LAS VEGAS

ATARI XL/XE



Zeppelin Games

£2.99

ATARI LOADING INSTRUCTIONS

Switch OFF computer. Hold down START and OPTION keys and switch ON computer. Press PLAY on the cassette recorder and press any key.

You start at the title screen where you may choose to visit the bank or go to one of the four games tables. Use the joystick to highlight each option and press FIRE to go to the chosen activity. After playing any game, press OPTION to return to the title screen.

To place bets in any game, or buy chips at the bank, joystick up or down bets in units of ten, joystick left or right units of one. Press FIRE when finished. Alternatively, the amount of your stake may be entered using the keyboard. Press RETURN after entering the stake.

THE BANK

You start with $1000 and must first visit the bank to exchange some or all of your dollars for gaming chips. Alternatively, you may use the keyboard to select the amount you wish to buy. If you are lucky enough to win then you may exchange your chips for dollars by returning to the bank.

BLACKJACK

Select stake. You are dealt two cards. Use HIT to obtain another card or STAND for the dealer to play her 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.
Press FIRE to Stick or move joystick right to 'Hit'.
If both scores are equal then no-one wins and your bet is returned to you.
Five card hands beat all other hands except Blackjack.

BACCARAT

The object of Baccarat is to form in two or three cards a score as near as possible to nine. When adding scores, units of ten are ignored eg, 15 counts as 5.
Press FIRE to stay with two cards, or move the joystick left to draw another card.

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

Use the joystick to highlight the various odds and FIRE. Use the joystick to move the chip. Press FIRE to fix your bet, then use the joystick or keyboard to decide how much you want to stake.
A maximum of four bets may be made.
Select the spin option and press FIRE to start the ball spinning.

Bet Type	No of Numbers Covered
35-1	1
17-1	2
11-1	3
8-1	4

Bet Type	No of Numbers Covered
6-1	5
5-1	6
2-1	12
EVEN	18

CRAPS

Select stake. There are 7 different types of bets in craps;
Pass Line, Don't Pass llne, 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