

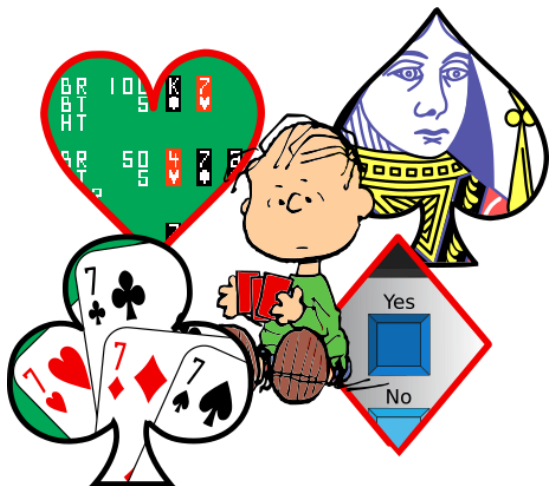
IntelliVision

Intelligent Television

CARTRIDGE INSTRUCTIONS

LI'L BROⁱⁱ

PAC-02 - Poker Games



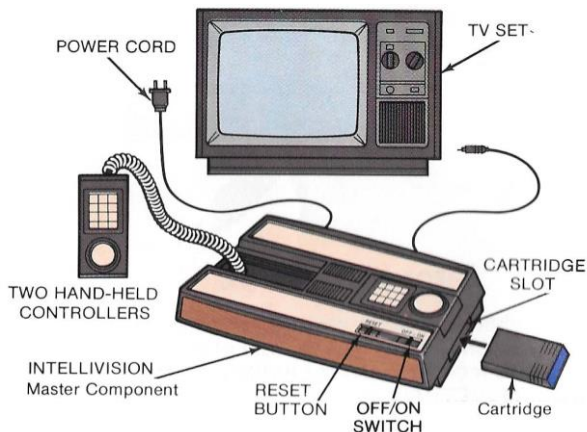
Celebrating 40 years of the Unisonic Champion 2711, the little brother of the Mattel INTELLIVISION and possibly the worst video game console, ever.

(FOR COLOR TV VIEWING ONLY.)

PAC-02 - Poker Games

OBJECT OF THE GAME

Place your pretend bets and watch your simulated bankroll grow or shrink as Lady Luck and your card counting skills dictate!



MAKE SURE:

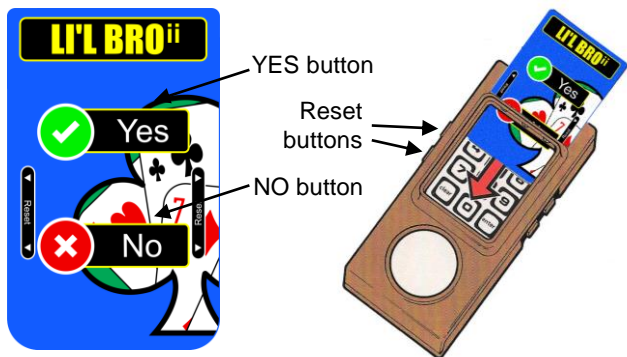
MASTER COMPONENT is connected to the TV set and the power cord is plugged in.

LI'L BROⁱⁱ cartridge is placed firmly in the slot. OK, you can't do that, because there is no LI'L BROⁱⁱ cartridge. Instead, fire up your favourite emulator with the LI'L BROⁱⁱ ROM image.

The LI'L BROⁱⁱ title screen should appear on the TV screen.

ADD OVERLAYS: If you are playing with original controllers, why not print off an overlay or two?

GAME CONTROLS



Alternatively, if you are using the JzIntv keyboard hack file, here is the key layout:

~	!	@	#	\$	%	^	&	*	()	-	=	Delete
Tab	Q	P1 YES	R	T	Y	U	P2 YES	P	{	}		\	
Caps	A	S	D	F	G	H	J	K	L	:	"	'	Enter
SI Reset	Z	P1 NO	V	B	N	M	P2 NO	/	?				SI Reset
Ctrl	Reset	Alt									Alt	Reset	Ctrl

BRING ON THE DISAPPOINTMENT!

