

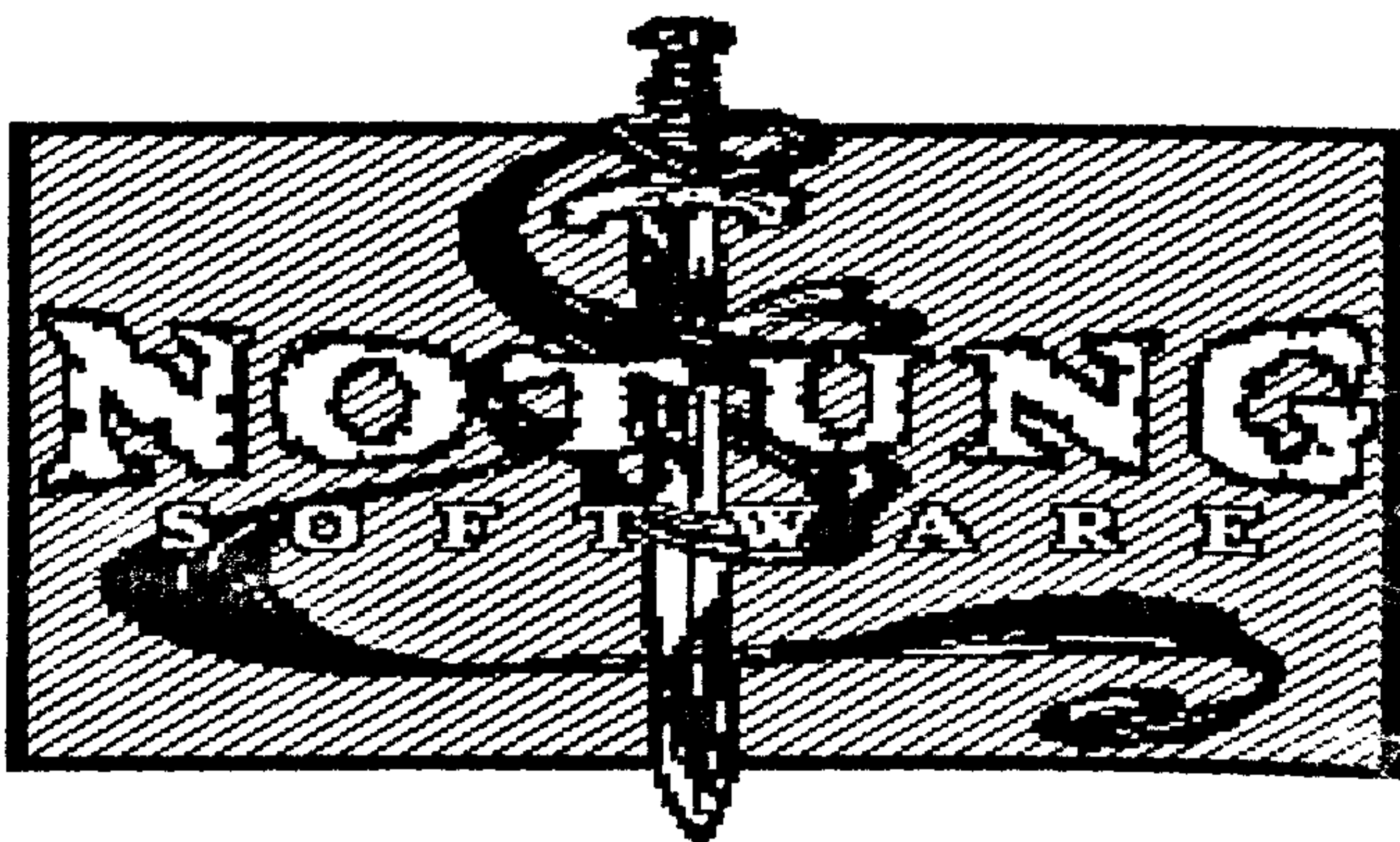
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This package is dedicated to
my Father,
R. Keith Gilliland,
It's a couple years late, but thanks for being
so patient!

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An Overview

TI CASINO was designed to simulate a Casino gambling experience without quite as much damage to your pocket-book. On the disk, it is possible to play multiple games with the same money and even cash in at the end of a session, receiving a printed check. The play has been made as easy as possible, so you don't have to be swallowed in this rather large manual. However, you'll find the manual interesting reading with it's Games Histories and Betting Strategies.

Loading the Program

TI Casino loads in TI EXTENDED BASIC. You also need a 52K Card, joysticks and an optional Printer. TI Casino comes in two Versions; On one DSSD (720 Sector format) and on two SSSD (560 Sector format, labeled "A" and "B") Disks. Insert the Disk (or Disk "A") into DSK1 and run Extended Basic. You will then be prompted to either press the FIRE BUTTON of either joystick. Do so and turn off Alpha Lock. The Title and Music will then Load and Play. To escape early from this, press FIRE.

Idiosyncrasies

Here's a couple quick things before we begin. TI Casino is almost completely menu driven. Your selection on the menu is always represented by a red dot being to the left of your choice. To change the selection, move the joystick up or down. Also, in betting a cash amount, the dollar amount go up and down in single increments by moving the joystick up or down. Moving the joystick sideways makes

makes the dollar amount increase and decrease more rapidly.

The Lobby

Upon entering TI Casino for the first time, or with an empty wallet, you will completely bypass the Lobby and go straight to the Cashier. If you do, in fact, have money, a bird's eye view of the Lobby will appear.

First, a quick rundown on what you see on the screen. You'll notice 8 boxed areas labeled with various Casino games such as "Blackjack" and "Crap Tables". These are the Gambling Tables. On the lower left-hand side of the screen is a graphic representation of your chips. TI Casino has three different denominations of chips; \$10,000 (blue chips), \$100 (red chips), and \$1 (grey chips). The equal sign and the number to the right of it, refers to how of each type of chip you have. Directly above the Chips is the Cashier box. Inside the white box is the actual amount of money your chips are worth. Also you'll notice a Hand in the box. This is your cursor. You may move the cursor everywhere on the screen, but if you move it on top of one of the Gambling Tables and press FIRE, TI Casino will clear a place for you at the desired table so you can play that game. If you press FIRE while in the Cashier's Box, you will go to the Cashier. Pressing FIRE in the Chips area does nothing.

