

MATTEL ELECTRONICS®

1118-0920-G1

IntelliVision™ Intelligent Television

CARTRIDGE INSTRUCTIONS

Las Vegas Roulette



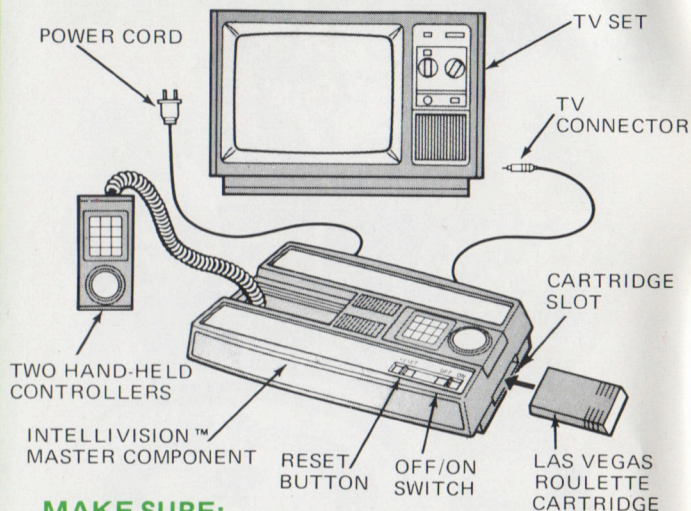
Make a date with Lady Luck and meet her in your living room. You have your own Roulette table now. Watch out! If she smiles, you're golden. If she frowns, your make-believe stakes will dwindle. The excitement and suspense of Las Vegas is yours at the press of a key.

HOW TO WIN There's no discounting luck, but for more fun and a better understanding of the odds, read this booklet.

FOR COLOR TV VIEWING ONLY.

OBJECT OF THE GAME: To increase your simulated stakes. Spin the wheel! The key is luck. If you've got it, your make-believe winnings will grow.

CHECK YOUR EQUIPMENT



MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- LAS VEGAS ROULETTE cartridge is placed in slot, firmly engaged.
- OFF/ON switch is turned ON.

PRESS RESET

BUTTON: Title will appear on TV screen:



ADD OVERLAYS

Find two LAS VEGAS ROULETTE keypad overlays in the cartridge package with this booklet.

Remove Hand-held Controllers from the console.

Insert an overlay into each Hand Controller (if two people are playing). Make sure the overlays fit tight and are all the way in. The overlays will be your visual guide to each game.

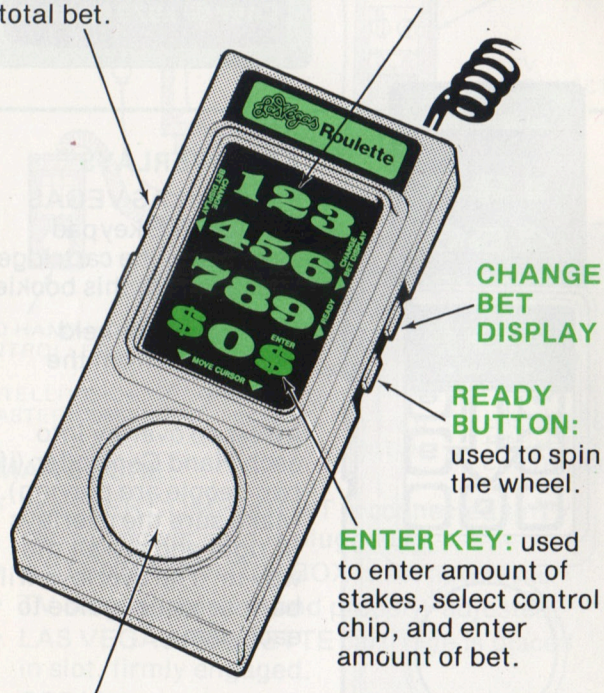
THE "KEYS" TO THE GAME

CHANGE BET DISPLAY:

used to change Bet display to read amount of stakes and amount of total bet.

DIGIT KEYS:

used to indicate amount of individual bets.



CHANGE BET DISPLAY

READY BUTTON: used to spin the wheel.

ENTER KEY: used to enter amount of stakes, select control chip, and enter amount of bet.

DIRECTION DISC: used to move chips over Roulette table. 16 directions correspond to directions on screen. Continuous movement of chip as long as Disc is pressed.

