

GAMES II PROGRAM

GAMES II



CAT. NO. 26-3523



INSTRUCTION MANUAL

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Games II

Radio Shack®



A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

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Introduction

The Pocket Computer Games II Program is equipped with eight games which let you test your deductive reasoning, marksmanship, and gambling abilities. You may be mentally exhausted after encountering these tests of wits. This is your opportunity to engage in ultimately harmless war games and bet at the casino table to your heart's content with imaginary funds.

The package consists of these brain probes:

1. Missile Marksman—Suddenly, you're alone in your foxhole with a radio, a box of shells, canisters of a volatile propellant, and an enormous cannon. War is indeed heck!
2. Baccarat—The world of caviar, champagne, and the gambling tables of Monte Carlo. You sailed here on a yacht, but paddle home on an air mattress. You're the croupier against two experienced players.
3. Blackjack—Vegas is your next stop. No time for floorshows, you've got to beat the dealer. Double your money if the odds look good. Lose your money if you go over 21.

4. Aceyducey—Try another table to "save your shirt" if Blackjack proved unsuccessful. You've got to decide if the next card will be higher, lower, or in between.
5. One-Armed Bandit—Now all you have is change. Insert a coin and match the fruit to win. Bandit is a slot machine without the slot.
6. Pokerslot—Another slot machine but with Poker hands that let you win or lose. "Five-of-a-kind" gives you \$5,000.00.
7. Numguess—Exercise your deductive reasoning powers to win.
8. Craps—Throw the dice and win with seven or eleven. Matching points also has a pleasing result. "Snake Eyes" are deadly.

Note: We strongly recommend that you refer to Appendix A—"Making a Backup" before using these new tapes.

General Operating Instructions

All of the games are designed to operate and load in a similar manner. Make sure the computer is connected to the Interface and that the Interface is properly connected to the Recorder.

All programs have a menu and start up functions that can be viewed by pressing the gold **[SHFT]** key and then the **[SPC]** key. Each menu will be explained in detail under the individual game instructions. Each program is designed to run in the DEF mode.

The programs in this package were designed for use on the Pocket Computer without having the 26-3505 Printer Interface connected.

To terminate a game, or to load another game, press the **[ON]** key. Proceed with the loading instructions to load the particular game or other program.

If the computer displays an error message (i.e. 2.....) in the middle of a game, press the red **[CL]** key until the prompt sign (>) reappears. Then, press **[ENTER]** to continue. In case of other error messages, consult the Pocket Computer Owner's Manual.

A Note About Random Numbers

Each game requests that you enter a random number when you first start to play. This number provides the starting point for the equations which control the "play" of each game. Therefore, if you use the same starting number for a particular game each time you play, you will always get the same sequence of events in that particular game.

Missile Marksman

You are stuck in a bunker alone with a big gun, an unlimited arsenal, and a radio. Miles away a spotter in a camouflaged airplane seeks out the enemy and determines the distance from your bunker and the enemy battalion. He radios back on the wireless. You hear the enemy approaching. What could be more frightening than the distant rumble of approaching tanks!

You must determine at what angle and how much propellant is necessary to hurl your missile to the designated target. If you miss the first time, the spotter will radio back and report the miles and feet you were either long or short in your firing.

You must direct your missile within 528 feet (1/10 of a mile) of the target to successfully destroy the enemy.

Commendations available to exemplary troops are:

1. EXPERT MARKSMAN (The highest honor)—For destroying the target in three shots or less.
2. SHARPSHOOTER—For destroying the target in four to six shots.

3. MARKSMAN—For destroying the target in seven or eight shots.
4. RECRUIT—For destroying the target in nine or ten shots.
5. KEEP PRACTICING!—For destroying the target in eleven or more shots.

Type **C L O A D M I S S I O N E** and press **[ENTER]**. After the prompt sign (>) appears, press **[SHFT]** then **[SPC]**. The game's name will be displayed. Press **[ENTER]** and the copyright will be displayed, followed by a line of the instructions. Press **[ENTER]** to view each succeeding line of instructions. Following the last line of instructions, you will be asked to enter a random number. Type any number between 0 and 23 million, and press **[ENTER]**.

Press **[ENTER]** after the message TARGET RANGE IS..... The computer will then display the target distance in miles and feet. After you have the distance firmly planted inside your cerebrum, press **[ENTER]**. You are then asked for a launch angle. Type a number degree between 0 and 90 and press **[ENTER]** to adjust your cannon to that angle.

You are then asked to enter the amount of propellant you think will send the missile to its target destination. Type the amount of propellant (restricted to 5000 pounds), and press **ENTER**.

Caution—Entering too small an amount of propellant will create an explosion within 1000 feet of you which can be disastrous to your health.

The display will show the distance your missile traveled. Press **ENTER**. The computer will tell you whether your shot was long or short and the distance it was off. You are then asked to enter the angle distance. The whole process will repeat until you succeed at destroying the target.

