

# SORD

**SORD COMPUTER CORPORATION**

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m.5

## **BLACKJACK**

The famous card game played in casinos all over the world. Match your gambling skills against those of the computer, and see if you can beat the house!

## **SLOT MACHINE**

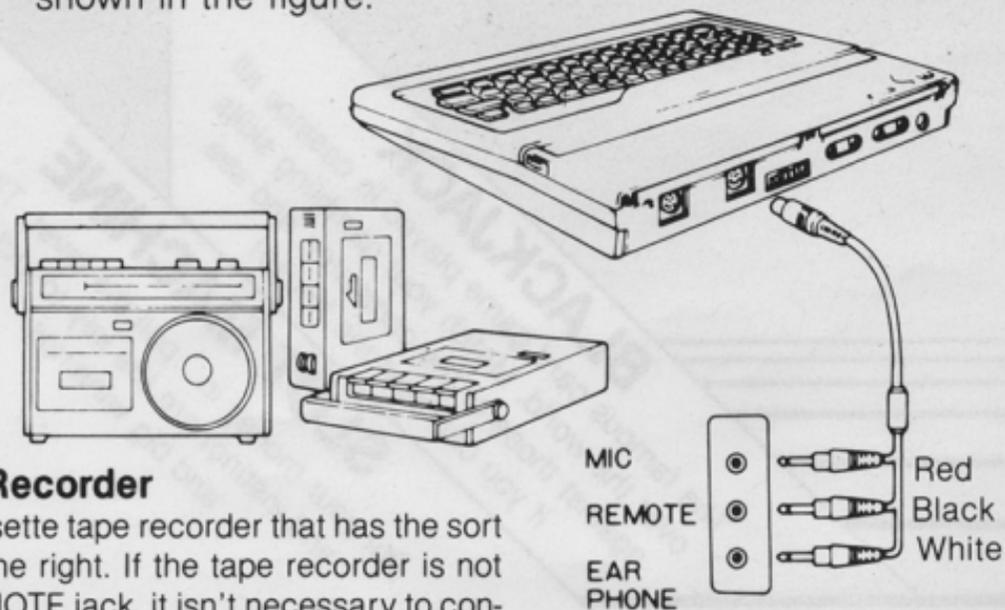
Put your money in...pull the lever. Timing and instinct are the key to victory and big winnings.

GCT-5/E

## Preparation 1

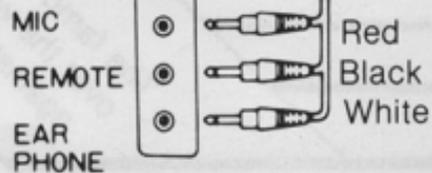
### Preparation

- Connect the M5 to your tape recorder as shown in the figure.



### Cassette Tape Recorder

Use a monaural cassette tape recorder that has the sort of jacks shown on the right. If the tape recorder is not equipped with a REMOTE jack, it isn't necessary to connect the REMOTE pin jack (black), but in this case the automatic start/stop functions will not work.



\*Refer to the M5 hand-book for further details.

### Precautions

- \* Some large-size models of radio-cassette recorders will not be able to load the program. We recommend using small-size tape recorders with no radio.
- \* If the recorder head is soiled, it may fail to load the program. Make sure the head is perfectly clean. The best way to ensure this is by using a cleaning tape on it.
- \* Do not store the program tape in warm or hot places or in places exposed to dust. Keep the tape away from stoves and direct sunlight.
- \* Magnetism will affect the program tape. Keep it away from magnets and loudspeakers.
- \* If the program fails to work properly, ask for advice at the store where you purchased it.

## Preparation 2

BASIC-I  
Ready  
A

## Preparation 3

### Connections

- Make sure that the tape recorder is correctly connected with the power supply, and follow this procedure:

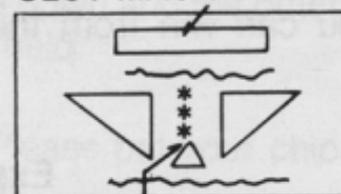
- (1) Turn ON the power switch of the cassette recorder.
- (2) Turn ON the power switch of the TV.
- (3) Insert the BASIC-I cartridge in the M5.
- (4) Turn ON the power of the computer.