SELECT YOUR MAKE - BELIEVE STAKES!

1) EITHER PLAYER: Press DIRECTION DISC. Computer will print out on screen—

STAKE:
PLAYER 1

STAKE:
PLAYER 1
5000

2) PLAYER 1 (LEFT): Press DIGIT KEYS to select make-believe stakes (amount you play with).

You may request up to \$9,999 . . . however, computer cannot count past this number and will not add simulated winnings if you choose it to start. A lower stake is better, say \$5,000. Press digit keys 5—0—0—0. This number will appear on the screen.

3) Press ENTER KEY to register pretend stakes.

4) PLAYER 2 (RIGHT):
Select stakes in same manner.

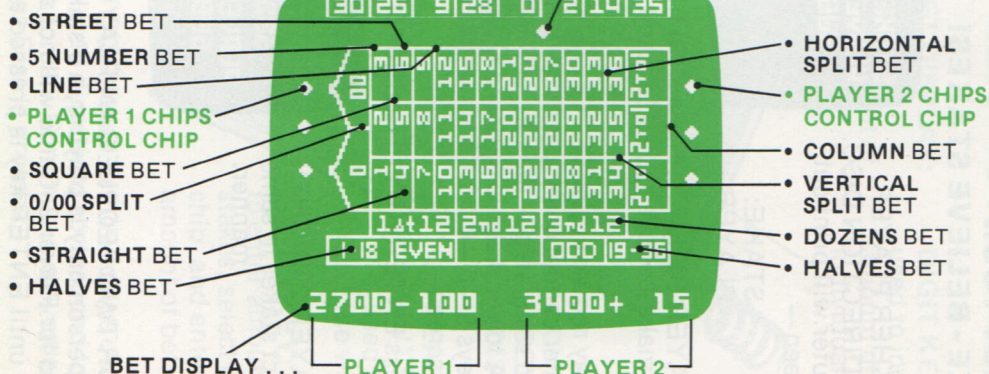
STAKE:
PLAYER 1
5000
PLAYER 2
5000

ONE OR TWO PEOPLE CAN PLAY ROULETTE. If one person only is playing, a 0 stake must be entered for Player 2. Game will not appear on screen until ENTER key is pressed a second time.

THE ROULETTE TABLE The Numbers and The Payoff

ELECTRONIC ROULETTE WHEEL.
Authentic numbering. Spins left to right.

ROULETTE BALL. Does not appear until all bets are placed and wheel is spinning.



BET DISPLAY reads out amount of individual bets on each chip unless either CHANGE BET DISPLAY button is pushed. Display then reads out AMOUNT OF STAKES and AMOUNT OF TOTAL BET.

BETTING CATEGORIES

There are 11 different categories of bets that can be placed in Roulette. Where you place a bet on the table determines its category and your odds of winning.

STREET. Pays 11 to 1 on any of 3 numbers in a vertical column. Odds: 11-2/3 to 1.

5 NUMBER. Pays 6 to 1 on 0, 00, 1, 2, or 3. Odds: 6-3/5 to 1.

LINE. Pays 5 to 1 on any of 6 numbers either side of a vertical line. Odds: 6-3/5 to 1.

SQUARE. Pays 8 to 1 on any of 4 numbers in a square. Odds: 8-1/2 to 1.

0/00 SPLIT. Pays 17 to 1 on either 0 or 00. Odds: 18 to 1.

STRAIGHT. Pays 35 to 1 on any single number. Odds: 37 to 1.

HORIZONTAL SPLIT. Pays 17 to 1 on either of 2 horizontally adjacent numbers. Odds: 18 to 1.

COLUMN. Pays 2 to 1 on any number in the horizontal columns 1-34, 2-35, or 3-36. Odds: 2-1/6 to 1.

VERTICAL SPLIT. Pays 17 to 1 on either of 2 vertically adjacent numbers. Odds: 18 to 1.

DOZENS. Pays 2 to 1 on any number in the groups 1-12, 13-24, or 25-36. Odds: 2-1/6 to 1.

HALVES. Pays even (the amount you bet) on any number in the groups HIGH (19-36) or LOW (1-18), RED or BLACK, or ODD or EVEN. Odds: 1-1/9 to 1.

HOW TO PLACE YOUR PRETEND BET

Roulette table will appear on screen with the wheel stationary.