Your rating will be given after the computer emits a faint beep sound and the display shows that the target has been destroyed. To continue Missile Marksman, press **ENTER** after receiving your rating.

Sample Game

The computer will display: **You type:**

>

CLOAD
"MISSILE"
ENTER
> **SHFT SPC**

The computer will display: **You type:**

MISSILE MARKSMAN
(C)1981 TANDY CORP.
INSTRUCTIONS:
TRY TO HIT THE TARGET BY
ADJUSTING LAUNCH ANGLE
AND AMOUNT OF PROPELLANT
ENTER RANDOM NUMBER?
4 4 4 4 4 **ENTER**
TARGET RANGE IS...
78 MILES 559 FEET
LAUNCH ANGLE? (0-90)
5 5 **ENTER**
AMOUNT OF PROPELLANT?
2 0 0 0 **ENTER**
SHOT DISTANCE WAS...
22 MILES 1301 FEET
SHOT SHORT BY...
ENTER
55 MILES 4538 FEET
LAUNCH ANGLE? (0-90)
5 5 **ENTER**
AMOUNT OF PROPELLANT?
4 0 0 0 **ENTER**
SHOT DISTANCE WAS...
88 MILES 5206 FEET
SHOT LONG BY...
ENTER
10 MILES 4646 FEET
LAUNCH ANGLE? (0-90)
5 5 **ENTER**
AMOUNT OF PROPELLANT?
3 7 5 0 **ENTER**
SHOT DISTANCE WAS ..
78 MILES 1110 FEET
SHOT LONG BY...
0 MILES 550 FEET
ENTER

The computer will display:

LAUNCH ANGLE? (0-90)
AMOUNT OF PROPELLANT?
SHOT DISTANCE WAS...
78 MILES 670 FEET
(beep) TARGET DESTROYED
SHARPSHOOTER

You type:

5 5 [ENTER]
3 7 4 8 [ENTER]
[ENTER]
[ENTER]
[ENTER]
[ENTER] (for another
target range)

Baccarat

After the world of battlefields and projectiles, you are probably ready for a little rest and relaxation. What better place to relax and win or lose a fortune than Monte Carlo with its beach and casinos? Of course, formal attire is mandatory in these casinos. So if you don't have a tuxedo or a suitable gown, rent one.

If you have the misfortune of not often making it to Monte Carlo and playing casino games in the posh surroundings, perhaps a brief explanation of the house rules is in order.

The dealer is called a croupier (representing the Bank). The croupier pushes cards and cash around the table with a stick called a palette. You only have to push buttons to deal cards.

The cards are dealt from a box called a "shoe." If you were playing in an actual casino, you would need six to eight 52 card decks. Luckily, the computer stores all of these cumbersome decks of cards. You will act as the "croupier," winning money from or losing money to Players A and B. Players A and B are played by the Pocket Computer.

Baccarat, as played in the United States, and earlier days in Cuba, is called Chemin de fer (Shimmy). The basic difference in the two styles is that Baccarat is

played against the "bank," while the players bet against each other in "Shimmy."

Face cards and tens are valued at 0, Aces are 1, and other cards are counted at their face value. So if you are dealt a King and an Ace, and draw a 6, your total would be 7.

The object of the game is to come as close to a total of 9, or a number ending in 9, with a combination of two or three cards. If a player is dealt a Natural 9 (two cards totalling 9), it is an automatic win unless the Bank has a Natural 9, in which case the Bank will win. A Natural 8 is an automatic win unless an opponent has a Natural 9.

If the total of the two or three cards dealt exceeds 9, only the last digit is significant. This digit is considered the player's total.

A Natural 9 will beat a 9 hand consisting of three cards. For example, a hand consisting of 3, 2, and 4 (9 total) would be a winning number, providing no other player has a Natural 9 or a Natural 8.

You have an initial bankroll of \$5,000.00 (cash not included in the package). To load the game into the Pocket Computer's memory, type **Q L O A D** **"B A C A B A T"** and press **ENTER**. When the prompt sign (>) appears, press **SHFT** then **SPC**. The name of

the game will be displayed. Press [ENTER]. The copyright will be displayed followed by a request, asking you to enter a random number. Type any number between 0 and 23 million, and press [ENTER].

Your Bankroll amount of \$5000.00 will be displayed. Press [ENTER]. The display will show the action commands. Press [D] to Deal, [H] to be Hit, or [S] to Stand. Press [D] to begin. Then, press [ENTER]. The display will show that Player A bets \$500.00. Press [ENTER] and you will see that player B also bets \$500.00. That means you can lose \$1000.00 if you have a lousy hand. Press [ENTER]. The six cards will be dealt in succession.

The display will show that Player A either draws a card (if the hand is 5 or less), or stands if the hand is 6 or above. Press [ENTER]. Player B's situation will be displayed. If Player A or B has a Natural 8 or 9, you will lose unless you also have a Natural 8 or 9. No player is dealt more than three cards. If players tie with the bank then that hand is a "Push" (no money is won or lost by anyone).