The Cashier

There are several things you can do at the Cashier's. Go to the Credit Office, Readyteller, Return to the Lobby or Leave TI Casino. If you have no money,

you'll want to go to the Credit Office.

In order to play TI Casino, you'll need money. TI Casino, you'll find is one of the most friendly lending intuitions around. They love to lend you money, the more the better! So if you have no money, or less than \$100 why not APPLY FOR CREDIT. TI Casino lends in generous \$1000 loans.

Now suppose, you've had an incredible lucky streak and made \$5000. You can go to PAY OFF LOAN and either PAY OFF LOAN (handy if you've borrowed several \$1000) or PAY OFF \$1000. Then you can go back to gambling with a clear conscience since you'll be playing with your own money.

Readyteller allows you to Deposit Winnings (Save Game), Withdraw Winnings (Load old Game), and Print a Check. If you were to print a check, let's say for that \$2000 you won ("\$2000! I thought it was \$5--" "Remember you paid the original \$1000 back"), then you would select Print a Check. The next option allows you to change your printer device name. Default is PIO. If you so decide to change it, don't worry about Alpha Lock, TI Casino, will make your lowercase into uppercase. At the next menu, you will be asked to enter your name. Do so, like this: IGRATE GAMBLER, and press ENTER. Then enter the date like this: 29 FEBRUARY 1991, and press ENTER. TI Casino doesn't like certain characters like commas and will not allow you to type them in. Give the printer a minute and you'll have your check. TI Casino will also remove your chips as payment, so if you wish to continue playing you must go back to the Cashier.

In order to exit TI Casino properly, use the LEAVE TI

CASINO option. If you exit by other means and then try to reload TI Casino again, you will find TI Casino remembers who you are and bring you straight to the Lobby or Cashier. It also, just like your creditors, remembers how much you owe...



ACEY DEUCEY



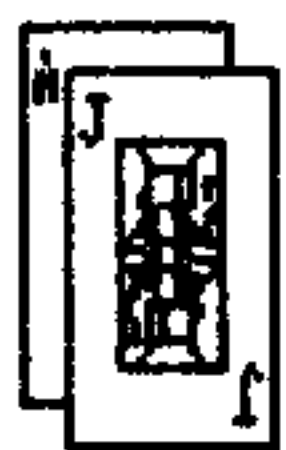
BEFORE anyone calls foul, I know that Acey Deucey is not a normal Casino game. I have, however, run across it once at a "Casino Night" which was my inspiration to put it in TI Casino. Acey Deucey has been a popular "poker night" game as well. It has been called "Between the Sheets" and "Red Dog" as well.

PLAYING ACEY DEUCEY at TI Casino

THE Object of Acey Deucey is simple-- to get as many cards between the first two cards as possible. For instance, if an ACE and a 9 is drawn, the Ace is considered low, the 9 high. You will be dealt one card immediately, if the card is between the Ace and 9, you win your original bet back. If the card is higher than 9, lower than the Ace (which it couldn't be), or ties either, you lose.

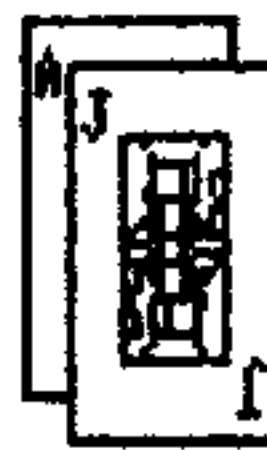
If you win you will be prompted to either GO FOR IT or BAIL OUT. Here's where the money is made. Let's say the first card between the sheets was a 7 and you bet \$50. So you have an Ace-7-9 and your original bet back. You decide to GO FOR IT. What luck, you drew a 2! You now have \$150 (you're up \$100). You decide better to be wiser than richer and BAIL OUT. The \$150 is tallied with your cash total and you can restart again Chopefully getting an ACE-KING spread. For those hind-sighters,... let's say up didn't BAIL and drew another card, it was a 6, now you're at 10 to 1 odds and at \$500. You go for it again and draw an Ace. Sorry Charlie-- you lose it all!

Acey Deucey may seem impossible to play at times, you'll go through some devastating losing streaks. You'll find though, that one 5 card hand at 50 to 1 will have you swearing it's the best game at the Casino.



BLACKJACK

(Also Known as "Twenty One")



AFTER Johann Gutenberg printed the first deck of cards in Germany, 1440, gambling spread quickly throughout Europe. Most games involved trying to reach a particular total. Baccarat appeared in 1490 in Italy with it's players striving to reach the magic number nine. Other games, such as Seven and a half, soon followed, in which the players would lose if they went over a certain total. It is believed that Blackjack evolved from these games.

Beginning in 1827, Casinos began to flourish. In France, the game of "Trente et Quarante" (30 and 40) became extremely popular. This game evolved into "Vingt et Un" (20 and One). And in 1875, this game crossed the Atlantic and became known as "Twenty-One" in the American "Hoyle's Book of Games".

In 1910, tables for "Twenty-One" were offered in Evansville, Indiana at the local Casinos. Acceptance was slow, so many Casino flavored the game's appeal. Odds of 5 to 2 were paid for any 21 and 10 to 1 for any Ace and Jack of Spades or Clubs combination. The name, "Blackjack", stuck. Unfortunately, the 10 to 1 odds, didn't.

By 1931, Blackjack had become a staple of the Casino, beating out Faro for third place. In 1955, it had climbed in to the number two slot and today, Blackjack, is enjoyed as America's favorite Casino game.

PLAYING BLACKJACK AT TI CASINO

BBLACKJACK requires probably most player decisions than any other Casino game. It has perhaps the best odds, 49 to 51, in the Casino's favor, of course. The object is simple. The person with the closest total to 21, without going over that amount, wins. All face cards count as 10's, and Aces can be counted as 11 or one, depending on the player's preference.

At the Blackjack Table in TI Casino, you must first place a bet from \$2 to \$100. The cards will then be shuffled. TI Casino uses a Four Deck Shoe (208 cards), to limit the talents of professional card counters. The Dealer then deals two cards to each player. The player's cards and Dealer's last card are dealt up.

INSURANCE, ANYONE?

