MATTEL ELECTRONICS ®

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

Las Vegas Poker & Blackjack



Hit! Stick! Raise! Discard? Drop! You win! One or two players can play against the dealer in Las Vegas POKER & BLACKJACK. Rules are identical to Las Vegas table rules. You have a choice of BLACKJACK or three different POKER games, and if you "win," you can carry your pretend winnings from one game to another. Keep in mind you'll need to be sharp to outplay the computerized dealer--he knows what he's doing!

HOW TO WIN! Of course it helps to get lucky! Still, if you want to play **winning** INTELLIVISION™ card games, read this booklet.

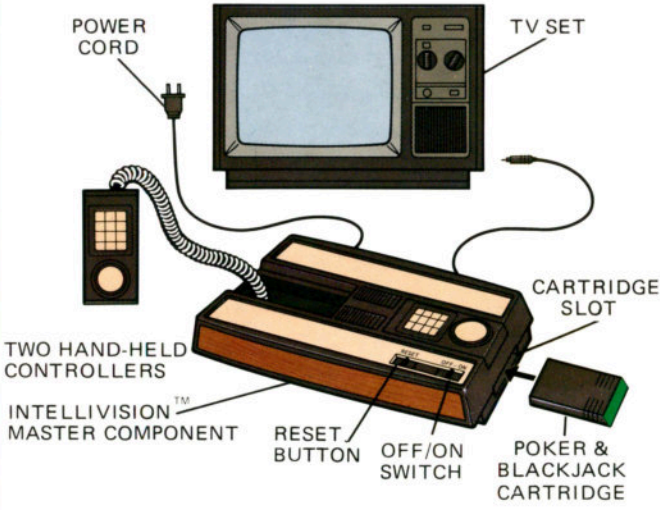
BLACKJACK • 5 & 7 CARD STUD • 5 CARD DRAW POKER

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OBJECT OF THE GAME:

The whole idea is fun! You'll place your pretend bets and watch your simulated "WALLET" grow. Or watch it shrink as Lady Luck and your own card playing skill dictate!



MAKE SURE:

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

TV set is plugged in and properly adjusted.

LAS VEGAS POKER & BLACKJACK Cartridge is placed in slot and firmly engaged.

OFF/ON Switch is turned ON.

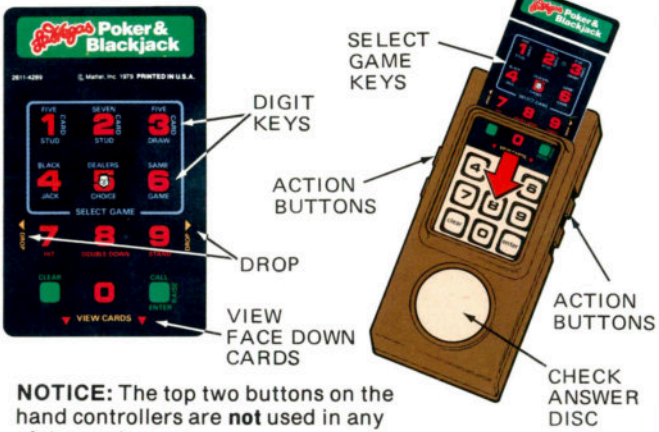
NOTE: When Keyboard Component is added to the Master Component, cartridge goes into slot on the Keyboard Component, sold separately. (See instructions with Keyboard Component.)

PRESS RESET BUTTON: Title will appear on TV screen: "POKER & BLACKJACK"

ADD OVERLAYS: Find the two LAS VEGAS POKER & BLACKJACK keyboard overlays in the cartridge package with this booklet.

Remove hand controllers from the console. Insert an overlay into each hand controller as shown. Make sure they fit tight and are all the way in. The overlays will be your visual guide, game by game; 5-Card Stud Poker, 5-Card Draw Poker, Blackjack, etc.

GAME CONTROLS



NOTICE: The top two buttons on the hand controllers are **not** used in any of the card games.

BRING ON THE DEALER!



When you press View Disc on either hand controller, animated Dealer will appear on your TV screen.

Remember: he's computerized. He "talks" to you by means of cartoon balloons. Sometimes he only deals and acts as banker (Blackjack). Sometimes he participates (Poker)! Keep watching his eyes. He's shifty!

