



CLASSIC GAMES

CASINO ROYAL

**ROULETTE + PONTOON +
BLACKJACK**

CASINO ROYAL

A TWO-IN-ONE GAMES CASSETTE FOR THE ZX SPECTRUM (48K)

FEATURING ROULETTE AND PONTOON OR BLACKJACK

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DESIRABLE ACCESSORIES

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1. WELCOME TO CASINO ROYAL

Welcome to the CASINO ROYAL. OCP's fun world of the gaming tables. This two-in-one games cassette, featuring PONTOON and ROULETTE, will provide many hours of entertainment for the individual, or group of players.

PONTOON is written for individual play and, given capital of 100, you may pit your wits and betting skills against those of the Bank (ZX Spectrum). Can you make your 100 into a fortune, or will the Bank get the better of you?

ROULETTE is designed for group play, and up to 6 people may participate at any one time. Special features are incorporated to allow bets to be placed on the Roulette table using the normal cursor control keys, any clip-on joystick that operates these keys mechanically, or other joysticks using the Kempston Interface or Sinclair Interface 2. Additionally, the Currah Microspeech unit may be used to enliven the game with sound in the form of the Croupier's voice.

For convenience, the supplied program cassette is recorded on both sides A and B. Side A has the programs recorded in the sequence PONTOON followed by ROULETTE. Side B is recorded in the reverse sequence: namely, ROULETTE followed by PONTOON. Direct access to either program is, therefore, possible with minimal load times.

2. EQUIPMENT SET-UP

PONTOON and ROULETTE will both function on a 48k ZX Spectrum fitted with a minimum complement of peripherals: namely, a television screen and cassette recorder. Monochrome operation is possible; however, a colour television is considered essential if the maximum realisation of the games is to be obtained. Interconnection of these basic items of equipment is as specified in Chapter 1 of the Sinclair ZX Spectrum Introduction Manual.

ROULETTE and PONTOON have been programmed to take advantage, optionally, of the Currah Microspeech unit, and either a clip-on joystick (such as the inexpensive EEC joystick), or other joysticks using the Kempston Interface or Sinclair Interface 2. Full connection details will be supplied with the individual items, and you should study the literature carefully before use.

Note: When the Currah Microspeech unit is connected, it will be necessary to temporarily disconnect the lead to the ZX Spectrum EAR socket to enable program loading from cassette. Once program loading is complete, the Currah Microspeech lead to the EAR socket may be re-installed.

3. PONTOON

3.1 INTRODUCTION TO PONTOON

The game of PONTOON (alias Blackjack, Vingt-et-Un, Twenty-One) rivals Poker for popularity, and is one of the most widely played card games in homes, clubs, and the Services.

In this implementation of PONTOON the ZX Spectrum is the Bank, and you play alone against it. The object of the game is, counting any Ace as 1 or 11 as you wish, any Face card as 10, and any other card at its pip value, to get a count of 21, or as near as possible to 21, but without going over 21.

Play commences with the Bank shuffling the pack of cards, and then dealing one card face up to you, and one card face down to himself. After assessing your initial card, you place your bet, and then the Bank deals one further card to you and himself, both face up. If the Bank has a Royal Pontoon he will display it immediately, he wins, and a new deal commences.

Thereafter, you may "Buy" additional cards, thereby increasing your initial bet, "Twist", which means you receive a card without payment, or "Stick", which means you wish to stay with the cards you are currently holding and not draw any further card from the Bank.

As each card is drawn from the Bank, you must check the possible running total(s), and if it is 13 or over but less than 21, decide whether to Stick or request further cards. If you draw a card and the total exceeds 21 you "Bust", lose your current wager, and a new deal commences.

Once you have decided to Stick, or have drawn five cards, whichever is the sooner, the Bank upturns his face down card and deals further cards to himself as though he were a player. The Bank does not "see" your hand, and has to decide whether to Twist or Stick.