If the Dealer has an Ace showing, you be asked if you want Insurance. Insurance costs half the amount of your bet and what it does is to protect your bet against that possibility the Dealer has 21. When the Dealer reveal his cards, if in fact he does have 21, then Insurance would return your bet. If he doesn't have 21 you lose the money you set on Insurance and the winning hand decides the fate of your original bet.

Once you do get your cards, you'll notice their total at the top of the menu area. TI Casino assumes you want your Aces to be worth 11. If you go over 21 and have an Ace it will revert back to an One. (Eg. You are dealt a 5 and an Ace, thus your total is 14. You hit and get a 9, the Ace turns back to an One and your total is 13. You hit again, you get an Ace. Talk about lousy luck! This Ace will stay an One

because 13+11=Busted. Your total turns to 14. You decide not to push your luck and stay with the 14. In case you were curious, the dealer did draw a Jack and busted. Aren't you glad you stayed?)

HIT

If you wish another card select "HIT" on the menu. If your total remains 21 or under, you are free to hit as many times as you desire.

STAY

If you're happy with your current card point total, then select "STAY" and let the Dealer play out his hand.

DOUBLE DOWN

If your first two cards total to a 9, 10 or 11 you may wish to "DOUBLE DOWN". In Doubling Down, you must double your original bet and receive only one additional card (Banking on it being an Ace or Face Card). The Dealer then plays out his hand.

SPLITS

If your first two cards are of the same value such as a 9 ♦ and a 9 ♠, then you may wish to "SPLIT" the cards. In Splitting the cards, you double your original bet and receive two additional face-up cards, thus making two hands instead of the original one. You can now play each of these hands much like your original one, either Hitting, Staying or Doubling Down. In TI Casino, you cannot split a split (simply because the screen isn't big enough). After the Dealer plays his hand, each split hand will be valued on it's own merits.

THE DEALER AND THE PAYOFFS

The Dealer will play his hand until his card total is 17 or over. He cannot Double Down, Split and must hit on a "soft" 17 (3 or more cards). He may not draw more than 5 cards either.

Blackjacks (a "Hard" 21), are paid off 3 to 2. In ties, it becomes a "Push" in which your bet is returned to you. A "Hard" 21 will break a tie for either side. A total over 21 or less than the Dealers' will lose your bet. Beating the Dealer's hand pays One to One.

PLAYING STRATEGY for a FOUR DECK SHOE

Player's Hand	Dealer's Up-Card
5-8	Always Hit
9	Double Down if 5-6, otherwise just hit
10	Double Down if 2-9, hit on a 10 or Ace
11	Double Down if 2-10, hit on an Ace
12	Stay on 4-6, otherwise hit
13	Stay on 2-6, otherwise hit
14	Stay on 2-6, otherwise hit
15	Stay on 2-6, otherwise hit
16	Stay on 2-6, otherwise hit
17-21	Always Stay

CASINO **CRAPS**

TODAY'S Casino game of Craps as evolved over thousands of years and is inextricably interwoven with the development of humanity. It is believed that prehistoric man cast six-sided bones which came from the ankles of clove-footed animals. In the mythology of Egypt, Greece and Rome, there are many mentions of how the Gods amused themselves at dice, and how their totals would decide the fate of the world. Dice have been found in the burial chambers of Egypt and the ash-covered homes of Pompeii. From have been used by Pharaohs and Caesars for amusement, gain, divination and even judicial decisions. When Julius Caesar marched his troops across the Rubicon against the will of the Roman Senate, he exclaimed, "lacta alea est" (The die is cast).

The Craps we know today can be traced the Crusades in the 12th century. Tosses of a 2, 3, or 12 were referred to a "Crabs". It wasn't until the early 1800's when these Crabs scurried into New Orleans and became "Craps". It spread quickly on the riverboats and soon replaced Faro as the most popular game. It was John H. Winn who created the "Philadelphia Layout", a close resemblance to today's board.

LAYING THE CRAPS TABLE at TI Casino

CRAPS to most people is a confusing game. To be honest, I never played it before TI Casino because I didn't understand it either. So what I'll try to do here is explain it as easily as I can. It's probably easiest to think of Craps as a game with two parts, the Come-out Roll and the Point Roll.

The COME OUT Roll

The Object of betting on the Come-out roll is simple: If the roller rolls a 7 or 11, he wins. If a 2, 3 or 12 is rolled, he loses and Craps-out. At TI Casino, during the Come-out roll you can bet one of three different ways, Pass (7 or 11 wins), Don't Pass (2, 3 or 12 wins) or no bet at all. To play, select SHOOT CRAPS. From there, if you want to bet Pass or Don't Pass, select PLACE BETS. Once this is done move the joystick up or down to choose Pass or Don't Pass and FIRE to select. You will then be prompted to enter a bet. Do so and then you will be returned to the menu. You'll notice that a Magneta chip will be placed on the Pass or Don't Pass Line. That's right! That's your bet. An important thing to note is that TI Casino will not allow you to add or remove your Pass Line bet unless you leave the Craps Table, Win or Lose. If you choose no to bet or have completed your bets, select READY FOR THE ROLL and "lacta alea est!"

Now if a 2, 3, 7, 11 or 12 is rolled, the Pass and Don't Pass Line bets will be paid-off and your chips will be removed from the table. If a 4, 5, 6, 8, 9 or 10 is rolled, that becomes known as "The Point" which brings us into the Second Part of Craps.

The POINT Roll

In the Point Roll, the rules change a little bit. Now you want to roll anything but a 7. A 7 will crap out. Your objective is to roll the Point number again. Either rolling the Point or 7 will return you to the Come-out Roll again and decide the outcome of your Pass or Don't Pass bets.

The Point is represented by a black © marker placed near the top of the PLACE number field on the board. On each roll, the menu part of the screen will also remind what number your point is.

As the rules did change with the point roll so does the betting strategies. Here is where the real money is made in Craps-- by "Playing the Numbers". There's lots of different betting combinations, but they all fall into two categories, multiple roll bets and one roll bets. The multiple roll bet pay usually less than the single roll bets, but are much safer. Here they are:

Betting the Come and Don't Come Line

Come and Don't Come are exactly like Pass and Don't Pass, which the exception of now you're betting on hitting the Point or Crapping Out with a 7. These bets pay 1 to 1 and are payable upon hitting the Point or Craps (7).