GENERAL INSTRUCTIONS

The following procedures apply to **all** of the card games:



FLASHING ARROW WINNER LOSER

1. DEALER and PLAYERS--in all games, when Dealer appears on the screen, letters P1 (Player #1) and P2 (Player #2) will also appear.

Flashing Arrow will appear next to whichever player has the next turn. At the end of each hand, the letter "W" will appear beside the player who WINS. An "L" will appear beside the player who LOSES. Also, Dealer will "smile" when he wins, "frown" when he loses. (In BLACKJACK, a "push" is a tie. For example, if both you and the dealer wind up with a 17, it's a standoff. Nobody wins.)

2. Wallet--this is your pretend Bank. At the start of play, the Dealer will ask "WALLET?" Each player then inputs the theoretical amount of money he wishes to play with. He does this by pressing the DIGIT keys on his Hand Controller corresponding to the amount he wants in his WALLET, and by pressing the ENTER key to confirm. Thus to play with a $500 WALLET you would press DIGIT keys 5,0,0, followed by ENTER. If you change your mind about the amount of your WALLET, press the CLEAR key **before** pressing ENTER. Once ENTER is pressed, the amount cannot be changed.



If a player loses his entire WALLET, he is out of the game and his Hand Controller becomes inoperative. If

both players lose their WALLETS, the DEALER will say "BANKRUPT!" followed by "WALLET?", and the players can then enter new WALLETS. If only one player has lost his WALLET and wants to get back into the game, press reset, this will eliminate the WALLET of the remaining player who can then re-enter the same WALLET he had before pressing RESET.

The amount in a player's WALLET will be carried over into the next cardgame whether the same game or a different one is selected. For example, if you still had $200 left after poker and wanted to switch to Blackjack, the WALLET ($200) would carry over.



3. Ready--after both players have entered their WALLETS, the DEALER will ask "READY?" This is the time to select the game you want to play, which you do by pressing the corresponding name key on your Hand Controller. You can also let the DEALER choose the next game by pressing "DEALER'S CHOICE." Only a player who is still in the game (still has a WALLET) can select the next game.

4. Bet--rules of theoretical betting vary with each game (see instructions for individual games) but the following procedure applies to all games:

Initially, when the DEALER asks "BET?", you input your simulated BET by pressing the DIGIT keys corresponding to the amount you want to BET, then pressing ENTER to confirm. In poker, to call, press CALL. To raise, press amount (say $25) followed by RAISE. If you want to change your simulated BET, press CLEAR before pressing ENTER, then BET again. The amount of the BET will appear in each player's column just above the amount of the WALLET. As a

player wins or loses, the amount of the BET will be added to or subtracted from his WALLET.

Note: In BLACKJACK, the DEALER does not BET. He merely acts as banker. In the POKER games, however, he can BET, CALL or RAISE just like the other players.

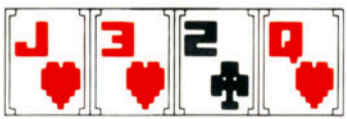
Las Vegas

BLACKJACK



Object of the Game: To score as close to, but no higher than 21 points in a single hand while beating the dealer's total. If you are dealt a card that puts you **over** 21 points, you lose.

Card Values: All numbered cards 2 through 10 count for their face value. An ace counts for either one or eleven points (players' and DEALER'S option). All picture cards (Jack, Queen, and King) count for 10 points. The highest hand you can have is BLACKJACK, 21 points in two cards, which therefore must include an Ace and either a picture card or a ten. Whoever gets BLACKJACK, player or DEALER, automatically wins. As we said earlier, if a player and the DEALER have tie hands, it's a ''push''. Nobody wins or loses (you will note that in this case the DEALER neither smiles nor frowns).



A BUST!

HOW TO PLAY

1. Turn Master Control Switch ON, insert cartridge, put LAS VEGAS **POKER** & **BLACKJACK** overlay in your Hand Controller, and press RESET.

2. The DEALER appears and asks both players (P1 and P2) for their WALLETS. The players enter their WALLETS by pressing the DIGIT keys followed by ENTER (see "WALLET" in General Instructions). **Note:** If one player wants to play alone, he should enter a zero WALLET on the other player's Hand Controller--press 0 followed by ENTER.

3. The DEALER asks "READY?" Now select BLACKJACK by pressing the BLACKJACK key (same as #4 key). Either player may select. The DEALER will announce "BLACKJACK," and computer will automatically shuffle a full deck.

