Bally®

PROFESSIONAL

Videocade™

CARTRIDGE



BLACKJACK/POKER/ ACEY-DEUCEY 5002

Three all-time card game favorites! The computer stakes you to a thousand dollars and then it's either "get rich quick" or "down the tubes." Authentic 52 card action! For example, in Blackjack you can double down or split, and five cards under 21 is an automatic winner. The computer does the dealing and keeps track of the money. Up to 4 players.



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VIDEOCADE #5002

BLACKJACK/POKER/ACEY-DEUCEY

LOADING INSTRUCTIONS

1. Turn on your Bally Professional Arcade and TV set, then select channel 3 or 4.

2. Connect the hand controls by inserting control #1 into the first jack on the back left side (as you face the front of the Arcade). From left to right, the jacks connect to players 1, 2, 4 and 3.

3. Insert the game cartridge, label side up, into the cartridge slot. Press it down firmly to lock it into position.

4. Press the RESET button, and the menu of games will be displayed.

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BLACKJACK (1 to 4 players)

The object of the game is to beat the dealer's hand by getting your cards to total as close to 21 as possible without going over 21. The values of the cards are as follows:

Ace	1 or 11 points
10 through King	10 points each
2 through 9	face value

STARTING THE GAME

Choose Blackjack by pressing 1 on the keypad or by using remote game selection (pull the trigger on hand control #1, turn the knob until 1 appears on the screen, then pull the trigger again).

Select the number of players (1-4).

PLAYING THE GAME

Each player starts with $1,000. The screen is divided into four sections, with the dealer's cards being shown in the yellow space across the center. At the bottom of the screen, the Arcade will display which player is to bet.

The hand control functions for placing a bet are:

Turn the knob and pull the trigger to bet in tens of dollars. Push forward on the joystick, turn the knob and pull the trigger to bet in hundreds of dollars. Pull the joystick back, turn the knob and pull the trigger to bet in thousands of dollars.

The Arcade will adjust any player's bet if it is over the money he has left.

Once the bets are made, the dealer will deal the cards and ask each player in turn to select one of the following actions:

ACTION	MEANING	MOVEMENT
HIT	Deal another card	Move the joystick FORWARD and pull the trigger
STAND	Do not deal another card	Move the joystick RIGHT and pull the trigger
DOUBLE	Deal another card and double the bet	Move the joystick BACK and pull the trigger
SPLIT	With 1 or 2 players, when a pair is dealt it may be split into two hands and played for the same bet	Move the joystick LEFT and pull the trigger

Cards will then be dealt according to what you entered. If you are dealt exactly 21 points, you will hear the tune, "You're in the Money."

SCORING

When the last player has "busted" (cards total more than 21) or entered "stand," the dealer's hand will be revealed and "hit" until it reaches at least 17. The dealer always stands on 17 or more.

The Arcade then determines the winners (hear a high tone) and losers (hear a low tone), and the correct additions or subtractions are made from each player's money.

The game continues as player #1 pulls the trigger until all players have lost all their money.

STRATEGIES FOR WINNING

When the dealer's hand shows 10, assume he has 20; when his hand shows seven or more, assume he has 10 hidden and "hit" your hand until it is one above that total.

You should normally "stand" on 17 or above and "hit" anything less.

Pairs should normally be "split" as this gives you an extra opportunity to win or break even if one hand loses.

"Doubling" a hand is very risky, but if the dealer has 15 or 16 and your hand can stand a hit, it can be very rewarding.

PLAYING AGAIN

To play Blackjack again, press the RESET button and follow the instructions for starting the game.

ACEY-DEUCEY (1 to 4 players)

Acey-Deucey is known by many different names, one of the most popular being "In-Between." In this game you bet against the pot that the next card dealt will fall between your two cards.

STARTING THE GAME

Choose Acey-Deucey by pressing 2 on the keypad or by using remote game selection.

Select the number of players (1-4).