Big Six and Big Eight

When betting Big Six or Big Eight you win when the roll is either a 6 or an 8 respectively. Both bets pay 1 to 1. When winning, the original bet

will stay on the table while the winnings will go directly to your available cash. If you wish to add to it, or remove it, select that same bet again and you will be prompted to do so. If a 7 is rolled you lose your bet. However if the point is rolled, your bets remain in their respective fields, while the game switches over to the Come out roll. These bets will stay inactive until you return to the Point Roll portion of the game.

To PLACE or not to PLACE

Placing a bet is my personal favorite, probably because they have a best Multiple Roll Odds on the board. When placing a number you make money every time that number is rolled. It loses with a 7 just like Big 6 and 8, and goes inactive with the hitting of the Point until a new point is established. If a new point is established and you have PLACED money on that number, it will be returned to you, since Placing the Point isn't considered a very intelligent bet. To PLACE a number using TI Casino, first select PLACE Bet with the joystick and press FIRE. The Red Cursor will now appear in the PLACE 4 area. You can now move the joystick right or left to select the number you wish to place. Press FIRE to choose. You will then be prompted to bet a dollar amount. Placing the 4, 5, 9 or 10 must be bet in \$5 multiples. Placing the 6 or 8 must be done in \$6 multiples. Don't panic if you can't remember that though, TI Casino will only let you bet in correct multiples on PLACE. So why the strange multiples? Well if a 4 or a 10 is rolled, PLACE 4 or 10 pays 9 to 5. If a 5 or a 9 is rolled, PLACE 5 or 9 pays 5 to 7 and if a 6 or an 8 is rolled PLACE 6 or 8 pays 6 to 7. As you can see, PLACE 6 or PLACE 8 pays better than BIG 6 or BIG 8 and is probably a wiser bet!

Playing the Field

My favorite single roll bet is the FIELD. In a Field bet, if the number rolled is 3, 4, 9, 10 or 11, you are paid 1 to 1. If it's a 2 or 12, you're paid 2 to 1. And if it's none of the above, you lose it.

The Hardways

Betting the Hardways is risky but possibly very profitable business. It's a One Roll bet and basically you're betting the dice are going to come up as a selected set of doubles. To play the HARDWAYS on TI Casino, select it on the betting number then position the red cursor on the set of doubles you wish to bet and press FIRE. Then enter a dollar amount for the bet. Here's the odds paid: a Hard One (Snake-eyes) or Hard Six (Box-cars) pays 30 to 1, a Hard Two or Hard Five pays 7 to 1 and a Hard Three or Hard Four pays 9 to 1.

Proposition Bets: Any 7 and Any Craps












Proposition bets are also one roll bets. To some, they are used to protect a portion of their bets in PLACE and the FIELD. For instance, betting a Proposition ANY SEVEN pays 4 to 1, thus laying out \$20 just in case you crap out would pay \$80. ANY CRAPS pays even better, 7 to 1. You bet that the next roll will be a 2, 3 or 12.

Cashing Out and Leaving the Table

Suppose your already late for a appointment and you will have money out on the Craps Table, don't

panic-- just return to the lobby, TI Casino will pull all your chips off the table and return them to you.

Here's a dice layout to show you the odds of rolling any particular number:

2		One Way 1 in 36
3		Two Ways 1 in 18
4		Three Ways 1 in 12
5		Four Ways 1 in 9
6		Five Ways 1 in 7.2
7		Six Ways 1 in 6
8		Five Ways 1 in 7.2
9		Four Ways 1 in 9
10		Three Ways 1 in 12
11		Two Ways 1 in 18
12		One Way 1 in 36



THE Game of Poker is popular throughout the world. It combines the principles of many different card games from Europe and the Orient. In it's present form, however, it is distinctly American in origin. there's hundreds of different variations of Poker; Closed Poker, Stud Poker, Lowball, Hi-Low, Baseball, Football... to name a few.

PLAYING DRAW POKER at TI Casino

IN TI Casino's Draw Poker, you are dealt 5 cards face-up. The object of the game is to get the best Poker Hand possible. You will be paid odds depending on the value of your hand. In a pair, you must have JACKS or Better to win. I'll explain each winning combination in detail in just a little bit...

Now in order to play, you must select PLAY DRAW POKER on the menu. You will then be prompted to bet an amount from \$5 to \$100. The cards will then be shuffled and your hand will be dealt. Now, you may DISCARD up to all five cards if you wish by positioning the "7" symbol at the card you wish to discard. To position the cursor, move the joystick UP or DOWN. To discard the unwanted card, move the joystick sideways. If you change your mind, go and position the cursor on the marked card, then move the joystick sideways again. When you are ready to discard all your unwanted cards, press FIRE and new cards will be dealt to you, replacing the discards and hopefully

improving your hand.

Okay, here's the Hands that pay-off from worst to best:

JACKS OR BETTER pays 1 to 1

One pair is any two cards of the same rank. A pair is dealt to a player about twice in every 5 hands. In TI Casino, only a Pair of Jacks or better (Queen, King, Ace) will win. A pair is the only hand the Jacks or better rule applies to. The payoff is 1 to 1.

TWO PAIRS pays 3 to 1

Two pairs are two cards of any one rank and two cards of any other rank, with one unmatched card. For example, a hand on 2-5-8-5-2, would be Two Pairs, 5's over 2's. The payoff for two pair is 3 to 1.

THREE OF A KIND pays 5 to 1

Three of a Kind or Triplets are three cards of the same rank, with two remaining non-matching cards. For example, a hand of 5-7-K-5-5, would be three 5's, or Three of a Kind which pays 5 to 1.

A STRAIGHT pays 10 to 1

A Straight is any five cards in sequence, but not all of the same suit. Some Straights are higher than others such as with a Royal Straight, A-K-Q-J-10, which would beat normal straight, 3-4-5-6-7. TI Casino makes no judgement however between Royal and Normal Straights. All Straights pay 10 to 1 odds.

A FLUSH pays 15 to 1

A Flush is achieved when all five cards from your hand are of the same suit. For instance, on your first hand, you get a 2♦-6♦-J♥-9♦-8♦. If you were trying for a Flush, you'd discard the J♥. Congratulations, you drew a A♦! A Flush pays 15 to 1 odds.

A FULL HOUSE pays 20 to 1

A Full House is a combination hand. It's a pair and Three of a Kind. For example, a hand of 5-5-7-5-7, is a Full House, 5's over 7's. A full house pays off at 20 to 1 odds.

