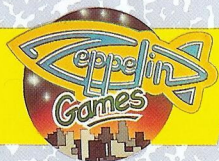


Program
Cover Design
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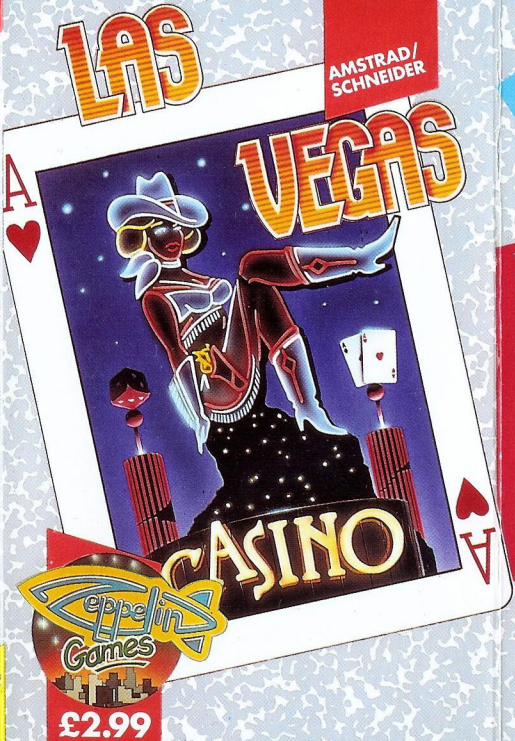


C047

LAS VEGAS CASINO

AMSTRAD/
SCHNEIDER

AMSTRAD/
SCHNEIDER



AMSTRAD INSTRUCTIONS RUN" ENTER

You begin with £250 and your target is to increase that amount to £50,000. The minimum stake is £1 and the maximum stake is £5000. Select 1-4 for the table you wish to visit.

STAKE SELECTION

Use Left & Right to select Thousands, Hundreds, Tens or Units. Use Up and Down to select the amount required. Press fire when selection is made.

JOYSTICK or KEYS

To quit a particular game, press Q when on stake screen. K - Up M - Down Z - Left X - Right
BLACKJACK
Select stake. You are dealt two cards. Use HIT to obtain another card or STAND for the dealer to play his hand. Only Blackjack (Ace and a ten value card) can produce an immediate win.
If the player and dealer both have the same number then the dealer wins unless it is Blackjack when the game is drawn and your stake is returned.



CRAPS

Select stake. There are 7 different types of bets in craps; Pass Line, Don't Pass Line, Field bet, Big 6, Big 8, Come and Don't Come.

FIELD BET

Throw the dice by pressing fire, if you throw a 5, 6, 7 or 8 then you have lost.

If you throw a 3, 4, 9, 10 or 11, you are paid EVEN money.

A 2 or a 12 pay double money.

BIG 6

The object is to throw a 6 before a 7 to pay EVEN money.

BIG 8

The object is to throw an 8 before a 7 to pay EVEN money.

PASS LINE BET

Your first roll is called the come out roll. After that, all subsequent rolls are called point rolls.

Come Out Roll	POINTS
Natural 7 or 11 - WIN	4, 5, 6, 8, 9, 10
Crap 2, 3 or 12 - LOSE	Point Rolls
	Point - WIN
	7 - LOSE

DON'T PASS LINE BET

This is the opposite to the Passline Bet.

Come Out Roll	POINTS
Natural 7 or 11 - LOSE	4, 5, 6, 8, 9, 10
Crap 2 OR 3 - WIN	Point Rolls
Crap 12 - throw again	Point - LOSE
	7 - WIN

After the Come Out roll and a point has been obtained then you have the option to make a Come/Don't Come Bet.

Come Bet - As Pass Line Bet

Don't Come Bet - Same as Don't Pass Line Bet

BACCARAT

Select stake. Place bet on either player or dealer using Left, Right & FIRE. The game plays automatically under the following rules:

PLAYER		DEALER	
0 to 5	- Player must draw	0 to 2	- Bank must draw
6 and 7	- Player must stand	3 to 6	- see table 1
8 and 9	- Player wins	7	- Bank must stand
		8 and 9	- Dealer wins

TABLE 1

Bank Hand Total	Bank Draws if Player Drew	Bank Stands if Player Drew
3	1,2,3,4,5,6,7,9,10	8
4	2,3,4,5,6,7	1,8,9,10
5	4,5,6,7	1,2,3,8,9,10
6	6,7	1,2,3,4,5,8,9,10

If the player did not draw then dealer plays on Players Rules

ROULETTE

Select the odds you require using Left/Right

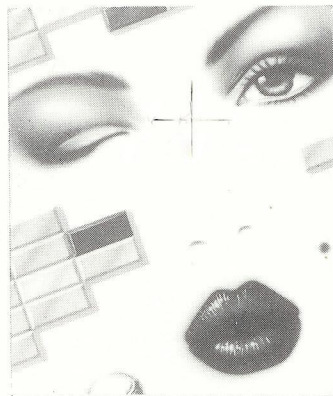
Bet Type	No of Numbers Covered
35-1	1
17-1	2
11-1	3
8-1	4
6-1	5
5-1	6
2-1	12
EVEN	18

press FIRE

Use Left, Right, Down to move chip cursor around the board.

When bet type is selected press FIRE. Now select stake. When stake is selected either press FIRE to place another bet, or press SPACE to spin the wheel. Maximum number of bets is 7. You cannot undo a bet once selected.

Have you tried MAZIE, Zeppelin's super pinball- influenced bat n ball game?



Efficient production techniques and immediate cash advances could see your game on the market within 3 weeks. Send for fast valuation within 24 hours to the address shown.

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