Press [ENTER] after Player B's choice (Hit or Stand) is displayed to reveal your (the Bank's) hand. Press [ENTER] and your total will flash on the display. If you desire to be Hit, press [H] and [ENTER]. If you want to Stand, press [S] and [ENTER]. (You would not want to Deal here).

If you choose to be Hit, your next card will be shown. Press [ENTER] and your total will be displayed. If you choose to Stand, your total will be displayed. After you Stand, or are Hit, Player A's hand will be displayed. Press [ENTER] and the sum of Player A's hand will flash on the display. Following this sum, the display will show whether you won or lost against Player A. Press [ENTER] and Player B's hand will be displayed. Press [ENTER] and the sum of Player B's hand will flash on the display. Following this sum, the display will show whether you won or lost the play against Player B.

Press [ENTER] and the current status of your bankroll will be displayed. Press [ENTER] to continue a game or [SHFT] then [SPC] to begin a new round. To aid in your understanding of this difficult, but often lucrative casino game, a sample hand is illustrated below.

Sample Game

The computer will display: **You type:**

>

Q L Q A D
" B A C A R A T "

[ENTER]

>

[SHFT] [SPC]
[ENTER]

BACCARAT

(C)1981 TANDY CORP.

The computer will display:

RANDOM NUMBER?

You type:

[1 3] [ENTER]

BANKROLL \$5000.

[ENTER]

(D)EAL (H)IT (S)TAND

[D] [ENTER]

PLAYER A BETS \$500.

[ENTER]

PLAYER B BETS \$500.

[ENTER]

CARD 1.

CARD 2.

CARD 3.

CARD 4.

CARD 5.

CARD 6.

PLAYER A STANDS

[ENTER]

PLAYER B DRAWS A

[ENTER]

BANK HAS 9 7

[ENTER]

(flash) BANK=6.

[H] [ENTER]

(D)EAL (H)IT (S)TAND

[ENTER]

BANK DRAWS Q

[ENTER]

(flash) BANK=6

[ENTER]

PLAYER A HAS 7 9

[ENTER]

(flash) PLAYER A=6.

[ENTER]

PUSH

[ENTER]

PLAYER B HAS 3 9 A

[ENTER]

(flash) PLAYER B=3.

[ENTER]

BANK WINS \$500.

[ENTER]

BANKROLL \$5500.

[ENTER]

(D)EAL (H)IT (S)TAND

[D] (for next deal)

[ENTER]

Note: At this point it is possible to take another hit or stand and continue the game using the previously dealt cards. However, that is against the rules of the game.

Blackjack

Blackjack, also known as "21," is one of the most popular casino games played in the United States. In our version of the game, you play against the dealer, Jacques. Jacques, much avoided in most gambling houses, will use his dealing and charismatic talents to try to make you lose. In the usual casino version of Blackjack, the dealer represents the House. Here, Jacques is the House.

The object of Blackjack is to accumulate a total of 21, or as close to 21 as possible, without "Busting" (exceeding 21). Jacques likes for you to bust.

Aces, being the most versatile cards, are valued at either 11 or 1. If you are dealt a face card, valued at 10, and an Ace, you have an automatic Blackjack. A Blackjack hand pays one and one-half times your initial bet.

The most important decision you have to make is whether to be Hit when you have a sum of 12 or greater. If you have a Jack and a deuce, and are Hit with a Queen (total of 22), you "Bust."

If the dealer is dealt a Blackjack, your cards are displayed but you are allowed no action. By the way, a "Push" hand occurs when neither dealer nor player win due to a tie.

Oh yes, another important decision you have to make is whether to displease Jacques by quitting when you are ahead, or to quit when you lose, which makes Jacques smile.

To play Blackjack, type **CLOADWBALKNAKP** and press **ENTER**. When the prompt sign (>) appears, press **SHFT** then **SPC**. When the name of the game appears on the display, press **ENTER**. The copyright will be displayed followed by a request for you to enter a random number.

Type a random number and press **ENTER**. After Jacques politely introduces himself, press **ENTER**. Your bankroll of \$100.00 will be displayed. Press **ENTER** and your bet will be requested. You can bet all or part of your bankroll. Type the amount you wish to bet and press **ENTER**.

The display will then show the status of your hand and Jacques' "up" card. Press **ENTER** and you are given three options—(S)TAND, (H)IT, or (D)OUBLE. If you choose to be Hit by pressing **H**, you will be shown the new card. Press **ENTER** and your total will be displayed. Press **ENTER** again and you will be offered the same options again. You can be Hit as many times as needed. If you choose to Double (simultaneously be Hit and double your bet), press **D**. Press **ENTER**, and your new card will be displayed. Press **ENTER** again to display your total.