- A pattern should then appear on the screen. If it does not, turn OFF the power switch immediately and check the connections between the computer, the TV and cassette recorder.

- (1) Adjust the volume of the cassette recorder. Generally, it is best to turn the volume UP as high as possible.
- (2) Type in the command **CHAIN**.
- (3) Push the **Return** key when the message CHAIN appears on the screen.
- (4) Push the PLAY (playback) button of the tape recorder. The program loading begins as soon as the tape starts to run.

- The title of the game will appear on the screen as soon as the computer locates the program on the tape.
- The game starts automatically after the game program is fully loaded in the computer's memory.
- If the message "ERR 18 in 0" should appear on the screen, it means that the program was incorrectly loaded. Turn OFF the power of the computer and repeat the loading operation from the beginning.
- If the message ERR 18 in 0 persists, or the game does not start for several minutes, or if nothing is displayed on the screen, turn OFF the power and then try reloading the program a second time (Each program is recorded twice on the same side. There is a warning signal recorded between them so just listen to the tape to catch the start of the program again).
- To stop the game at any time while play is underway, push the **RESET** key while pushing the **SHIFT** key. When the "ready" message appears, the game can be started again by typing in the command "run" at this point, since the game program is still loaded in memory.
- To load a new program, turn OFF the power once and then repeat the operation described above.
- Be sure to read the computer handbook before starting operation.

BLACKJACK  
SLOT MACHINE



When the \* appears here, the game will start.

## BLACKJACK

Here you have the "BLACKJACK" card game famous in gambling casinos. In this game the computer is the "DEALER". See how many chips you can win from the computer!



### Explanation of the rules

In this game both player and dealer are entitled up to 5 cards, and the party with a total closer to 21 wins the game.

#### •Counting points

1. All face cards are counted as 10 and the ace (A) is counted either as 1 or as 11. All other cards are counted according to their respective amounts.
2. When the total exceeds 21, the count becomes zero.
3. The dealer wins the game when the number of points is even.
4. The combination "Spade.Ace + Club.Jack" or "Spade.Ace + Spade.Jack" is blackjack and the player wins 100 times the number of chips bet.

#### •Chips

The game commences with 10 chips.  
It is possible to bet up to 100 chips at a time.

- The GAME is OVER when the remaining number of cards is less than nine, and/or the number of chips held is zero.

### Playing the game

Two cards are dealt to each side. One card is face down and the other is face up. Players bet the chips according to the cards held.

Example: Betting 5 chips.

The screen displays the following message: "Please bet your chips."

The player pushes the keys **5**, and **RETURN**.

Your first card is face up, and the following message is displayed: "Drawing a CARD? (Y/N)". If you wish to draw a new card you push **Y**, otherwise, push **N**. This operation will be repeated until a count close to 21 is reached. When you push **N** it is the dealer's turn to play. When the dealer finishes pulling his cards, all of the cards are opened, and the scores are then compared to determine the winner of the game.

### Replay

The screen displays the following message when the game is over: "REPLAY? (Y/N)". Push the **Y** (yes) key if you want to play again, or the **N** (no) key if you're finished playing.

## SLOT MACHINE

### Explanation of the rules

The patterns that appear in the three windows determine the amount of payback (refer to the table). The player can bet up to \$100, or any amount of money he holds in his hand if it exceeds \$100. There are combinations that can decrease the sum in hand when it exceeds \$150 and \$300. The game is over when \$0 is input as the amount wagered and when the amount in a player's hand becomes \$0.

### Replay

When the amount in a player's hand becomes \$0, the machine plays a musical theme and the screen displays the following message: "YOU'RE BROKE!! REPLAY? Y/N". Push either the **Y** (yes) key if you want to play again, or the **N** (no) key if you're finished playing.