PLAYING THE GAME

Each player starts with a $1,000 stake with which to bet. To be included in the deal, (and to build the pot), a $10 ante is automatically collected from each player.

Then, two cards are dealt, and players take turns betting against the pot as instructed. A player may pass by betting 0, but will lose his $10 ante.

The hand control functions for placing a bet are:

Turn the knob and pull the trigger to bet in tens of dollars. Push the joystick forward, turn the knob and pull the trigger to bet in hundreds of dollars. Pull the joystick back, turn the knob and pull the trigger to bet in thousands of dollars.

SCORING

The third card is dealt when your bet is entered. If it falls between the first two cards you possess, you win and the amount of your bet is subtracted from the pot (up to the amount of the pot) and added to your stake. The ace is always considered a low card. Ties lose.

If you lose, the amount of your bet will be subtracted from your own Acey-Deucey and added to the pot. As the cards are played, the pot continues to grow as you lose, and goes down as you win.

After all players have bet or when the pot is empty, a new hand is dealt by pulling the trigger on hand control #1. With each new hand, the $10 ante per player is added to the pot and subtracted from their stakes.

A player is eliminated from the game when he has lost all his stake, and the game is over when all players have lost their stakes.

STRATEGY FOR WINNING

Bet $0 on all hands which are pairs or consecutive numbers. Increase your bets when the difference between the two cards in your hand becomes greater.

PLAYING AGAIN

To play Acey-Deucey again, press the RESET button (or pull the trigger on hand control #1) and follow the instructions for starting the game.

POKER (2 to 4 players)

This is Poker--the 5 cards up, 3 draw maximum version--where you go from rags to riches or riches to rags, depending on the draw.

STARTING THE GAME

Choose Poker by pressing 3 on the keypad or by using remote game selection (pull the trigger on hand control #1, turn the knob until 3 appears on the screen, then pull the trigger again).

Select the number of players (2-4).

PLAYING THE GAME

Each player starts with a $1,000 bankroll. The screen is divided into four sections, with the dealer's cards being shown in the yellow space across the center. The instructions for each player are shown at the bottom of the screen.

The hand control functions for placing a bet are:

Turn the knob of the hand control to select the desired amount and pull the trigger. One hundred dollars is the highest bet at one time. All bets are in multiples of $10.

It is also possible to "fold" (not play that hand) by not betting or by not matching another player's raise (higher bet).

After all betting is completed, players are allowed to draw cards. The cards automatically appear, one at a time face down in the yellow space between the #1 and #2 players.

Each player chooses the card(s) which he wants by pulling the trigger when the card in the order appears. The 1st card shown would replace the 1st card in your hand, if you choose it; the 2nd would replace the 2nd etc. For Poker, the ace is always high.

When all choices have been made, the new cards appear in each player's hand and the winner is determined. The winner's bankroll is increased by the amount bet, and each loser's bankroll is decreased by the amount he bet.

Pull the trigger on hand control #1 to deal a new hand. The game continues until all players except one have lost their bankrolls.

SCORING

Since normal poker rules apply, the hands rank in the following order:

#1	Royal Flush (the top five cards of any one suit).
#2	Straight Flush (any five cards of any one suit in numerical sequence).
#3	Four of a kind (the odd card does not matter).
#4	Full house (three of one number and two of another).
#5	Flush (any five cards of one suit, not in sequence).
#6	Straight (any five cards in sequence but not of the same suit).
#7	Three of a kind (the odd cards do not matter).
#8	Two pairs.
#9	One pair.
#10	High card (when no pairs or better appear).

In case of two or more hands holding the same rank, the highest value of the ranking cards wins (example: AAA-22 beats QQQ-JJ). If there is still a tie (one or two pairs), the player with the highest value odd card wins.

PLAYING AGAIN

To play Poker again, press the RESET button (or pull the trigger on hand control #1) and follow the instructions for starting the game.

LIMITED WARRANTY

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