FOUR OF A KIND pays 50 to 1

Four of a Kind is four cards of the same rank, with one remaining unmatching card (Since there's nothing wild, something's up if it is matching!). Four of a Kind is not easy to get and the odds reflect it, at 50 to 1.

A STRAIGHT FLUSH pays 100 to 1

The highest hand in Draw Poker is a Straight Flush. This too, is a combination hand. You must meet all the requirements of both a Straight and a Flush. The highest hand you could have in Draw Poker is a Royal Straight Flush, however again, TI Casino makes no special ranking for that. Getting a Straight Flush is a miracle in it's self and the odds reflect that, paying a handsome 100 to 1.

BETTING STRATEGIES for DRAW POKER

It doesn't help much to know the chances of being dealt a straight flush or a full house or even a pair. But it does help to know the odds against improving any particular hand. The odds for the most frequently encountered situations are given below:

Draw	Result	Odds Against
Three cards to a Pair	Two Pairs	5.25 : 1
	Triplets	7.75 : 1
	Full House	97 : 1
	Four of a Kind	360 : 1
	Any Improvement	2.5 : 1
Two cards to a Pair & Ace	Aces up	7.5 : 1
	Another Pair	17 : 1
	Total Two Pairs	4.75 : 1
	Triplets	12 : 1
	Full House	120 : 1
	Four of a Kind	1080 : 1
	Aces up or better	4 : 1
Two cards to Triplets	Any Improvement	2.75 : 1
	Full House	15.5 : 1
	Four of a Kind	22.5 : 1
	Any Improvement	8.6 : 1
One Card to Triplets	Full House	14.6 : 1
	Four of a Kind	46 : 1
	Any Improvement	10.75 : 1
Four to an Ace	Aces or better	3 : 1
	Two Pairs or better	11 : 1
	Aces up or better	14 : 1
3 to A-K (1 suit)	Two Pairs or better	12 : 1
2 to a 3-Str-Flsh (such as J-10-9)	Two Pairs or better	7.5 : 1
	Straight or better	11 : 1
	(Q-J-10 or 4-3-2) Straight or better	13.5 : 1
	(A-K-Q or 3-2-A) Straight or better	20 : 1



KENO



Two to a Straight (open-end)	Straight	22 : 1
Two to a Flush	Flush	23 : 1
One to two pair	Full House	10.75 : 1
One to a four-flush	Flush	4.25 : 1
One to a straight (open-end)	Straight	5 : 1
(inside)	Straight	10.75 : 1
One to a straight-flush		
(open-end)	Straight Flush	22.5 : 1
	Straight or better	2 : 1
(inside)	Straight Flush	46 : 1
	Straight or better	3 : 1

KENO's Origin has been lost in time, however the idea of picking a number between a low and high number has been a popular gambling theme for thousands of years. Bingo and Lotto, I sure are brother and sister to Keno. Keno is played everywhere at Las Vegas. I played in at Restaurants, lounging in the bar and even while playing Blackjack!

PLAYING KENO and DINING at TI Casino

THE Game is KENO is easy. You select from 1 to 15 numbers between 1 and 80. Then, "The House" selects 20 numbers randomly. Depending on how many numbers you selected and were chosen by the house, decides your pay-off. At TI Casino, our KENO game is at Jocko's Green Parrot Restaurant. You can either have dinner and play or just play in the lounge. I won't ruin the dinner surprises in store—the menus are easy enough to figure out without my notations here. But I will say that pressing the "W" key at either a Booth or the lounge before selecting a Keno Card at the \$1-\$5-\$10 Menu, will call the Waitress to your table. And please note, anything you do order, you will be expected to pay for!

Playing Keno is easy. First, select a Keno Card (\$1-\$5-\$10). You will then be prompted to select your Keno number(s). Move the joystick anywhere across the field of green numbers. To select a number, press FIRE. This will turn the number RED. If you change your mind, press FIRE over it again and it will turn back to Green. The House will not let you pick over 15 numbers and if you try, they will provide you from a rather annoying honking sound. When you've chosen

your number(s), press the SPACE BAR, and the game will begin. Losing (unpicked numbers) will appear with a short honking sound and a white background. Winning numbers will turn White with a Dark Blue background and make a fitting fanfare for your triumph. At the end of the game, provided you've picked the right numbers and enough of them, you will be awarded your winnings. If you play another game, you will be prompted with a PLAY SAME NUMBERS AGAIN? It does what it says.

Here's the pay-offs for KENO:

PLAYING 1 NUMBER

	1
\$1 CARD	3
\$5 CARD	15
\$10 CARD	30

PLAYING 2 NUMBERS

	1	2
\$1 CARD	2	6
\$5 CARD	10	30
\$10 CARD	20	60

PLAYING 3 NUMBERS

	1	2	3
\$1 CARD	0	2	5
\$5 CARD	0	10	25
\$10 CARD	0	20	50

PLAYING 4 NUMBERS

	1	2	3	4
\$1 CARD	0	2	5	25
\$5 CARD	0	10	25	125
\$10 CARD	0	20	50	250

PLAYING 5 NUMBERS

	1	2	3	4	5
\$1 CARD	0	0	3	10	35
\$5 CARD	0	0	15	50	175
\$10 CARD	0	0	30	100	350

PLAYING 6 NUMBERS

	1	2	3	4	5	6
\$1 CARD	0	0	2	6	20	50
\$5 CARD	0	0	10	30	100	250
\$10 CARD	0	0	20	60	200	500

PLAYING 7 NUMBERS

	1	2	3	4	5	6	7
\$1 CARD	0	0	0	3	8	35	85
\$5 CARD	0	0	0	15	40	175	425
\$10 CARD	0	0	0	30	80	350	850

PLAYING 8 NUMBERS

	1	2	3	4	5	6	7	8
\$1 CARD	0	0	0	0	3	12	50	135
\$5 CARD	0	0	0	0	15	60	250	675
\$10 CARD	0	0	0	0	30	120	500	1350

PLAYING 9 NUMBERS

	1	2	3	4	5	6	7	8	9
\$1 CARD	0	0	0	0	2	3	15	75	200
\$5 CARD	0	0	0	0	10	15	75	375	1000
\$10 CARD	0	0	0	0	20	30	150	750	2000

PLAYING 10 NUMBERS

	1	2	3	4	5	6	7	8	9	10
\$1 CARD	0	0	0	0	3	8	15	35	100	350
\$5 CARD	0	0	0	0	15	40	75	175	500	1750
\$10 CARD	0	0	0	0	30	80	150	350	1000	3500