Hit the disc or any key to start. The title music will fade and the Intellivision's Li'l Bro will take over.

Prepare to be underwhelmed.



GAME SELECTION

This cartridge contains four variations of Poker. On system start-up the names of the games will be shown in an abbreviated circulating display. This will continue until the players select a particular game by hitting the YES button located on the remote control-select boxes.

The various games are:

SHDN - Showdown poker, a two player game

STD5 - Five card stud, a one player game.

STD7 - Seven card stud, a one player game.

DRAW - Draw poker a one player game.

GENERAL RULES

Betting Control

The betting sequence for all four poker games is the same. At the start of any game each player (or player and computer) is given a bankroll of \$450. Before each hand is played \$5 is anted from each player's bankroll, when a bet is requested the message BET? is displayed besides the betting player's cards. Bets are made in \$5 increments with each depression of the betting player's YES select button, the maximum bet is \$50.

Betting Control cont'd

If a player chooses not to bet or wishes to end his betting sequence, that player's NO select button is depressed. Once a player has bet the other player (or computer) must match that bet to remain in that hand. Not calling a bet constitutes dropping out and the pot is automatically awarded to the other player (or computer). The first depression of the YES button will call a previously made bet. Subsequent depressions of the YES button will raise the bet by \$5 for each hit of the YES button. Raising and re-raising can continue until one player drops out or calls the other player's bet. In man-machine poker games the computer will always call the previous bet, and signal a raise, if any, by emitting a high frequency tone.

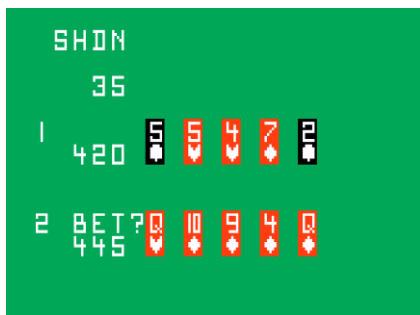
BETTING SEQUENCE EXAMPLE

1. Initial display for Showdown poker prompting player 1 to bet



BETTING SEQUENCE EXAMPLE CONT'D

2. Display after plays bet \$25 by hitting YES 5 times then NO.

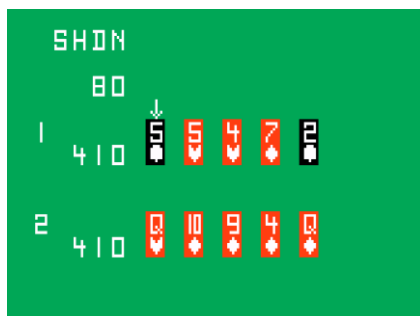


3. Display after player 2 calls and raised \$10 by hitting YES once to call, twice to raise \$10 and NO to check (end).



BETTING SEQUENCE EXAMPLE CONT'D

4. Display after player 1 calls player 2 by hitting YES once then NO to “check” (end).



When a player attempts to place a bet, call a bet, or raise a bet, that will exceed his remaining bankroll, the message BUST is displayed over his bankroll position. The game is ended and after a brief time period, the initial circulating game select mode will reappear.

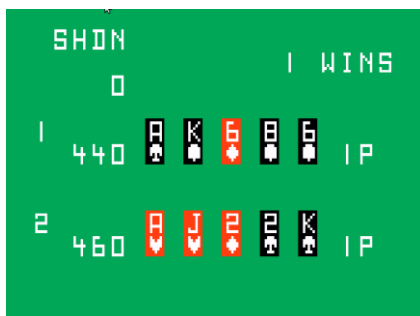
END OF HAND

When hand play and betting are completed, the computer will evaluate the hands, display their rank and indicate the winning hand.

Hand ranks are as follows:

- SF – Straight Flush
- 4K – Four of a kind
- FH – Full House
- FL – Flush
- ST – Straight
- 3K – Three of a kind
- 2P – Two Pair
- 1P – One Pair
- HC – High Card

SHDN – SHOWDOWN POKER – 2 PLAYERS



Since all ten cards are exposed in this game, the object is to bet on how you stand to improve your hand by drawing to it from the deck. This is accomplished as follows.