If the Bank exceeds 21 he Busts and you win. Otherwise, your hand of cards is ranked against that of the Bank, and if yours is higher you win. If the Bank's ranking is equal to, or higher than yours, the Bank wins.

Special rules apply under certain conditions, as follows:

1. If your first two cards dealt total 13 or 14, you may "Burn" (discard) them. A new card will be dealt to you by the Bank, and you must then re-bet, before a second card is dealt again. The game then continues as before.
2. Hands are ranked "Royal Pontoon" (Ace plus Face card) Highest, 3-card trick next, 21, 20,17, 16, and 15 lowest.

3.2 INSTRUCTIONS TO PLAY

3.2.1 PROGRAM LOADING

If you are at the beginning of side A of the program cassette, or you have loaded ROULETTE from side B but not yet rewound the cassette, you may simply type LOAD "" and ENTER. Otherwise, provided you know that the operative side of the cassette is positioned before the start of PONTOON, you may type "PONTOON" and ENTER. Load time for PONTOON is approximately 2 minutes.

3.2.2 CAPITAL, BETTING, AND ODDS

On joining the game you will be given \$100 capital, from which all your wagers must be made.

After your initial card has been dealt, for a given play, you may stake any amount of your capital. Thereafter, in the current play, you may "Buy" additional cards for any amount up to, but not exceeding, your initial stake! subject, of course, to sufficient capital remaining. You may not, however, Buy the 5th card dealt to you! is the card which may give you a 5-card trick. Similarly, once you have "Twisted" you may not "Buy" further cards in this deal.

The program contains numerous "prompts" which will lead you through the game. Should you violate any of the rules, an appropriate message will be displayed.

A game will be terminated automatically when you have lost all of your money, at which time you will be invited to have another game. Should you beat the Bank and wish to quit whilst you are in pocket, you will have to pull the power plug on the ZX Spectrum, or go in for some reckless betting to restore the computer's faith in itself!

Bets, once placed, are never returned by the Bank. Only if you win will you receive monies back from the Bank! the amount being determined by the type of win. Your capital will be displayed after each play, to reflect your winnings or losses.

Under most conditions, if you win, you will receive your stake money back together with an equivalent amount of winnings. Bonus payments equal to your stake money will be made if your hand totals 21, and double your stake money if you win with a 5-card trick, or a Royal Pontoön. However, "bonus" losses will occur if the Bank holds similar upper hands.

4. ROULETTE

4.1 INTRODUCTION TO ROULETTE

The attractions of ROULETTE are easy to identify. It is a fast exciting game of chance where large sums may be won with small stakes. It is also a relatively simple game to learn and play.

The marvels of the modern microcomputer and the machine code programming skills of the Author, Andrew Parish, have been brought together to reproduce many aspects of the real Casino in your own home.

Up to 6 players may participate at any one time. Alternatively, you can play ROULETTE solo and get in some hours of careful practice, in an attempt to find that "system" which has eluded many a hopeful punter over the years. It may also provide what, one hopes, will be a not too depressing way of finding out what a disaster it could have been, had you used your new, but as yet untested, system in a live situation.

There are limitations with the computer in that you cannot see your bets on the table as you would in a Casino. However, by using the joystick option of ROULETTE you can simulate the placing of individual bets on the table. This will teach you the correct position to place your stakes on a real table for the various odds (see Section 4.2.3 STAKES AND ODDS), and will help you develop your skills in a domestic environment, before venturing out into the real world.

After each spin of the Roulette wheel you will see displayed on the screen your pile of chips increasing, or decreasing, as the case may be. Should you be unfortunate enough to go broke quickly, through reckless betting or just sheer bad luck, don't worry, with the agreement of the other players you can always re-introduce yourself to the game for another go.