PLAYING 11 NUMBERS

	1	2	3	4	5	6	7	8	9	10	11
\$1 CARD	0	0	0	0	2	4	8	15	50	200	500
\$5 CARD	0	0	0	0	10	20	40	75	250	1000	2500
\$10 CARD	0	0	0	0	20	40	80	150	500	2000	5000

PLAYING 12 NUMBERS

	1	2	3	4	5	6	7	8	9	10	11	12
\$1 CARD	0	0	0	0	0	2	3	10	20	60	300	700
\$5 CARD	0	0	0	0	0	10	15	50	100	300	1500	3500
\$10 CARD	0	0	0	0	0	20	30	100	200	600	3000	7000

PLAYING 13 NUMBERS

	1	2	3	4	5	6	7	8	9	10	11	12	13
\$1 CARD	0	0	0	0	0	2	2	3	5	18	80	400	1000
\$5 CARD	0	0	0	0	0	10	10	15	25	90	400	2000	5000
\$10 CARD	0	0	0	0	0	20	20	30	50	180	800	4000	10000

PLAYING 14 NUMBERS

	1	2	3	4	5	6	7	8	9	10	11	12	13	14
\$1 CARD	0	0	0	0	0	2	2	3	5	10	25	100	600	1500
\$5 CARD	0	0	0	0	0	10	10	15	25	50	125	500	3000	7500
\$10 CARD	0	0	0	0	0	20	20	30	50	100	250	1000	6000	15000

PLAYING 15 NUMBERS

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
\$1 CARD	0	0	0	0	0	0	2	5	10	15	25	50	300	1000	5000
\$5 CARD	0	0	0	0	0	0	10	25	50	75	125	250	1500	5000	25000
\$10 CARD	0	0	0	0	0	0	20	50	100	150	250	500	3000	10000	50000



ROULETTE

THE Game of Roulette is the oldest Casino game still in existence. There's ample evidence that men have gambled with spinning wheels since ancient times. Ancient warriors spun their shields on their swords. The Romans toppled chariots so they could spin the wheels on their axles. It wasn't until 1765 though, that someone had the sense to make a wheel specifically for gambling. In Paris, a police official, Gabriel de Sartine, created the Roulette Wheel to thwart the crooked games plaguing the city. It had both zero and double zero much like the wheel of today. The single zero wheel was introduced in Bavaria 1842 by Francois and Louis Blanc, which cut the house edge from 5.26 to 2.70%, hoping to draw more business. It did, making it the most popular gambling to this day in Europe.

Roulette came to America through New Orleans in the early 1800's with the Double Zero rules, but to this day hasn't not reached the popularity it has in Europe.

PLAYING ROULETTE AT TI CASINO

THE Roulette Wheel is divided into 38 sections, alternating in color, Red and Black. In addition, the wheel is numbered between 1 and 36 in random order, with

a 0 and 00 at opposite ends. The object of Roulette is simple, you can place a variety of bets on certain number combinations. Once done, the Roulette Wheel is spun and a ball is dropped into the wheel. Once the wheel stops, the winning number and color are decided by where the ball decided to rest. If a 0 or 00 come up, all bets are lost (except if you specifically chose the 0 or 00 as a single number).

To play Roulette at TI Casino you must first select "MAKE SOME WAGERS". If you have already play once you can play "KEEP THE SAME NUMBERS", provided you have the funds to cover the bets. If "Make Some Wagers" is selected, a current bets will be wiped from the Roulette Board allowing you to make a fresh start. The wagers can be bet anywhere from \$1 to \$100

SINGLE NUMBER BETS

When selecting a single number you are betting it will turn up on the next spin of the wheel. You can select numbers 1 through 36 plus the 0 and 00 by mving the joystick up or down. Press FIRE to select. You will then be prompted for the wager amount. Single Number bets pay 35 to 1.

TWO NUMBER BETS

There are 57 different positions you can

play in a Two-Number combo. It making this bet, you are betting that the winning number will be one of two adjoining numbers on the table. For instance, if 3 is the winning number, then the 2-3 and the 3-6 Two-Number combos would win. To play Two-Numbers, position the chip marker on the two number combo desired and press FIRE. You will then be prompted for the wager amount. The payoff is 17 to 1.

FOUR NUMBER BETS

There are 22 different position you can play with Four-Numbers. Four-Numbers plays exactly like Two-Numbers except your odds are far greater of winning. A winning number 20 will payoff combos of 16-17-19-20, 19-20-22-23, 17-18-20-21 and 20-21-23-24 at 8 to 1.

COLUMN BETS

In Columns, you are betting that the number will fall in the First Column (3-6-9-12-etc), the Second (2,5,9,11...) or the Third (1,4,7,10...). The payoff is 2 to 1.

DOZENS BETS

In Dozens, it's much like Columns except you're betting the number will be 1 to 12, 13 to 24 or 25 to 36. The payoff is 2 to 1.

LOW AND HIGH NUMBER BETS

Low and High Numbers are 1 to 1 bets with numbers 1 to 18 being low and 19 to 36 High.

EVEN AND ODD NUMBER BETS

In Even and Odd Numbers, you are betting that the number will be even or odd. The payoff is 1 to 1.

RED AND BLACK NUMBER BETS

Betting Red or Black means you are choosing the color that the Roulette ball will rest on. Red Numbers are 1, 3, 5, 7, 9, 12, 14, 16, 18, 19, 21, 23, 25, 27, 30, 32, 34 and 36. Black Numbers are 2, 4, 6, 8, 10, 11, 13, 15, 17, 20, 22, 24, 26, 28, 29, 31, 33 and 35. The payoff is 1 to 1.