Press [ENTER] and Jacques' hand will be displayed. To Stand, press [S] and the game will progress to the dealer's choice.

Press [ENTER] after Jacques' total is displayed. Then, your total will be displayed. Press [ENTER], and you will be told how much you won or lost. Press [ENTER] to reveal your new bankroll total. Press [ENTER] for another hand. You can continue playing until you lose the contents of your bankroll. If you lose your bankroll, fill out the necessary forms in triplicate to apply for bankruptcy, and press [SHFT] then [SPC] to start a new round.

Sample Game

The computer will display: You type:

>

CLOAD
"BLACKJACK"

[ENTER]

>

BLACKJACK
(C)1981 TANDY CORP.

RANDOM NUMBER?

3 3 3 3 [ENTER]

[ENTER]

I AM JACQUES,

[ENTER]

YOUR DEALER.

[ENTER]

BANKROLL NOW \$100.

[ENTER]

YOUR BET? \$

5 0 [ENTER]

I WILL SHUFFLE AND DEAL.

The computer will display: You type:

YOU HAVE K,4 I SHOW 6
(S)TAND (H)IT (D)OUBLE
WAGER NOW \$100.

[ENTER]

[D] [ENTER]

ENTER

ENTER

ENTER

ENTER

ENTER

ENTER

ENTER

ENTER

ENTER

[ENTER] (for another hand)

Aceyducey

By now you are probably bordering on bankruptcy—mental and monetary. With a \$100.00 bankroll, you have one last chance to leave Vegas or Reno or wherever you are with your Oxford-cloth button-down on your back.

To load this game into the Pocket Computer's memory, type **C I O A D "A C E Y"** and press **ENTER**. When the prompt sign (>) appears, press **SHFT** then **SPC**. The name of the program will be displayed. Press **ENTER**. The copyright will be displayed, followed by a request to enter a random number. Type a number, between 0 and 23 million, and press **ENTER** and the instructions will be displayed. Press **ENTER** to view each succeeding instruction line.

The instructions tell you that you must determine whether the next card will fall between the two cards dealt. If the next card is higher or lower than the two you were dealt, you lose. If the next number is a duplicate of one of those already displayed, you lose. That's life in the big city. Incidentally, your bankroll is \$100.00 and Aces are valued as 11.

After the computer bids you a patronizing Good Luck and deducts your dollar ante (leaving you a \$99.00 bankroll), two cards will be displayed. After the cards

are displayed, press **ENTER**. Now you must make your bet. If the initial two cards are the same, you can bet on whether the mystery card will be higher or lower than the cards displayed. If you feel insecure about the outcome, you can press **ENTER** to pass, reveal the next card, and bring up a new hand.

Type your bet, not exceeding your bankroll, and press **ENTER**. The mystery card will be displayed. Press **ENTER** and you will be told the amount of your win or loss. Press **ENTER** to reveal the status of your bankroll after this play. To continue playing, press **ENTER**.

Note: If you blow your entire bankroll, press **ENTER** to reveal the answer to all your financial problems and a sure-fire way to recover your shirt.

Presented below, for your examination, is a sample encounter with this game.

Sample Game

The computer will display: **You type:**

>

C I O A D "A C E Y"

>

ENTER
SHFT SPC

The computer will display:

ACEYDUCEY

(C) 1981 TANDY CORP.

ENTER RANDOM NUMBER?

INSTRUCTIONS:

1. ANTE \$1.00

2. RECEIVE TWO CARDS

3. IF CARDS UNEQUAL, BET
NEXT CARD BETWEEN THEM

4. IF CARDS EQUAL, BET
NEXT CARD EITHER

HIGHER OR LOWER

YOU START WITH \$100.00

GOOD LUCK!

ANTE IS \$1.00

CARDS: A 9 AND A 5

YOUR BET?

THIRD CARD IS A JACK

YOU LOSE \$6.

BANKROLL NOW \$94.

ANTE IS \$1.00

CARDS: A JACK TWICE

BET (H)IGH OR (L)OW

YOUR BET?

THIRD CARD IS A 9

YOU WIN \$6.

BANKROLL NOW \$100.

ANTE IS \$1.00

CARDS: A 3 AND A KING

You type:

[ENTER]

1 3 [ENTER]

[ENTER]

[ENTER]

[ENTER]

[ENTER]

[ENTER]

[ENTER]

[ENTER]

[ENTER]

5 [ENTER]

[ENTER]

[ENTER]

[ENTER]

[ENTER]

1 [ENTER]

5 [ENTER]

[ENTER]

[ENTER]

[ENTER]

[ENTER]

The computer will display:

YOUR BET?

THIRD CARD IS AN 8

YOU WIN \$6.

BANKROLL NOW \$106.

You type:

5 [ENTER]

[ENTER]

[ENTER]

[ENTER] (to ante and deal new hand)

One-Armed Bandit

The tinkling of coins is heard as they are inserted into the slot of this seemingly magical machine known as the "One-Armed Bandit." Winning or losing depends on which combination of fruit appears in the display. Whirling and turning, each produce item spins faster than an optic nerve's perception — forming one color.