Three chips will appear for each player, beside the Roulette table — Player 1 on left (blue), Player 2 on right (white). Each chip is used to place one bet. Top chip for each player is a different color, indicating that it is the controllable chip. Player 1 control chip appears light blue. Player 2 control chip appears gray.

With 2 people playing, readouts for AMOUNT OF INDIVIDUAL BETS will appear along the bottom of the screen in each player's color.

With 1 person only playing, readout will appear for that player only. Before bets are placed, readouts appear as 0.

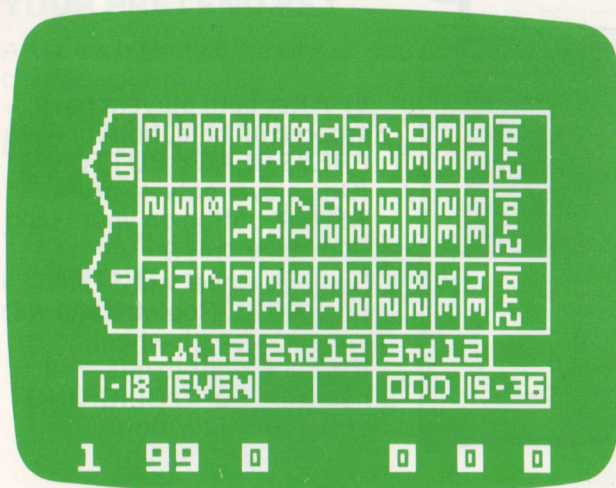
PLAYERS MAY BET SIMULTANEOUSLY.



1) Use DIRECTION DISC to position control chip on Roulette table. Press Disc in direction you want control chip to move. Chip will move continuously until you stop pressing Disc, then settle in the nearest legal betting position.

EXAMPLE: To place a STREET bet on numbers 13, 14, and 15, position control chip, as shown, above the number 15.

2) When control chip is in desired position, PRESS DIGIT KEYS to indicate the amount of your pretend bet. This amount will appear in black in the readout for first chip.



Minimum bet per chip played is \$1.

Maximum bet per chip played is \$99.

3) PRESS ENTER KEY. Readout for amount of first bet will change from black to player's color. Next control chip will automatically change color.

4) Repeat steps 1 - 3 to place second and third bets.

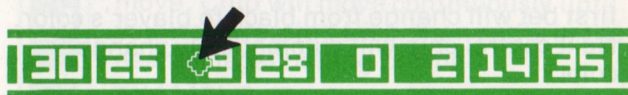
5) If you do not want to play a particular chip, PRESS ENTER AGAIN, after chip has changed color. Control will move on to the next chip. When all bets have been placed and ENTER key has been pressed three times, last control chip will turn same color as other two chips.



6) After both players have entered all bets, both players **PRESS READY BUTTON**. (One player only — press READY button on your Hand Controller only.)

Roulette wheel will **START SPINNING**. Roulette ball will appear beneath wheel, traveling right to left. You hear the **RAPID CLICKING** of the wheel turning.

7) Wheel slows to stop. Ball skips between numbers, then lands on winning number. You hear the sound of the **BALL DROPPING INTO THE WINNING SLOT**. Winning chips and winning bets on Bet Display **BLINK**.



If you win, your winnings are added to your stake. If you lose, your bet is subtracted from your stake. To check your stake at any time, **PRESS EITHER CHANGE BET DISPLAY BUTTON**.

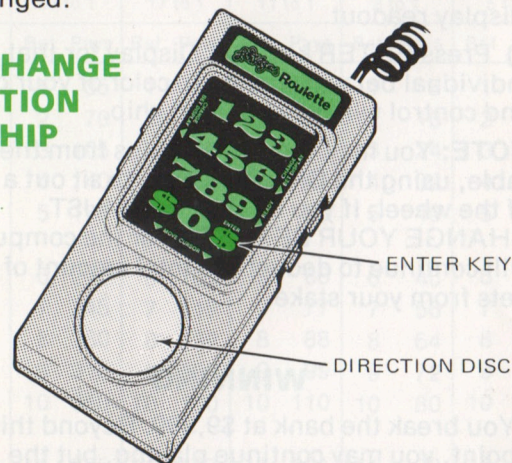
NOTE: To bet more than \$99 on one position, use additional chips. With all 3 chips on one space, betting limit is \$297.