QUIRKS, PAYOFFS and STRATEGIES

Unfortunately, there is no way to display all your bets visually on the TI Screen (Not too surprising when you consider that there is 129 different betting possibilities and TI Casino will allow you to do them all at once!), so we've put in a couple reminders to help your betting strategy. First, when a bet is made, a grey dot will appear to the left of the betting screen area. Also the cash amount betted will appear to the left of the odds on the betting screen area. If more than one

bet is made in the same area (Eg. Two-Numbers: \$10 on 2-3, then Two-Numbers: \$35 on 3-6), it will tally the \$10 and \$35 and display their total, \$45. Secondly, TI Casino keep track of each bet and won't erase your bet if you select it again. (Eg. You bet again on Two-Numbers: 3-6. When you go to place money on the 3-6, the \$35 you already put on the bet will appear and allow you to add or subtract from it.) It is **STRONGLY** recommended that you keep a piece of paper handy to keep track of your bets.

When you've finished placing the bet, select **READY TO PLAY** and the Roulette Wheel will spin and select a winning number. The Roulette Table Crew will then check your bets and pay any winning wagers. After the payoffs you can either play the same numbers again, select new ones or leave the Roulette Table.

Bet Type	True Odds	Payoff Odds
Single Number	37 to 1	35 to 1
Two Numbers	18 to 1	17 to 1
Four Numbers	17 to 2	8 to 1
Columns	13 to 6	2 to 1
Dozens	13 to 6	2 to 1
High or Low	20 to 18	1 to 1
Even or Odd	20 to 18	1 to 1
Red or Black	20 to 18	1 to 1



SLOT MACHINES



THE Slot Machine, or One-Armed Bandit, is a creature of this century, though is probably a descendant of games of chance such as the shell game. It's popularity is due to it's simplicity. Contrary to popular belief, there is no strategy for the Slot Machine. Some players still pump dollars into the machine, insisting it's long over due for a payoff. It doesn't work that way. The three reels in the machine could hit two jackpots in succession just as easily as no jackpot for several hundred pulls. As hard as I try though, I can't convince Ray Kazmer of this!

Las Vegas however claims to pay 97% of the money taken in these One-Armed Bandits out.

Playing the SLOT MACHINE at TI Casino

THE TI Casino Slot Machine is simple to play as the real thing. To play, select PLAY THE SLOTS, a dollar will automatically be deposited and deducted from your cash total. To insert more Silver dollars, press FIRE. Up to \$5 can be played at one time. If you press over \$5, 4 of your coins will be returned. To Play, pull BACK on the Joystick. The cylinders will spin, stop one at a time, and payoff the odds shown on the machine.

The Story of TI Casino

THE Story behind TI Casino goes way back to 1982 when I, an avid video game player ran across a Texas Instruments Home Computer display. I had been thinking about getting a computer at the time but was leaning more towards the Commodore 64. It just happen that TI had a sales representative in the store about the same time my wallet was in the "go for it" mood. The salesman showed me numerous cartridges, but what eventually sold me was the Voice Synthesizer and the fact that now I didn't have to buy any more games, I could write my own. It only took 8 years for that dream to come true!

So I brought the Silver and Black console, and after a week of late night sessions, was writing my own music programs. The unfortunate problem was there was no way to save them! I returned to the TI representative and explained my dilemma. He was happy to help (and make a sale of a tape recorder), and was genuinely surprised to hear I was already programming. He asked me to return with some examples, and I did. He later introduced me to 99er Magazine, from which, I learned much more about programming-- plus it had some cool games I could type in. About 6 months later, I found that extended basic was just about as necessary as the tape recorder was, so I bought that as well. Building my system was a slow process-- I had the PE Box 6 months before I had a disk controller and another 4 months before I had the drive! Back then, a fully expanded PE Box was in the \$600 to \$800 range. And yes, I brought everything about 6 months BEFORE (ouch!) the big price cut. During this time, I continued

to type in 99er Magazine programs and even dare to alter them a bit.

Probably the break-through in my programming style occurred when I brought a modem and became a member of The Source and numerous bulletin boards. Within a few short months of BBS hopping, I was dreaming about being a SysOp, but couldn't, since at that time there were no TI Boards. You can imagine my delight when not one but two adds ran for TI BBSes. At that time, there were two different systems, CALTEX and TIBBS. After a few telephone conversations, I chose CALTEX and became a happy BBS operator (I might add, the first TI BBS operator in Los Angeles). The reason why I consider the BBS part of my TI life important, was that it helped me to make many new TI friends, honed my programming skills and introduced me to User Groups.

I can still remember my first San Fernando Valley 99ers meeting. I was terrified. I expected everyone to be talking in ASSEMBLY CODE. Much to my surprise, the people turned out to be friendly, and not near as intimidating as I expected. (Except for this strange guy named Ray Kazmer -grin-) For the next 6 months or so, I made the rounds to most of the local user groups showing CALTEX Number 9 (also known as "The KBGB BBS" from whence came the first (1985) KBGB Girlie Calendar). The BBS became more and more complex, but I still hadn't written my game!

I grew tired of being a slave to my BBS and closed it down at about 2 years old. I then began to program Fairware. Writing first, the TE-2 Encoder and the Girlie Calendar. Back in August of 1985, I

had written a music program called, "Siegfried's Funeral Music" and even won first place in the Source's programming contest. I rewrote the program using a more efficient programming style and created what was to be the first of numerous Fairware music disks. About the same time, I unlocked a few secrets about the Voice Synthesizer that had fascinated me years before and created the singing disks series, "South Pacific", "Patsy Cline", et al. But still no game.

My life took yet another course when early in 1987, I sold some TI-Artist fonts to Asgard Software for use with a program called, "Font Writer". I quickly wrote a Tunnels of Doom game called "Daring Adventures in Kmart" and more fonts (Artist Fonts D) which were also published through Asgard. The owner, Chris Bobbit, asked me if I'd consider drawing some animals through TI Artist. I asked him what type he's like and he answered, "Anything, use your imagination..." I did, and thus "Disk of Dinosaurs" was born. "Disk of Pyrates" soon followed with a rewrite of a 99er game, but still not really my own.

In Christmas 1989, I gave my Father a 99/4a as a present and in the following months helped him to use it. One of the disks I gave him was a collection of what I considered, the best gambling games on the 99. He did enjoy them, however, asked if there wasn't a way to let him play more than one game with the same money. I told him, I'd think about it. And a week later-- or so, TI Casino was born.