A big regret to some players will be that they will be unable to make the profits with CASINO ROYALE that Casino operators and some gamblers would appear to make; the owner will have to take exactly the same chances as every other player at the wheel. We should, perhaps, add a note of CAUTION here. If you have invited friends round and you are putting real money into a pool, whether it be #500 or 500 pence, there is always a chance that at any particular time the winnings will exceed the monies in the pool. It is important under such circumstances, should you be finishing play, that you do not find yourself making good the winnings.

As far as the computer is concerned, it also has a limit on the money available, just as the Bank at Monte Carlo, so if at any stage you exceed #100,000,000 among the winners, the program will break down in tears.

4.2 INSTRUCTIONS TO PLAY

4.2.1 PROGRAM LOADING

If you are at the beginning of side B of the program cassette, or you have loaded PONTOON from side A but not yet rewound the cassette, you may simply type LOAD ** and ENTER. Otherwise, provided you know that the operative side of the cassette is positioned before the start of ROULETTE, you may type LOAD "ROULETTE" and ENTER. Load time for ROULETTE is approximately 3 minutes 20 seconds.

4.2.2 JOINING THE TABLE

After the initial program load is complete, the names of up to 6 players may be entered; each player's name being up to 9 characters in length. The prompts displayed on the screen are self-explanatory, and will ask you for your name, and some other relevant information about the way in which you wish to participate in the game. Once the information for all players has been entered, the program will lead directly into the betting phase (see Sections 4.2.3 STAKES AND ODDS, and 4.2.4 BETTING).

As you will learn later, it is also possible to join the table during the course of a game, provided there are less than 6 players currently at the table. This option of joining the table is selected from the Menu screen which may be displayed at appropriate times during the game. After joining the game in this manner, you will be returned to the Menu and not directly to the table.

4.2.3 STAKES AND ODDS

On joining the table each player is given \$500 in chips to play with, and from which all his stakes must be drawn. The betting odds may, at first, seem somewhat complex; however, reference to the illustration and table of odds below should be of assistance.

0	1	2	3	4	5	6
●	3●	6	9	12	15	18
0	2	5	8	11	14	17
	1	4	7	10	13	16
● 1st Dozen			2nd Dozen			3rd Dozen
● 1-18 ● Even			● Red ● Black			● Odd ● 19-36

2

REF	DESCRIPTION OF BET	ODDS	NOS COVERED IN EXAMPLE
0	Zero	35-1	See NOTE below
1	1 number-straight	35-1	3
2	2 numbers-split	17-1	8,9
3	3 numbers-straight	11-1	10,11,12
4	4 numbers-square	8-1	14,15,17,18
5	6 numbers-line	5-1	25,26,27,28,29,30
6	12 number-column	2-1	3,6,9,.....,30,33,36
7	1 dozen (1st/2nd/3rd)	2-1	1-12
8	1-18/19-36/Red/Black/Odd/Even	1-1	1-18/19-36/or as stated

NOTE: When Zero appears all bets lose, except those that are placed on or are associated with Zero. All Even money wagers lose half their stake.

4.2.4 BETTING

Each player will have specified the method that he wishes to use to place bets on the ROULETTE table; namely, by answering simple questions, or by manipulating the cursor with the cursor control keys or a joystick. For ease of operation it is recommended that a single method is adopted, and joystick control is to be preferred. However, as far as the program is concerned, it is equally happy with one, or the other, or any mix of the two.

NOTE: YOU CAN ONLY SELECT THE KEMPSTON JOYSTICK WITH THE ZII INTERFACE 2 OPTION IF THE KEMPSTON UNIT IS CONNECTED TO THE ZII SPECTRUM BEFORE PROGRAM LOADING.

Under joystick control bets are placed by positioning the flashing cursor at the place you would have to lay the chips on a real board. Reference back to the illustration will remind you of these spots. When you are satisfied with the placing of your bet, press the Fire Button (key O). If the cursor is positioned in a valid place, you will be asked to specify the amount of money that you wish to stake on the selection; otherwise, the computer will advise you of the invalidity of the cursor position.

