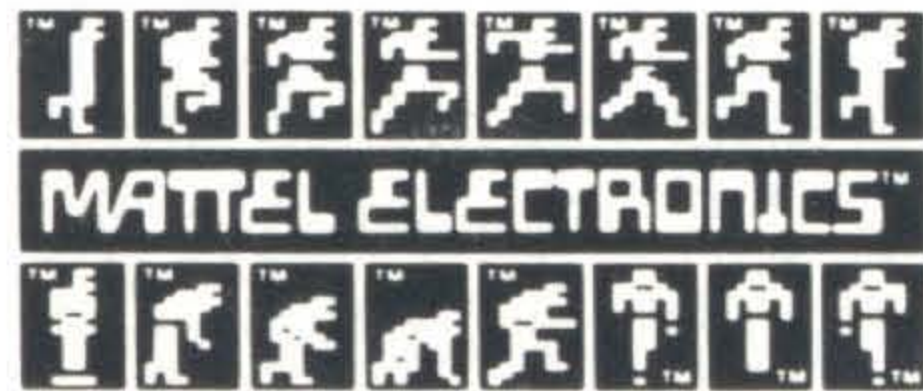


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**IntelliVISION™**  
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MATTEL ELECTRONICS®  
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 CARTRIDGE INSTRUCTIONS

*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.