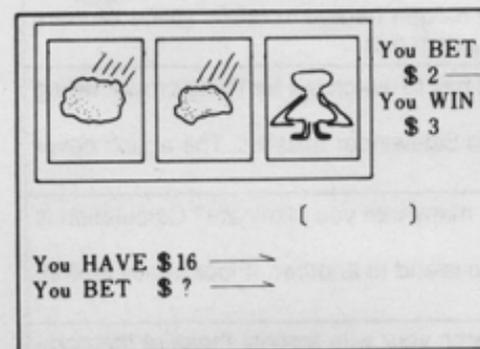
### Playing the game

The player is initially given \$10 to bet. The screen displays the following message, asking the amount which the player wishes to bet: "YOU BET \$?". Push the appropriate keys to specify the amount of the bet.

Example: Betting \$3.00.

Push **3 RETURN**. The patterns in the 3 windows begin to rotate. If you push the **RETURN** key once again, the patterns stop rotating and the account is settled according to the payback table.

### Screen



### Slot Machine Payback Chart

Rocket	Rocket	Rocket	× 100
Martian	Martian	Martian	× 20
Astron	Astron	Astron	× 15
Alien	Alien	Alien	× 12
UFO	UFO	Astron	× 10
Martian	Martian	—	× 10
UFO	UFO	UFO	× 8
Astron	Astron	Rocket	× 6
Comet	Comet	—	× 3
Comet	—	—	× 2

When your money in hand becomes more than \$150, the following combination will decrease your holdings by 1/10.

UFO	UFO	Comet	÷ 10
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When you money in hand becomes more than \$300, the following combination will decrease your holdings by 1/20.

Astron	Astron	Comet	÷ 20
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### Characters

Rocket	Alien	UFO	Comet	Martian	Astron
Sky-blue	Red	Blue	White	Yellow	Violet

## ORIGINAL M5 GAMES FROM SORD

**SNAKY** An exciting game where the snake (you) chases the frog—but has to stay away from the deadly electrified fence.

**BARRIER ATTACK** The Oasys army has invaded the universe, and are hidden behind invisible space barriers which you must penetrate. Find them and destroy them with your deadly beam gun!

**JOGGING** John goes jogging everyday to get in shape for the big race, but has to watch out for flying crows, falling apples, and sudden pitfalls. You control his actions!

**SIDEWINDER** Hit as many enemy planes as you can, using high-powered Sidewinder missiles. The action never stops in this fast-moving air battle.

**SOLITAIRE** Take as many pieces as you can by jumping over them. How many can you eliminate? Calculation is the key factor!

**TOWER OF HANOI** You have to move the tower, block by block, from one island to another. It looks easy at first, but you'll find it harder than you thought. You set the degree of difficulty!

**THREE CIRCLES** An original version of the classic three circle game. Match your wits against those of the computer, and see who wins!

**NUMBER SEARCH** Another brain stumper! The computer chooses a secret number, and you have to figure it out. It gives you hints, but keeps you guessing.

**BLACKJACK** The famous card game played in casinos all over the world. Match your gambling skills against those of the computer, and see if you can beat the house!

**SLOT MACHINE** Put your money in...pull the lever. Timing and instinct are the key to victory and big winnings.

**LAST DAY OF THE EARTH** You're in the 21st century, and the Klingons, tyrants of space, have invaded the universe. Your mission is to defeat the intruders and save the allied forces.

**MINI STAR TREK** Your mission: destroy the hidden neutron bomb which threatens to destroy the earth. Use your X-rays and G-rays with skill, and you have a chance to save the earth. Good luck!

**BIORHYTHM DIAGNOSIS** Want to predict how you'll get along with a certain someone today? Ask the computer—it'll tell you in advance whether things are likely to go your way!

**MUSIC TONE** Piano recital by computer! Use the keyboard to generate your own musical creations.

**COWBOY** The ranch is suddenly attacked by horse thieves, and you're the cowboy who has to fight them off. Who comes out on top of the hand-to-hand fighting—it's all up to you.

**BARRICADE** A battle of reflexes between you and the computer. Who's better?