see figure 5). The box on the left hand side of the screen will display a message informing you whether you have won or lost. If you win, you will get a message saying "you have won" and the amount. If the ball doesn't land in the pocket of a number or color you have placed a bet on, you will get a message saying "you have lost". For more information on winning and losing see betting section of the manual.

After the wheel has stopped spinning and you are ready to continue, press the joystick button (C64) or select the **continue** button below the wheel. Any money that you have won will be added to your stake.

One thing to remember about the Vegas Gambler roulette game is that after every game the chips are cleared off of the table. Therefore, after every game you must place new bets. Make sure to check the chip value when you are placing your new bets so that you are sure of how much you are betting.

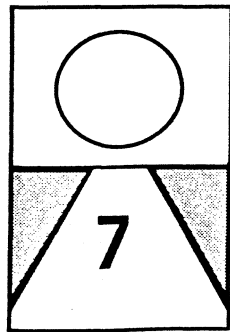


FIGURE 5

The Bets

There are many betting options that are available in the game of roulette (see figure 6). Perhaps this is one of the reasons that the game of roulette is such a popular game. Betting on a single number is probably the most obvious bet there is, so let's start there.

STRAIGHT BET - The straight bet or single number bet is placed by putting your chip in the center of any of the 38 number boxes on the table (this includes 0 and 00). The payoff, if the ball lands in the pocket of the same number on the wheel, is 35 to 1.

SPLIT BET - A split bet is a bet on any two numbers that are next to each other on the table. To place a split bet put your chip on the line that separates the two numbers. The payoff for winning a split bet is 17 to 1.

STREET BET - A street bet is a bet on three numbers. There are 12 possible three number bets available in roulette. To place a three number bet place your chip on the end of any of the 12 rows of three numbers. The payoff on a three number bet is 11 to 1.

CORNER BET - A corner bet is a bet on four adjacent numbers. Put your chip at the intersection of any four numbers if you want to place this type of bet. The payoff for winning a corner bet is 8 to 1.

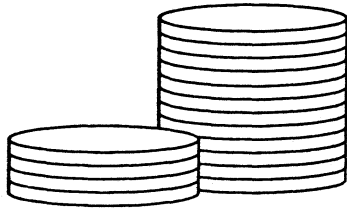
LINE BET - A line bet is most often a six number bet. To place a line bet put your chip at the intersection of any two rows of three numbers. A six number line bet pays off 5 to 1 if the ball lands in the pocket of any of the six numbers that touch the line you bet on.

LINE BET (5) - There is only one five number line bet in roulette. This bet consists of the zero, double zero, one, two and three boxes. The chip is placed at the top or bottom of the line between zero, double zero and the first row. A five number bet pays off 6 to 1.

COLUMN BET - A column bet or a 12 number bet is a bet on any of the three columns running the length of the roulette table. To place a column bet put your chip in one of the boxes at the bottom of the column labeled 1st, 2nd, or 3rd (see diagram). You are betting on all the numbers that are in that column (excluding the zeros). A column bet pays off 2 to 1 if the ball lands on any of the numbers in that column.

Winning

Winning in roulette is based on placing a bet on a number or color which the ball will land on when the roulette wheel stops spinning. One thing to keep in mind when playing roulette is that the total of your bets shouldn't be so great that even if you do hit a winning number with one of your bets, you lose because you have placed so many bets.



Continuing/Quitting

After each spin of the wheel you have the choice of continuing to play or quitting. The first thing you must do is press the joystick button (C64) or select the **continue** button. If you would like to continue playing roulette, place your bets. When you would like to exit roulette to try your luck at another one of Vegas Gambler's games move the cursor to the **quit** button and select it. The main menu screen will appear.

QUITTING VEGAS GAMBLER

When you are ready to exit the Vegas Gambler program you must first call up the Vegas Gambler Main Menu. Move the cursor to the **quit** button on your screen and select it.

APPENDIX A IBM PC VERSION

You must use the keyboard to play Vegas Gambler.

Use the following keystrokes when playing the game:

CTRL - Toggles the sound effects on and off

Main Menu

S - load SLOTS	Q - quit to the system
B - load BLACKJACK	F9 - load previously saved stake
P - load POKER	F10 - save the current stake
R - load ROULETTE	

Slot Machine

B/Insert	-	place coin in the slot machine
P/Enter	-	pull handle or repeat the previous bet
Q	-	quit to the main menu

Black Jack

F1/F3	-	increase/decrease the current bet by \$2
F2/F4	-	increase/decrease the current bet by \$10
F5	-	split
F7	-	double
F9	-	insure
H	-	turn the HELP option on and off
C	-	clear the bet value to 0
Q	-	quit to the main menu
? or /	-	display the number of cards that have been dealt

Poker

B/Insert	-	place coin in poker machine
Enter	-	deal cards or repeat previous bet
1,2,3,4,5	-	control the hold buttons
Q	-	quit to the main menu

Roulette	
F1/F3	- increase/decrease the current bet by \$5
F2/F4	- decrease the current bet by \$1
C	- chip value to 0
S	- spin the ball
Q	- quit to the main menu
Enter/Insert	- place the chip on the table
Delete	- remove the chip from the table
Cursor keys, Home,	
PgUp, End, PgDn	- move the cursor around the table
Shift + cursor keys	- speed up the cursor

APPENDIX B APPLE IIGS VERSION

List Feature

The Black Jack game offers a List option which will display the cards that have been used in play. This option can be useful for would-be card counters who want to keep track of the cards still in play. Please note that the numbers that are displayed refer to all suits and not just hearts.

Sound/Music Off Option

The IIGS version allows you to toggle the music or sound for the game on or off by using the **apple** key simultaneously with the **M** or **S** key. To turn the music or sound off, press the **apple** key with the **M** or **S** key respectively. To turn either the music or sound back on, press the appropriate keys again. To adjust the volume, call up the control panel by pressing the **option**, **control**, and **esc** keys simultaneously.

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