There is a brouhaha three machines down from you as someone has hit the Jackpot and is excitedly gathering up coins into a plastic bucket. That's what you want (a Jackpot, not an empty bucket).

Your arm is sore from shaking hands with this three-eyed monster that devours metal currency. The next coin will give you that Jackpot—you're sure—you hope—you're sure you hope, and that's all. You're greedy.

Your Pocket Computer can kill or cure your greediness. The Bandit game, similar to one of those aforementioned money carnivores, will eat your coins and perhaps yield a payoff.

Of course, you don't really have to use coins since there is no slot where you can insert them into your Pocket Computer. Some have tried.

To load Bandit, type [C]L[O]A[D]"BANDIT" and press [ENTER]. When the prompt sign (>) appears on the display, press [SHFT] then [SPC]. The display will show the game's name. Press [ENTER]. The copyright will be displayed followed by a request for you to enter a random number, between 0 and 23 million, and press [ENTER]. Press [ENTER] after your \$100.00 bankroll is revealed. Then you place your bet and pull down the arm by pressing [ENTER].

After pulling the arm, the columns of fruit begin rolling. There are three columns on your display which will change one at a time in sequence before the wheels stop rolling.

Your wins (or losses) are determined by the combinations indicated in the following table. The *****'s denote that any fruit or the =BAR= appearing there will give you a payoff.

CHERRY	*****	*****	(pays 2 times bet)
CHERRY	CHERRY	*****	(pays 4 times bet)
PLUM	PLUM	*****	(pays 8 times bet)
CHERRY	CHERRY	CHERRY	(pays 16 times bet)
PLUM	PLUM	PLUM	(pays 20 times bet)

LEMON	LEMON	LEMON	(pays 25 times bet)
ORANGE	ORANGE	ORANGE	(pays 50 times bet)
PEAR	PEAR	PEAR	(pays 100 times bet)
APPLE	APPLE	APPLE	(pays 500 times bet)
=BAR=	=BAR=	=BAR=	(pays 1000 times bet)

Each time you get one of these sets, you will hear a "beep" sound. Then the display will show your payoff and your total. Only these sets will win. To "pull the arm again," press **[ENTER]** after your total is given.

Sample Game

The computer will display: **You type:**

> **C L O A D**

"B A N D I T "

[ENTER]

> **SHFT SPC**

[ENTER]

ONE-ARMED BANDIT

(C) 1981 TANDY CORP.

RANDOM NUMBER?

8 8 8 8 2 2 2

[ENTER]

[ENTER]

YOU START WITH \$100.

The computer will display: **You type:**

PLACE YOUR BET: \$ **2 5 [ENTER]**

CHERRY ***** *****

CHERRY PLUM *****

CHERRY PLUM CHERRY

(beep)

PAYOUT \$50.

YOUR TOTAL NOW \$150.

[ENTER]

[ENTER] (for another try)

Pokerslot

Poker hands determine your wins or losses in this exciting slot machine game. The display represents your slot machine window, showing five cards which will compose your hand. Each card is randomly dealt and flashed on the display until all five cards are dealt. After the last card is dealt, the computer will evaluate your hand and determine whether you have won or "zilched."

To load the game, type **C I O A D " P S L O T "**, and press **ENTER**. When the prompt sign (>) appears, press **SHFT** then **SPC**. The name of the game will be displayed. Press **ENTER** and the copyright will be displayed. You will be asked to enter a random number. Type any number, between 0 and 23 million, and press **ENTER**.

The display will show five pairs of X's. The first character of the pair indicates the face value of the card. The second character indicates the suit of the card. For example, QS symbolizes the Queen of Spades. After the "beep," five cards will be displayed. Press **ENTER** and the computer will evaluate and display the name of the hand you have. Press **ENTER** to display your winnings or losses. Press **ENTER** again for the total winnings so far. To continue the game, press **ENTER**.

Below is a list of hand values that occur in Pokerslot:

Five-of-a-Kind	\$5000.00
Straight Flush	\$4000.00
Four-of-a-Kind	\$2000.00
Full House	\$1000.00
Flush	\$ 750.00
Straight	\$ 500.00
Three-of-a-Kind	\$ 250.00
Two Pair	\$ 100.00
One Pair	\$ 50.00
Zilch	\$-100.00

Don't expect to get Five-of-a-Kind all the time.

Sample Game

The computer will display:

>

You type:

C I O A D

" P S L O T "

ENTER

>

SHFT SPC

ENTER

POKERSLOT

(C) 1981 TANDY CORP.

RANDOM NUMBER?

1 3 ENTER

XX XX XX XX XX

4H XX XX XX XX

4H 3C XX XX XX

4H 3C AH XX XX

4H 3C AH AH XX

The computer will display:

4H 3C AH AH KH (beep)
1 PAIR
PAYOFF \$50.
TOTAL Winnings \$50.