4. The DEALER will ask "BET?" The flashing arrow will appear next to P1 and he will make his first simulated BET by pressing the DIGIT keys for the desired amount, then pressing ENTER to confirm, or CLEAR if he changes his mind (see "BET" in General Instructions). **Note:** The first round of theoretical betting takes place before any cards are dealt. The flasher then moves to P2 and simulated BET is made.

Important:

- You cannot BET more than $999 on one BET.
- Also, you cannot BET more than your WALLET.
- Minimum BET is $1.
- If you disregard any of these rules, you will hear a loud buzz, try again.
- Remember, in BLACKJACK, the DEALER does not BET. He merely acts as a banker.

5. After both players have BET, the DEALER will deal the cards. His right hand will move, his eyes will shift from side to side (he is, however, an honest dealer), and the cards will appear. The DEALER gets one face down card and one face up card, and each player gets two "up" cards.

6. The DEALER says "HIT?", and the flasher appears next to P1, so he must decide whether or not he wants a "hit," that is, another card. If he decides he wants another card he presses the HIT (#7) key on his Hand Controller. If, however, decides to "stick" with his first two cards, he presses the STAND (#9) key. A player can ask for as many HITS as he likes so long as he does not exceed 21 points. If he **goes over** 21, an "L" (for "lose") will appear in his column, the DEALER will smile triumphantly, and the player's losing BET will be subtracted from his simulated WALLET.
The flasher will then move to P2 and Player wil decide whether he wants to HIT or STAND. If, suppose, he decides to STAND, the DEALER will then reveal his "down" card. As in Las Vegas rules, if the DEALER has a total of **17 or more points on his first two cards, he cannot draw another card.** If, however, he has **fewer than 17 points** on his first two cards, he must continue to deal himself cards until he reaches 17 or more points--then he must stop.

7. Double Down: If a player is dealt a total of 9, 10, or 11 points on his first two cards, it may be advantageous to DOUBLE DOWN, that is, double his original simulated BET. He does this by pressing the DOUBLE DOWN key (#8 key) on his Hand Controller. He can do this **only after his first two cards,** and he will be dealt **one** additional card only. He **cannot** DOUBLE DOWN, however, if by so doing his BET would exceed his WALLET. Thus a player with a $50 WALLET whose original BET was $30, **cannot** DOUBLE DOWN as the resulting $60 BET would exceed his WALLET. A loud buzz will inform a player who makes this error and his BET will be disallowed. If a player DOUBLES DOWN, the DEALER will say "DOUBLE" and immediately deal the card.

8. You can play BLACKJACK as long as you like by pressing either BLACKJACK or SAME GAME when the DEALER asks "READY?" at the end of each hand. Enjoy Las Vegas BLACKJACK!

LasVegas RULES FOR POKER

In all POKER games, the order of highest hands, from the highest down to the lowest, is as follows:

1. Royal Flush--Ten, Jack, Queen, King, Ace, in any suit (spades, hearts, diamonds, or clubs).





2. Straight Flush--Five cards in order of the same suit, but not as high as a Royal Flush. Example: 4,5,6,7,8, of clubs.

3. Four of a Kind--Four like cards of the same kind. Example: four 8's.





4. Full House--Three cards of one kind and two of another kind. Ex: three 10's and two 5's. Three 10's and two 5's is higher than three 9's and two Kings.

5. Flush--five cards of one suit. Ex: 4,6,7,J,K, of hearts. In the event of more than one player holding a flush, the flush with the highest card (or cards) wins. (the different suits are not a factor in any Poker hand, so a flush in any suit is as good as a flush in any other suit.)



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





7. Three of a Kind--Three like 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 both 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.



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.



3. Time to Bet--DEALER says ''BET?'' [0], meaning it's time to place a simulated BET but no BET has been made as yet. Remember, in all POKER games the DEALER can BET, RAISE, and CALL just like the players.

The flasher appears next to the player with the highest card showing and he BETS first. (This could be the dealer.) To BET, press DIGIT keys followed by ENTER (see BET in General Instructions). The **maximum** simulated BET (per turn) is **$99.** You can never BET more than your WALLET. However, you can CALL (match preceding BET) and go in the "hole", resulting in a minus WALLET--see step #7.

RAISING YOUR BET:

If the **bet** to YOU is **$100** and you want to **raise** **$25**

PRESS [2] + [5] + [RAISE]

If a **second** player (besides the dealer) is in the game, he will bet next.