HOW TO CHANGE YOUR PRETEND BET

After each spin of the wheel, you can repeat or change your bet.

To repeat all bets, simply press the **READY** button. Wheel will spin again, with all bets unchanged.

TO CHANGE POSITION OF CHIP



1) Press **ENTER** key, until chip you wish to move changes color. (All chips turn the same color after **ENTER** key is pressed 3 times. To return control to first chip, press **ENTER** again.)

2) Use **DIRECTION DISC** to move control chip to desired position.

3) Press **ENTER** key. Control will move to next chip.

If you wish to leave the remaining 2 bets intact, continue pressing **ENTER** key until all chips are the same color.

TO CHANGE AMOUNT OF BET

1) Press ENTER key, until chip you wish to change changes color. BET DISPLAY for that individual bet will turn black.

2) Press DIGIT KEYS for new amount of bet. New amount will replace old amount on Bet Display readout.

3) Press ENTER key. Bet Display for that individual bet will change to color of your chips and control will move to next chip.

NOTE: You may remove all chips from the table, using the Direction Disc, to sit out a spin of the wheel. If you do this, you **MUST** CHANGE YOUR BETS TO 0, or the computer will continue to deduct the total amount of your bets from your stake.

WINNING

You break the bank at \$9,999. Beyond this point, you may continue playing, but the computer will no longer add on your winnings.

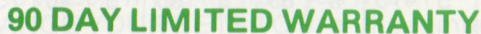
LOSING

Computer does not give credit. If you have \$48 left in your stake and you try to enter a bet of \$75, computer will change your bet to \$48. If you lose this, you're out! Your Hand Controller will no longer operate the game. To start a new game, press RESET button on Master Component, and enter new stakes.

ROULETTE PAY CARD

(To help you figure your winnings on bets with higher stakes. Your winnings **plus** the amount of your winning bet are added to your stake.)

TYPE OF BET	STRAIGHT		SPLIT		STREET		SQUARE		LINE	
ODDS	35 to 1		17 to 1		11 to 1		8 to 1		5 to 1	
	Bet	Pays	Bet	Pays	Bet	Pays	Bet	Pays	Bet	Pays
1	35		1	17	1	11	1	8	1	5
2	70		2	34	2	22	2	16	2	10
3	105		3	51	3	33	3	24	3	15
4	140		4	68	4	44	4	32	4	20
5	175		5	85	5	55	5	40	5	25
6	210		6	102	6	66	6	48	6	30
7	245		7	119	7	77	7	56	7	35
8	280		8	136	8	88	8	64	8	40
9	315		9	153	9	99	9	72	9	45
10	350		10	170	10	110	10	80	10	50
11	385		11	187	11	121	11	88	11	55
12	420		12	204	12	132	12	96	12	60
13	455		13	221	13	143	13	104	13	65
14	490		14	238	14	154	14	112	14	70
15	525		15	255	15	165	15	120	15	75
16	560		16	272	16	176	16	128	16	80
17	595		17	289	17	187	17	136	17	85
18	630		18	306	18	198	18	144	18	90
19	665		19	323	19	209	19	152	19	95
20	700		20	340	20	220	20	160	20	100



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:

Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

for repair or 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

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

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

BOWLING	3333-4289	sets
SOCER	1683-4289	sets
LAS VEGAS ROULETTE	1118-4289	sets
LEATRIC CO. MATH FUN	2613-4289	sets
ELECTRIC CO. WORD FUN	1122-4289	sets
FOOTBALL	2610-4289	sets
HORSE RACING	1123-4289	sets
CHECKERS	1120-4289	sets
AUTO RACING	1113-4289	sets
SEA BATTLE	1818-4289	sets

Amount enclosed _____

Total sets ordered _____

Your name _____

Address _____

City

State

Zip Code

SKIING	1817-4289	sets
TENNIS	1814-4289	sets
GOLF	1816-4289	sets
BASKETBALL	2615-4289	sets
HOCKEY	1114-4289	sets
BACKGAMMON	1119-4289	sets
LAS VEGAS POKER & BLACKJACK	2611-4289	sets
ARMOR BATTLE	1121-4289	sets
BASEBALL	2614-4289	sets
SPACE BATTLE	2612-4289	sets
BOXING	1819-4289	sets

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Other electronic games
available from Mattel Electronics
Look for them!