You type:

[ENTER]
[ENTER]
[ENTER]
[ENTER] (for another hand)

Each time you select one of these sets, you will hear a "Beep" sound and be awarded with a payoff of \$50. Total payoff and your total "Odds" will update after each hand. If you want to play again, just select another set.

Sample Game

The computer will display:

4C 3S 2D 5H
1 PAIR
PAYOFF \$50.
TOTAL Winnings \$50.

You type:

4C 3S 2D 5H
1 PAIR
PAYOFF \$50.
TOTAL Winnings \$50.

Numguess

Do you ever get the feeling that you have just had a psychic experience but dismiss the occurrence as "simply a coincidence?" If this is the case, and you would like to put your extrasensory perception to the test, Numguess is probably something you will enjoy.

Perhaps you don't believe in ESP. If not, a very logical way to outsmart Numguess is to use your powers of deductive reasoning to determine the three, four, or five numbers hidden inside the computer's memory. Using this technique, pencil and paper are de rigueur, in contrast to relying on a crystal ball or voodoo.

The best way to master the game is by utilizing both your sixth sense and deductive reasoning.

The difficulty of Numguess is increased by the fact that you must not only guess the numbers, but also must place them in the correct order. Also, one number may be used more than once in the series. Remember, you are using the numbers 0-9, inclusively.

To start the Numguess game, type **C L O A D** **NUMGUESS** and press **ENTER**. When the prompt sign (>) appears, press **SHFT** then **SPC** to begin. The display will show the name of the game.

Press **ENTER** and the copyright will be displayed followed by a request for you to enter a random number. Type any number, between 0 and 23 million, and press **ENTER**.

The word, INSTRUCTIONS, will then appear on the display. Press **ENTER** after each instruction line. After you have seen all of the instructions, you will then be asked for the skill level. The skill levels are 1, 2, and 3. If you select 1, you will have to guess three digits while putting them into the correct order. If you select 2, you will have to guess and organize four digits. If you select 3, you will have to guess and organize five digits. Sounds difficult? Not for a telepathic terror like you.

For Skill Level, type **1**, **2**, or **3** and press **ENTER**. Then you are asked to make your first guess. Type three, four, or five numbers (depending on the skill level) and press **ENTER**.

The computer will then show you the number of direct hits (correct digit as well as correct placing). Press **ENTER**. Then the display will show the number of indirect hits (correct number but in wrong position). Press **ENTER**. The process will repeat until you have correctly named and placed all of the digits.

The computer will "beep," tell you how many times were required to accurately identify and place the

numbers in order, and then give you a rating. Ratings are: Genius, Above Average, Average, Below Average, and Lots More Practice. The number of guesses per rating varies with the level chosen.

Below is a sample game which may help you in your later endeavors.

Sample Game

The computer will display: **You type:**

> **C L O A D**
 " N U M G U E S S "
 [ENTER]

> **SHFT SPC**
NUMGUESS **[ENTER]**
(C)1981 TANDY CORP.
RANDOM NUMBER? **2 [ENTER]**
INSTRUCTIONS: **[ENTER]**
TRY TO GUESS MY RANDOMLY
GENERATED NUMBER. **[ENTER]**
WHEN YOUR GUESS HAS A
CORRECT DIGIT IN THE
RIGHT PLACE, IT IS A
DIRECT HIT.
A GUESS WHICH CONTAINS
A CORRECT DIGIT IN THE
WRONG POSITION IS
AN INDIRECT HIT.

The computer will display:	You type:
USE HIT DATA TO MAKE	[ENTER]
BETTER GUESSES.	[ENTER]
SKILL LEVEL? (1-3)	1 [ENTER]
ENTER GUESS:	1 2 3 [ENTER]
DIRECT HITS: 0.	[ENTER]
INDIRECT HITS: 1.	[ENTER]
ENTER GUESS:	1 3 2 [ENTER]
DIRECT HITS: 1.	[ENTER]
INDIRECT HITS:	[ENTER]
ENTER GUESS:	4 3 2 [ENTER]
DIRECT HITS: 1.	[ENTER]
INDIRECT HITS: 0.	[ENTER]
ENTER GUESS:	5 3 2 [ENTER]
DIRECT HITS: 1.	[ENTER]
INDIRECT HITS: 0:	[ENTER]
ENTER GUESS:	6 3 2 [ENTER]
DIRECT HITS: 2.	[ENTER]
INDIRECT HITS: 0.	[ENTER]
ENTER GUESS:	6 3 0 [ENTER]
(beep) YOU GOT IT ON GUESS	
#6.	[ENTER]
AVERAGE	[ENTER]
SKILL LEVEL? (1-3)	

Craps

Craps is a game of chance played with dice. During a traditional Craps game, it is not unusual to see a participating gambler shaking and blowing on the dice before they are thrown. Somehow this is supposed to increase the luck of the gambler. A well-known expression said when throwing the dice is, "Come on, baby needs new shoes." Another expression that seems to build the confidence of many players is "Seven come eleven."