Now it takes **$125** to stay in the game.

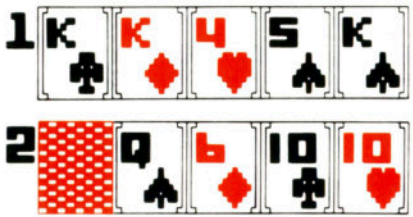
Some more facts about betting;

- Your simulated BET will appear on the screen just above your WALLET.
- As all BETS are made they are added to the total POT.
- If you change your mind about your BET, press CLEAR (before pressing ENTER), then BET again.
- If you want to CALL (match the preceding BET), just press the CALL key (same as RAISE and ENTER key)
- If you just want to pass, "check" your hand (which you can only do if there is no new BET or RAISE preceding your turn) press ENTER.
- The DEALER will "announce" all BETS, RAISES, and CALLS, including the amounts involved.

4. Play the Hand--Three more "up" cards will be dealt to each player. You BET, CALL, or RAISE in order each round of cards, the hand with the highest cards showing always betting first.

5. Want To Check Your Hole Card?--Press the "VIEW CARDS" disc on your Hand Controller to see your "down" card. Ask the other player to look away at this point, since you must beat him as well as the DEALER!

PRESS VIEW CARD DISC ON HAND CONTROL



6. Want To Drop--If you don't think you can win and want to drop out ("fold" your hand)--press any side button on your Hand Controller, DEALER will announce "DROP" and your cards will disappear from the screen.

7. Get Lost!--If you've tried to make a simulated BET that exceeds your WALLET, the DEALER will let you know by announcing "GET LOST!" Your BET will be disallowed. You can, however, exceed your WALLET to CALL--you will then see a minus WALLET on the screen. To get back in the game you must press the RESET button on the Master Component and both players will have to enter WALLETS. (Amounts they have at this point.)



8. Who Won?!--After all the cards have been dealt and all BETS called, all "down" cards will turn over. A "W" will appear next to the winner and the DEALER will announce what the winning hand is, for instance, "THREE OF A KIND." The POT will theoretically be added to the winner's WALLET (unless, of course, the DEALER wins).

9. Want To Play Again?--To play another hand of 5-CARD STUD, press either FIVE CARD STUD (same as #1 key) or SAME GAME (#6 key). You can also select any other game or leave it up to the dealer (DEALER's CHOICE, #5 key).

- Beware! The DEALER can bluff! (So can you!!)
- No limit on number of raises.
- Good luck! Enjoy Las Vegas 5-CARD STUD!

Las Vegas

7-CARD STUD



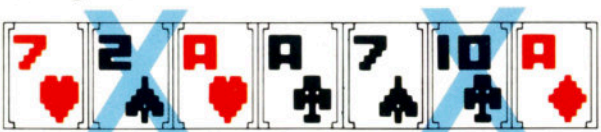
The rules for 7-CARD STUD are identical to the rules for 5-CARD STUD except for the following:

1. Each player is dealt seven cards instead of five.

2. There are three ''down'' cards instead of one. They are the first, second, and seventh cards.

3. The first round of simulated betting takes place after the third card (''up'' card) is dealt.

4. You use the best five out of your seven cards to make your highest hand.



With above points in mind, follow 5-CARD STUD Instructions to play 7-CARD STUD. Try playing 5-CARD STUD first and you'll have no problem moving to 7-CARD STUD. (Note: SEVEN CARD STUD key on your Hand Controller is same as #2 Key.)

Las Vegas 5-CARD DRAW



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 DRAW (#3 key) on your Hand Control. 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, five ''down'' cards to each player.



3. Want to See Your Cards?--Press the "VIEW CARDS" disc on your Hand Controller to see your cards. Ask the other player to look away at this point, since you must beat him as well as the DEALER!

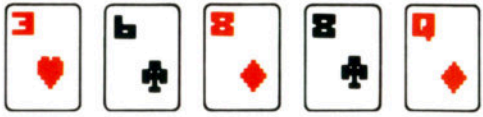
4. Time to Bet!--DEALER says "BET?" [0], meaning it's time to place a simulated BET but no BET has been made as yet. Remember, in all POKER games the DEALER can BET, RAISE, and CALL just like the other players.