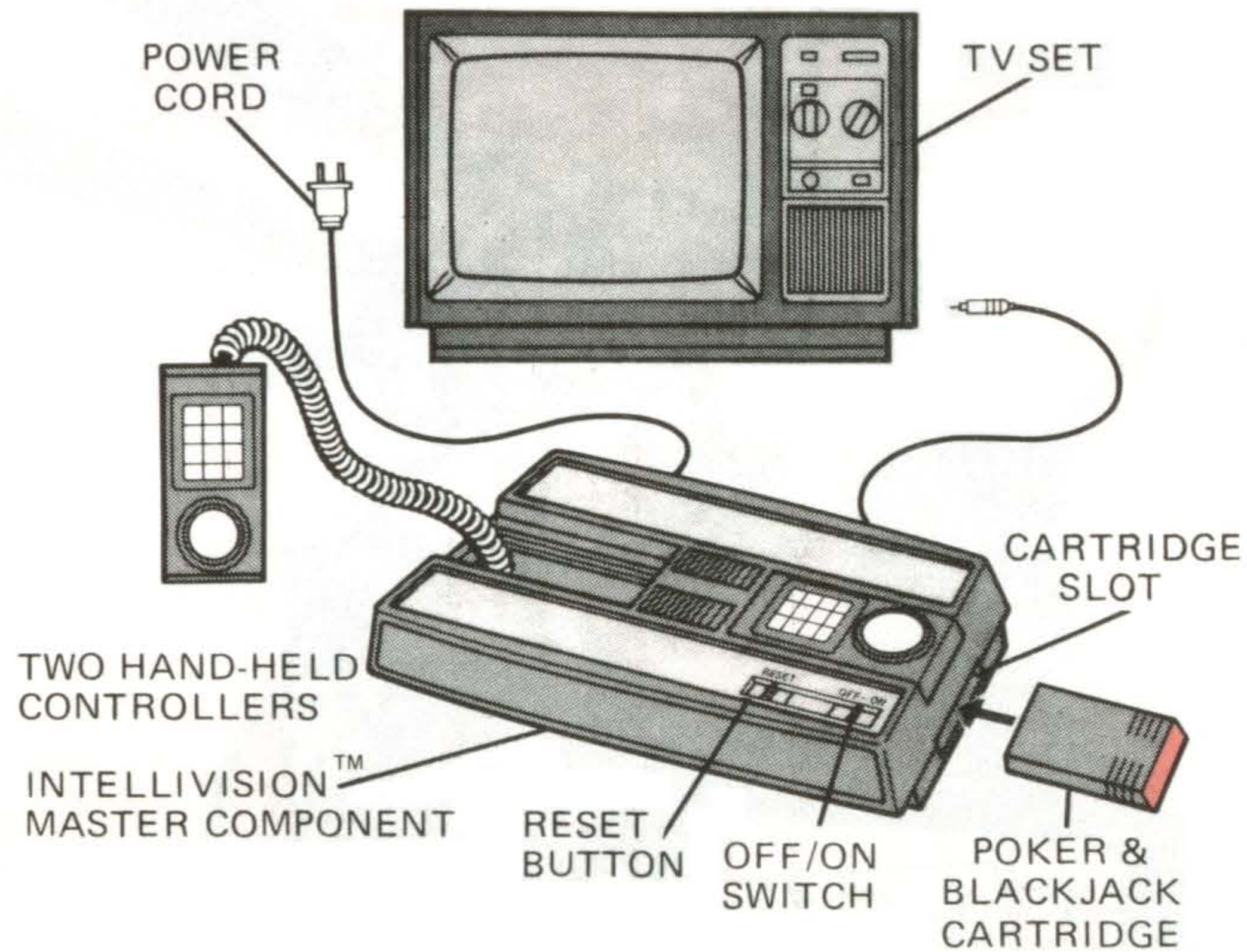
**(FOR COLOR TV VIEWING ONLY.)**

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



## 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.)

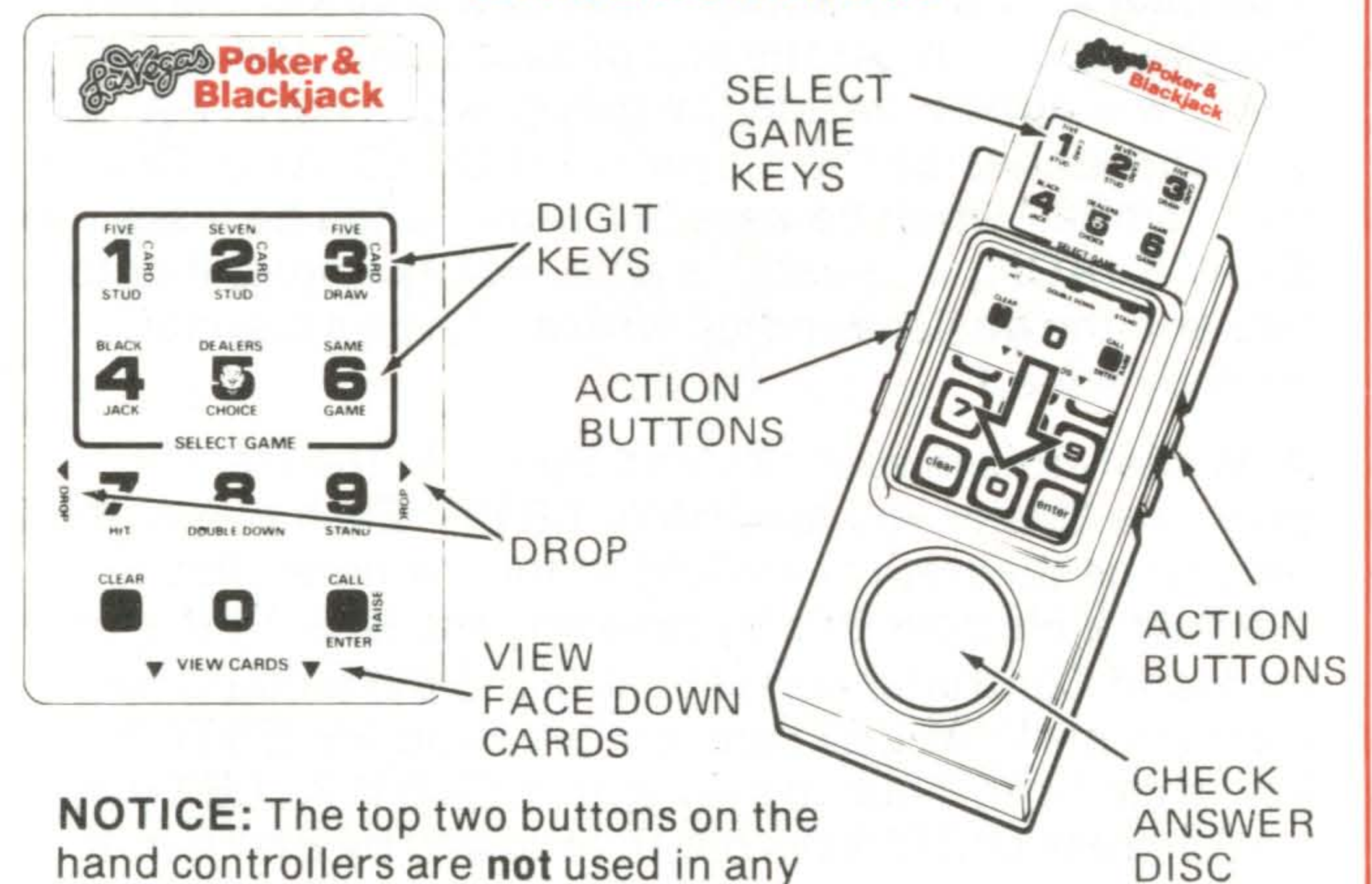
**PRESS RESET BUTTON:** Title will appear on TV screen: "POKER & BLACKJACK"

**ADD OVERLAYS:** Find the two LAS VEGAS POKER & BLACKJACK keypad 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:



**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