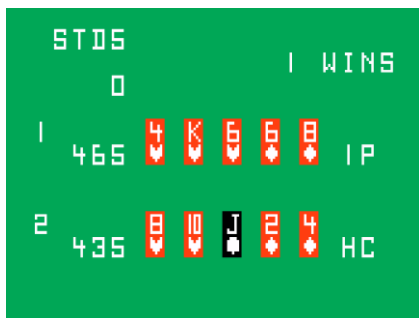
After the betting sequence is completed a down arrow will be displayed above each of the five cards for player 1, then player 2. When the arrow is positioned the appropriate player may keep the card by hitting his NO button or draw from the deck by hitting his YES button.

Up to three cards may be drawn in such a fashion. Care must be taken because the choice to keep or draw a card is given only once for each card in a hand.

After both players complete their draw, the new cards will be turned over, the hands evaluated, and the pot awarded to the winner.



STD5 – FIVE CARD STUD – 1 PLAYER

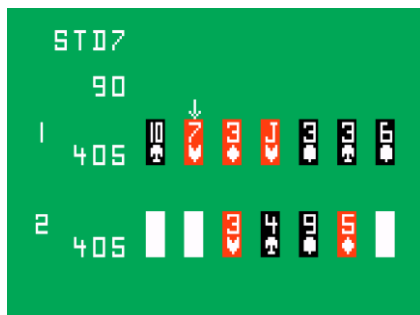


In Stud poker games no draw is made to the final hand. Betting is done after each card is dealt as follows:

Two cards are dealt to the player and the computer, the computer's first card turned upside down. The betting sequence is then entered. After betting, another card is dealt to each, then another betting sequence. This continues until five cards have been dealt and four betting sequences are done. The computer's first card is faced up, the hands are then evaluated and the pot awarded to the winner.



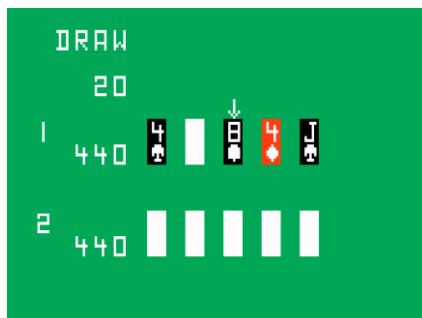
STD7 – SEVEN CARD STUD – 1 PLAYER



In this version of Stud poker three cards are dealt to the player and the computer. The computer's first two cards are turned down. A betting sequence is entered and computed as in STD5. This is done until seven cards are dealt to each, the computer's seventh being placed down. The player now chooses the five cards he wishes to play by discarding two from his hand.

A down arrow will appear above the first of his seven cards. Depressing his YES button indicates he wants to discard that card, pressing his NO button indicates he wants to keep that card and the arrow moves to the next card. When both cards have been discarded the computer will choose the five it wants to play, all cards are turned over and the pot awarded to the winner.

DRAW – DRAW POKER – 1 PLAYER



DRAW is similar to SHDN, except the computer acts a player two. Ten cards are dealt, the computer's all upside down. The betting sequence is accomplished and the player draws to his hand as in SHDN. The computer then draws to hand 2. All cards are turned over, the hands evaluated and the pot awarded to the winner.

AUTHOR'S NOTES

LI'L BROⁱⁱ is a Unisonic Champion 2711 simulator for the Mattel INTELLIVISION, written to celebrate the 40th anniversary of the release of Unisonic Champion. It is an entirely non-commercial homage to the little brother of the Mattel INTELLIVISION.

Although LI'L BROⁱⁱ and its art mimic the style of early INTELLIVISION games, they and their creation are a community project and not in any way related to Intellivision Productions.

No claim is made to any names, logos, images, text, code, music, designs, thoughts, etc. used in LI'L BROⁱⁱ. They all belong to their respective owners. I know I have been cheeky in using them here without asking first, I hope you can forgive me. If you are one of these owners and you are not happy with the use of your property here, please let me know and I will remove it.

LI'L BROⁱⁱ has been written and tested using the excellent JzIntv emulator. Whilst it may work in other environments, including real hardware, your mileage may vary. If you find any bugs please let me know.

Cheers

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