It is recommended that you try to contain yourself during the play of the Pocket Computer Craps game and not shake the computer. It might get damaged. You can blow on the computer, but make sure no one is watching. There is no recommendation as to your using the aforementioned gambling table jargon. Yell to your heart's content.

The Two Ways to Win

Being the Shooter, you have two ways of winning at Craps. Each individual "shooter" makes his own bet. The initial roll of the two dice is the "come-out" roll. A "natural" win on a come-out roll is a 7 or 11. Examining a die will show that any two opposite sides will equal 7. You will find that an 11 can only be rolled with the combination of 5 and 6. An

unappealing incident, called "Crapping Out," occurs when you roll and receive a total of 2 (Snake Eyes), 3, or 12 (Boxcars) on your come-out roll.

If you don't make 7 or 11 on your come-out roll, but roll a 4, 5, 6, 8, 9, or 10 instead, you have another chance to win by matching the "shooter's point."

To load the game into the Pocket Computer, type **CLOADMCRAP\$** and press **ENTER**. When the prompt sign (>) appears, press **SHFT** then **SPC**. The game's name and the copyright will be displayed, followed by one menu line (INIT BANKROLL-SHFT A). This option lets you increase your bankroll during a game if you "Crap Out" or fail to match your point.

You are then asked to enter a random number. Type a number between 0 and 23 million, and press **ENTER**. You are then asked to enter a bankroll amount. This can be any amount not over \$5000.00. Type the amount and press **ENTER**. The display will then verify your bankroll by displaying the amount. Press **ENTER** after your bankroll is confirmed.

Your next entry will be a passline bet. This is a bet that is based on your faith that you can make a Natural (7 or 11) on the come-out roll. If you press **ENTER** on the first game in a round, your bet will be 0. If you press **ENTER** and have made a bet in a previous round, your bet will automatically be

entered as the bet of the previous round. You can bet 0 to pass. Type your bet (5 for \$5.00, for example) and press **ENTER**. The display will show, BET CONFIRMED, NOW ROLL.

The Come-Out Roll

Rolling 7 or 11, is an automatic win and will result in your bet being added to your bankroll. Press **ENTER** to continue playing if you win on the come-out roll. Alas, rolling a 2, 3, or 12 is an automatic loss.

Matching Your Point

If you roll a 4, 5, 6, 8, 9, or 10, you can continue and attempt to match your point. Matching the shooter's point will obtain your bet. The display will show, YOUR POINT, and the roll amount you must match to win. For instance, if on the come-out you roll a 4, you get to roll again and try to match the 4.

Press **ENTER** and you will be asked to either enter an odds bet or 0. If you enter an odds bet and fail to match your point, you will lose the entire wager. Matching certain points will give you different odds. The chart in the next column lists the payoff on your odds bet only, not including your passline bet. Your

win will be the total of your passline bet plus the payoff odds times your odds bet.

If your point is:

4 or 10

5 or 9

6 or 8

Your payoff is:

6 to 3

6 to 4

6 to 5

For instance, if your passline bet was \$2000, and your odds bet is \$1000, winning on point 9 will award you \$3500.00.

To bypass the odds bet, just press **ENTER**. The dice will be rolled again. If you do not match the point, press **ENTER** for another roll. Continue pressing **ENTER** to roll the dice until you match or until you roll a 7. When trying to match points, a 7 rolled before the match is an automatic loss. As you can see, 7 is a low-down, two-faced digit. Also, unlike the come-out roll, 2, 3, or 12 will not be a loss when trying to match points.

We regret to inform you that the Pocket Computer is an expert at detecting any attempts to use "loaded dice." The two large gentleman in the corner will be happy to escort you back to your hotel room if your dice are "funny."

Sample Game

The computer will display:

>

You type:

C L O A D
C R A P S
ENTER
SHFT SPC

>

CRAPS

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INIT BANKROLL - SHFT A

ENTER

GOOD LUCK!

INIT BANKROLL

RANDOM NUMBER?

5 ENTER

ENTER BANKROLL

5 0 0 0 ENTER

BANKROLL= 5000.

ENTER

PLACE PASSLINE BET

1 0 0 0 ENTER

BET CONFIRMED. NOW ROLL

ENTER

COME-OUT ROLL

DICE ARE 5 2

7 OR 11 WINS

WON-BANKROLL= 6000.

ENTER

PLACE PASSLINE BET

2 0 0 0 ENTER

BET CONFIRMED. NOW ROLL

ENTER

COME-OUT ROLL

DICE ARE 6 5

7 OR 11 WINS

WON-BANKROLL= 8000.