The first part of code was written at a surprising rate. The marquee of TI Casino read "Asgard Software presents a program by Ken Gilliland". By early May 1989, I was half-finished and cocky

enough to show it at the local user groups (confident it would be finished in another month). The marquee had also changed to "A Fairware Program by..." But in late May, however, an emotional disaster struck-- the girl I was to marry in two months time, left me for another man. On hind-sight, it's probably the best thing that ever happened to me, but at the time-- I was devastated. TI Casino was indefinitely shelved.

In October, Steve Mehr and Rodger Merritt convinced me to finish TI Casino and release it with them. So again the Marquee changed to "Comprodine presents..." However, after some disagreements on the flight back from the Chicago Faire the Marquee returned to "A Fairware Program..."

In December, struggling with the emotional mental block connected with finishing TI Casino, I handed the project to Ray Kazmer for help and the Marquee again changed to "Ken Gilliland and Ray Kazmer". For several months we bickered, argued and fumed over differences in programming styles. Finally the Marquee did again change, this time to "Babasoft" (My own company).

While Ray and I were at odds about TI Casino, we did agree to form our own company and thus in August of 1990, "Notung Software" was born. About this time, my girlfriend, Carrie Contreras, saw the half-finished TI Casino for the first time. And from that day until now, has consistently urged me to finish it.

I had anticipated releasing TI Casino at the Chicago Faire '90, but instead chose to finish six packages I had been working on. After all, I wasn't sure I

could finish Casino by the show anyways and wanted something to sell. I did do the mistake of showing my half-finished Casino at the Show and even mentioned it was to be released at Fest-West '91. To make matters worse, Micropedium published that boast. Now, I was going to have to finish the damn thing.

Work began slow, but surprizingly moved along once I got started again. Ray was given a different "working" play-test version literally every night for about three weeks! But finally, it began to fully work and debugging went into full swing. One nightmare remained however, this manual.

A funny thing happened today. It's Saturday, February 9th, exactly one week before the show. Just as I was typing this paragraph, the phone rang. It was my Dad. After the normal "Hello's", "I'm doing fine's", he asked, "Ken, did you ever finish that gambling game?". "It's funny you should ask, Dad..."

His part-time work is full-time love

By DAVID PERRY

Correspondent

From the very first time he picked up a paint brush, Ken Gilliland knew painting would be his lifelong love.

Over the years, that love has strengthened with each finished work and intensified with every subsequent sale.

Now, 15 years after turning professional, the Glendale painter is on a major borderline of his career. He has removed his face from the candy store window and is headed through the door with his first personal exhibit at Gorky's in downtown Los Angeles.

THE ARTS

No big art galleries yet, but as far as the 29-year old artist is concerned, Gorky's (a popular dining and entertainment spot for the hip crowd) is definitely a move in the right direction.

"I have appeared in some street shows," said the Glendale painter, "but this is my first real exhibit. And what I hope to get out of this is some gallery bookings."

Gilliland said the exhibit, which goes from Aug. 22 through Sept. 6, features a series of people paintings using what he calls a loose realistic style.

"I paint very realistically," he said, "but they (the paintings)

look more like paintings than photographs.

"I like to create things. I like to be able to express my own ideas," he continued. "And painting has a lot of advantage over photography in the sense that you can change things any way that you please. I think that's what appeals to me."

The people portrayed in the paintings which will be on exhibit are all friends of Gilliland's caught in moments of still life while at parties. In a way, the works somewhat look like large snapshots only done in oil paint on canvas.

"I like to call them contemporary portraits," Gilliland said. "They're all unorthodox portraits of people, because I not only paint the resemblance, but try to include everything I know about them and feel about them. So hopefully, they come to life on canvas."

Gilliland said that although he's always liked to draw and paint, it wasn't until his early teens that he really caught the bug. It was during that time that he studied for three years under his mentor Dorie McLellan, who taught him the proper techniques for oil painting.

He continued his training on through his high school years at Crescenta Valley and into a summer term at Pasadena's Art Center. At the end of the term, however, the artist opted for Cal State Northridge,

where he later earned his bachelor's degree.

As to the reason for his switch, Gilliland said, "Art Center produces more of a standard product, whereas Northridge (professors) were freer in how they taught. Art Center is good for commercial artists, but not so good for fine artists."

It has been said that to be a true artist, one must first endure a little suffering. Ken, however, would have none of that.

Instead, to support his full-time love, he got a full-time job in the pest control field, while keeping his painting to a part-time business.

Remembering back to the day he sold his first work — a scenery painting of Cypress Point in Carmel which sold for \$250 — Gilliland said it actually hurt him to give it up.

As time went by though, he came to the realization that "once I'm through with a painting, it's no longer mine, but for everybody else."

Yet even with that type of thinking, something happened a few years ago that changed his whole approach to his artwork that still allows him to

pour a little passion into his paintings and keep it there long after they've been sold.

It was at a sidewalk show at Verdugo Park, Ken said that "I realized my paintings were being bought as furniture."

"I wanted to paint paintings that were emotionally true with my audience. The best way I could see to do that was to paint people, because people relate best to people. And of course they have to be life-size, because you're basically confronting another person."

Describing the creation time for each painting as taking anywhere from six hours to six months, Ken said, "It's work, just like everything else. The inspiration just makes it that much easier. But, it's still work."

At present, Gilliland has been spending all his extra time getting ready for the exhibit (there will be a reception 7:30 p.m. on Aug. 23), finishing his paintings and fine-tuning others.

Once it's over, anything could happen for him. But, whatever it is will be fine with Ken. "As long as I'm happy at what I'm doing."



Sources & Credits

Two books that I found invaluable for help with TI Casino were:

PLAY ACCORDING TO HOYLE. by Philip and Andrew Morehead. Signet Classics, New York, New York.

CASINO GAMBLING. by Jerry L. Patterson and Walter Jaye. G.P.Putnam's Sons, New York. New York.

In addition, I wish to credit the following people,...

To my Dad, R. Keith Gilliland, for inspiring me to start this project.

To my Sweetheart, Carrie Contreras, for kicking me in the pants and getting me to finish this project.

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To Jocko and Jackie, my Australian Ring-Neck Parrots, for screaming so much during this project, I almost had Parrot-Stew.

I created TI Casino on a TI-99/4a with extended basic. Software involved to create this project was TI-ARTIST, The INSTANCE CONVERTER (from "Disk of Pyrates" by Asgard) and TPA MDOS (for the manual).