The flasher appears next to Player #1 and he BETS first (Player #1 always BETS first in 5-CARD DRAW). To BET, press DIGIT keys followed by ENTER (see BET in General Instructions). The **maximum** simulated BET (per turn) is $99. However, you can never BET more than your WALLET. You **can** CALL (match preceding BET) and go in the "hole," resulting in a **minus** WALLET.

(Review More Facts About Betting: See 5-CARD STUD BETTING section.)

- Your simulated BET will appear on the screen just above your WALLET.
- As all BETS are made they are added to the total POT.
- If you change your mind about your BET, press CLEAR (before pressing ENTER) then BET again.
- If you want to CALL (match the preceding BET), just press the CALL key (same as RAISE and ENTER key).
- If you want to RAISE, press the RAISE key after pressing the DIGIT keys. You should not include the amount of the previous simulated BET in your RAISE. For instance, if the previous simulated BET is $100 and you want to RAISE $25, just press the DIGIT keys for 25, then press RAISE.
- If you just want to **pass** (which you can only do if there is no new BET or RAISE preceding your turn), press ENTER.
- The DEALER will announce all BETS, RAISES, and CALLS, including the amount of money involved.

5. Discard?--After all simulated first round BETS have been called, the DEALER will ask "DISCARD?", and each player starting with Player #1 will decide how many cards in his hand, if any, he wants to replace. To do this press DIGIT keys 1,2,3,4, or 5 which correspond to your cards reading from left to right. Let's look at an example:



Player decides he wants to keep his pair of 8's and discard the 3,6, and Queen. He would then press Key #1 (to discard the 3), Key #2 (to discard the 6), and Key #5 (to discard the Queen). Three new cards will then be dealt automatically. **Important:** If you want to replace only **one** or **two** cards, you must press ENTER after discarding in order to be dealt your new cards. Discarding **three** as in above example produces automatic replacement without pressing ENTER. You cannot replace **more than three** cards under any circumstances! If you do not want **any** new cards, just press ENTER.

6. Bet Again--Time for the final round of simulated betting. Follow same procedure as step #4.

7. Want To Drop?--If you don't think you can win and want to "fold," press **any side button** on your Hand Controller. DEALER will announce "DROP" and your cards will disappear from the screen.

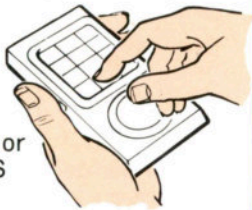
8. Get Lost!--If you've tried to make a simulated BET that exceeds your WALLET, the DEALER will let you know by announcing "GET LOST!"



Your BET will be disallowed. You can, however, exceed your WALLET to CALL (match preceding BET) at any time. You will then see a **minus** WALLET on your screen.

9. Who Won?!--After all bets on the second round have been called, the "down" cards will turn over. A "W" will appear next to the winner and the DEALER will announce what the winning hand is, for instance, "TWO PAIR." The POT will theoretically then be added to the winner's WALLET (unless, of course, the DEALER wins).

10. Want To Play Again?--To play another hand of 5-CARD DRAW, press either FIVE CARD DRAW (#3 key) or SAME GAME (#6 key). You can also select any other game or leave it up to the dealer (DEALER'S CHOICE,#5 key).



- Beware! The DEALER can bluff! (So can you!!)
- No limit on the number of raises.
- Good luck! Enjoy 5-CARD DRAW!

90 DAY LIMITED WARRANTY

Mattel Electronics® warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Consumer Adjustment Center
5150 Rosecrans Avenue
Hawthorne, California 90250

for replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics,® Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

LAS VEGAS ROULETTE & SLOTS	1118-4289 ____ sets	NBA BASKETBALL	2615-4289 ____ sets
ELECTRIC CO. MATH FUN	2613-4289 ____ sets	NHL HOCKEY	1114-4289 ____ sets
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NFL FOOTBALL	2610-4289 ____ sets	LAS VEGAS POKER & BLACKJACK	2611-4289 ____ sets
HORSE RACING	1123-4289 ____ sets	ARMOR BATTLE	1121-4289 ____ sets
CHECKERS	1120-4289 ____ sets	MAJOR LEAGUE BASEBALL	2614-4289 ____ sets
AUTO RACING	1113-4289 ____ sets	SPACE BATTLE	2612-4289 ____ sets

Amount enclosed _____ Total sets ordered _____

Your name _____

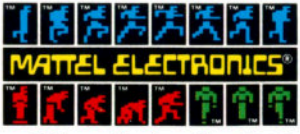
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