To go back to the Menu when using the joystick option, place the cursor in either of the two boxes marked MENU and press the Fire Button (key O).

If you have elected to place bets by answering simple questions read on; otherwise, you may skip to Section 4.2.5.

First of all you will be asked if you wish to bet on NUMBERS, or a DEFINED set of numbers. (You will also have the option here to select the Menu by pressing M).

NUMBER BETS: To bet on a block of 1, 2, 3, 4, or 6 numbers, you should press N. You will then be asked to enter the first (lowest) number in the block. If you are betting on 2 numbers, a request is made for the second number, since they may not necessarily be in sequence. If you have made a valid selection, you will be asked to enter the amount of money you wish to place on your selection. If you do not make a valid selection, you will be informed and the betting cycle will re-start so that you can enter your bet correctly.

DEFINED BETS: The defined bets are illustrated as items 6, 7, and 8 in the illustration, and all involve bets on more than 6 numbers. On pressing B, you will be presented with a list of the possible bets, each option having a unique and flashing character at the front. To select the appropriate bet simply press the corresponding character on the keyboard, when you will be asked to specify the amount of stake money.

Once a NUMBER or DEFINED bet has been accepted, you will then have the opportunity to place further bets, subject to availability of personal funds.

MAXIMUM STAKE: The House limit is \$1000 for a single bet, subject to personal funds being available.

4.2.5 THE ROULETTE WHEEL

The Roulette wheel will spin for up to 20 seconds, and will produce random numbers with all the uncertainty of a genuine wheel, but with even less opportunities for sinister influences or interference. Short and long spins will occur just as in the Casino game, and repetitive patterns may become evident in a pseudo-random fashion.

4.2.6 LEAVING THE TABLE

A player may leave the table in one of two ways: namely, flat broke or with money.

In the former case, the computer will play you out with a short jingle and a few encouraging words. The choice to leave the table is, in effect, made for you.

In the latter case, the choice to leave the table is yours. When you are next invited to place your bets, select the Option Menu (see Section 4.2.7 OPTION MENU) and exit via option 2.

If you wish to rejoin the table at a later time, with the agreement of the other players, you may do so. At the time any existing player is about to place a bet, the Menu should be invoked and option 4 taken. After the new player has been signed in, you will be returned to the Menu and not directly to the table.

4.2.7 OPTION MENU

The Option Menu may be called by any player whenever the Roulette table is displayed on the screen, and it is his turn to place a bet.

If you are using the "answer question" method of placing bets, simply press M to select the Menu. If, on the other hand, you have elected to place your bets by positioning the flashing cursor (by control keys or joystick), then you must place the cursor in either of the two boxes marked MENU and press the Fire Button (key O). The Menu will be displayed as follows:

Press	To:-
1	Return to the table
2	See your bets so far/Leave the table
3	Have a quick course in betting
4	Have someone join the table

Option 2 will vary according to whether you have/have not yet placed any bets on the table for this spin of the wheel.

To select a given option, press the appropriate key. The action/displays are all self-evident and will not be described further here.

5. MAKING MICRODRIVE BACK-UPS

CASINO ROYAL programs may be transferred from cassette to Microdrive cartridge by following the sequence of instructions listed below. Thereafter, the PONTOON and ROULETTE programs may be loaded directly from Microdrive in a fraction of the times for cassette.

.Place CASINO ROYAL cassette in cassette recorder on side A (ie with PONTOON first) with the tape fully rewound, and a formatted cartridge in Microdrive No 1.

.Type LOAD "", start recorder on PLAY, and [ENTER]. Wait until the CASINO ROYAL Title Screen is displayed, and then STOP TAPE immediately.

.Type [BREAK], followed by [NEW], and [ENTER]. Type the following short program ensuring that upper and lower case characters are used as specified.

```
10 LOAD "*"";1;"pontoon"CODE
20 LOAD "*"";1;"PONT00N"
```

.Type SAVE "*"";1;"Pontoon"LINE 10 and [ENTER]. Wait for the OK message to be displayed before proceeding.