ENTER

PLACE PASSLINE BET

2 0 0 0 ENTER

The computer will display:

You type:

BET CONFIRMED. NOW ROLL

ENTER

COME-OUT ROLL

DICE ARE 6 3

YOUR POINT 9

ENTER

ENTER ODDS BET OR 0

1 0 0 0 ENTER

POINT ROLL

DICE ARE 4 4

NOT YOUR POINT

ENTER

POINT ROLL

DICE ARE 6 3

MADE YOUR POINT 9

WON-BANKROLL= 11500.

ENTER (for next bet,
or press SHFT then
SPC to start a new
game)

There are thirty-six possible combinations when you are rolling two dice. You have just seen a few of them.

Appendix A—Making a Backup

A Backup is a tape copy of a program and is an extremely effective method of insuring that an accident or equipment fault will not result in the loss of software. Your first action as owner of the Games II Package should be to make working copies of the original cassette(s) and then put the originals away in a safe place.

Although it may be possible to make direct copies using two cassette recorders or on cassette duplicating equipment, the most reliable method is to use the computer itself to make the Backups. Also, for frequently used programs, you may wish to put them on separate cassettes for easier loading. Here are step-by-step instructions for making a Backup:

1. Connect the Cassette Interface to the cassette recorder and install the computer in the Cassette Interface.
2. Place the cassette containing the program(s) to be copied in the recorder and either rewind the tape to the beginning or position the tape to a blank area just prior to the desired program. Place the recorder in the "Play" mode. It is recommended that the volume control setting be between 8 and 10 on your recorder. If your recorder has a tone

control, set it at maximum treble.

3. Turn on the computer, make sure that it is either in the DEF mode or RUN mode and type in: **C L O A D " name "** (name refers to the name of the program to be copied). To make absolutely sure that the program has loaded correctly, use the loading verification procedure as described in the sixth instruction of this appendix.
4. When the program has been loaded into the computer and the cassette has stopped, remove the cassette and replace it with the cassette which is to receive the program copy. Either rewind the tape to the beginning or position it to the point where the copy is to start. You should leave about ten seconds of blank space if the copy is to follow another program on the same cassette. Place the recorder in the "Record" mode.
5. Make sure that the computer is in either the DEF or RUN mode and type in: **C S A V E " name "**. The recorder will save your program.
6. Now rewind the cassette to the blank space just prior to the program, put the recorder into the "Play" mode and type in: **C L O A D ? " name "**.

This is the computer's verifying function. The recorder will start and compare the cassette copy

with the program in the computer's memory. If the copy is good, the recorder will stop at the end of the program and the prompt sign (>) will reappear on the display. If an error occurred during the verification, the display will show an error message such as:

5.....

If the error message appears on the display, check the recorder volume setting and try the CLOAD? function once more. If you still get an error, the tape copy is probably damaged. Use the CSAVE function once more and verify the load. It is recommended that you use Radio Shack Supertape or TRS-80 certified cassettes for backing up your Pocket Computer programs.

7. Backup each program using Steps 1 through 6 above.
8. Put the original cassettes away in a safe place and use them **only** for making working copies.

Appendix B—Maintenance

Maintenance of your Pocket Computer System is not difficult. Attention to the simplest points listed below should provide the best reliability and satisfaction:

1. Keep your program cassettes in their boxes when not in use. Do not expose cassettes to temperature extremes or magnetic fields. **Never** touch the exposed surface of the tape on the front edge of the cassette.
2. Clean and demagnetize the tape heads in the recorder at regular intervals. Follow the recommendations in the cassette recorder's manual.
3. The most reliable loading and saving is achieved by operating the cassette recorder on AC current, rather than batteries.
4. Use only fresh alkaline-type batteries in the recorder and Cassette Interface when operating your system away from AC current.
5. Always press the recorder's "Stop" key immediately after loading or saving a program. This will release the pressure on the rubber roller which pulls the tape and prevent the roller from

developing a permanent "flat" at the point of contact with the tape.

- 6. Always** turn the computer OFF before installing it in or removing it from the Cassette Interface.
- 7. After** removing the computer from the Cassette Interface, be sure to reinstall the protective plug to keep dirt out of the connector on the computer. Never touch the exposed parts on the Cassette Interface.

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NOTE: Good data processing procedure dictates that the user test the program, run and test sample sets of data, and run the system in parallel with the system previously in use for a period of time adequate to insure that results of operation of the computer or program are satisfactory.

RADIO SHACK  **A DIVISION OF TANDY CORPORATION**

U.S.A.: FORT WORTH, TEXAS 76102

CANADA: BARRIE, ONTARIO L4M 4W5

TANDY CORPORATION

AUSTRALIA

**280-316 VICTORIA ROAD
RYDALMERE, N.S.W. 2116**

BELGIUM

**PARC INDUSTRIEL DE NANINNE
5140 NANINNE**

U. K.

**BILSTON ROAD WEDNESBURY
WEST MIDLANDS WS10 7JN**