.Type LOAD ""CODE, start recorder on PLAY, and [ENTER]. Wait until the OK message is displayed, and then STOP TAPE immediately.

.Type SAVE "*"";1;"pontoon"CODE 30524,2700 and [ENTER]. Wait for the OK message to be displayed.

.Type [NEW] and [ENTER], followed by MERGE "", start recorder on PLAY, and [ENTER]. Wait for the OK message, and then STOP TAPE immediately.

.Type SAVE "*"";1;"PONT00N"LINE 15 and [ENTER]. Wait for OK message.

.Type [NEW] and [ENTER], followed by MERGE "", start recorder on PLAY, and [ENTER]. Wait for OK message, and then STOP TAPE immediately.

.Type 40 LOAD "*"";1;"roulette"CODE: LOAD "*"";1;"ROULETTE", and [ENTER].

.Type SAVE "*"";1;"Roulette" LINE 10 and [ENTER]. Wait for the OK message.

.Type [NEW] and [ENTER], followed by LOAD ""CODE, start recorder on PLAY, and [ENTER]. Wait for OK message, and then STOP TAPE immediately.

.Type SAVE *m*:1;"roulette"CODE 49152,15100 and [ENTER]. Wait for OK message.

.Type [NEW] and [ENTER], followed by MERGE "", start recorder on PLAY, and [ENTER]. At OK message STOP TAPE immediately.

.Type SAVE *m*:1;"ROULETTE"LINE 2000 and [ENTER]. Wait for final OK message to indicate completion of Microdrive back-up.

Programs may now be loaded and run directly from Microdrive by
LOAD *m*:1;"Pontoon" or
LOAD *m*:1;"Roulette" as appropriate.

6.CONCLUSION.

Thank you for buying CASINO ROYAL. We hope it will give you many hours of pleasure and entertainment. The quality of these, and other OCP games, depends not only on the original design and development work, but also on the very valuable feedback we receive from some of our many thousands of users world-wide.

Despite the most stringent testing, there is always the possibility that the odd elusive bug will remain dormant in a program, only to surface when a particular combination or sequence of circumstances prevail. Should you be unfortunate enough to encounter any such problem with CASINO ROYAL, or feel you would like to comment on the programs themselves, we would be pleased to hear from you. We always endeavour to acknowledge any such correspondence.

We want you to enjoy the use of CASINO ROYAL for as long as possible. In the event of heavy use, or the cassette becoming worn or damaged in any way, we will be pleased to replace it free of charge if the faulty cassette is returned to us with a payment of £3; this charge is necessary to cover the cost of handling, postage & packing, and VAT only. This unconditional guarantee will apply for 5 years from the date of purchase.

Finally, we must respectfully remind users that the CASINO ROYAL programs, instruction booklet, and packaging are Copyright material and may not be copied, lent, or hired to other parties without the prior knowledge and written consent of OCP Ltd. Identity checks are built into the programs to detect fraudulent use, and prosecution for such offences may result in fines or imprisonment.

DISCLAIMER

The manufacturers of these programs gladly agree to their use without any liability on the part of the user to send them a proportion of their winnings! On the other hand, however, OCP regret that they cannot be held responsible for any losses you may incur as a result of their application or use.

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MANAGER PROGRAMS

Oxford Computer Publishing Ltd also publish useful application programs for the 48K ZX Spectrum. All programs are Microdrive compatible, and are available in "PLUS 80" or "STANDARD" versions; the PLUS 80 range providing full 80 column printout with most Centronics and RS232 Interfaces, whilst the STANDARD range is for use with ZX and Alphacom 32 column printers.

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The above programs all feature OCP's FULL SCREEN entry and editing facilities as well as high speed machine code operations that give our customers the very latest and fastest programs.

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