

MATTEL ELECTRONICS®
Intellivision® Intelligent Television

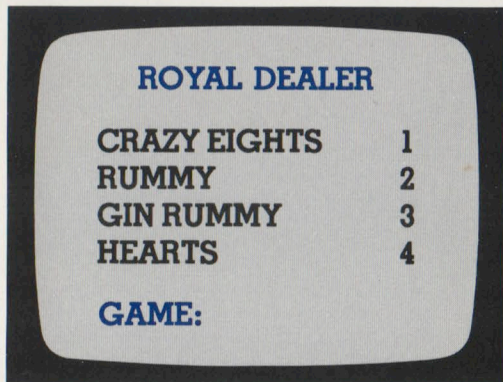
CARTRIDGE INSTRUCTIONS
(1 PLAYER VS. THE COMPUTER)

ROYAL DEALER™

FOR COLOR TV VIEWING ONLY



Pull up a chair and join the party! Your computer-controlled opponents are ready to take you on, in four card game classics — CRAZY EIGHTS, RUMMY, GIN RUMMY and HEARTS. Computer shuffles the deck and deals. Your choice of 1, 2 or 3 poker-faced ladies play the opposing hands. You provide the peanuts and chatter. The computer provides the challenge.



WHEN YOU SEE THE GAME TITLE, PRESS THE DISC TO SEE YOUR GAME CHOICES.

1. Select a game by pressing the number key for that game. Then press ENTER.

GIN RUMMY — Game starts automatically since you can only play against one opponent.

ALL OTHER GAMES — Select number of opponents.

2. Press one of the number keys to select number of computer-controlled opponents.



CRAZY EIGHTS Select 1, 2 or 3 opponents.
RUMMY Select 2 or 3 opponents.
HEARTS Select 2 or 3 opponents.

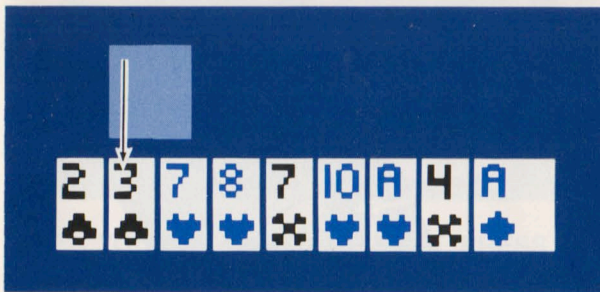
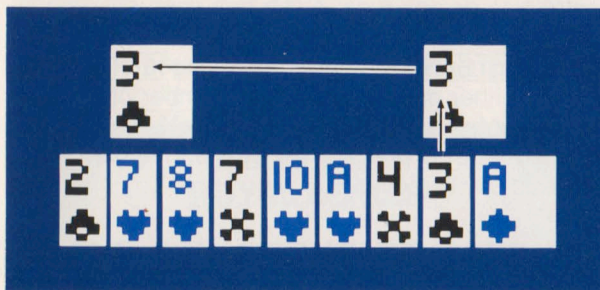
Then press ENTER. Game starts automatically.

Use the CLEAR key, before pressing ENTER, to change either game selected or number of opponents. After you have pressed ENTER, changes can be made by pressing RESET on the game console and starting over.

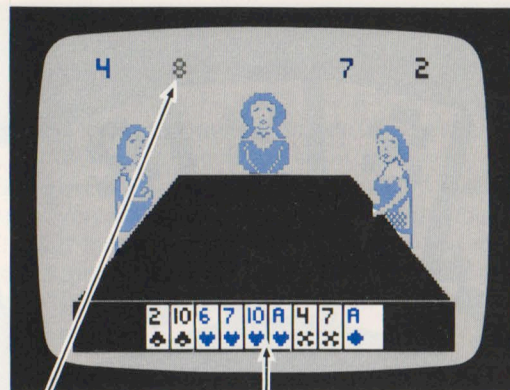
GENERAL FEATURES (ALL GAMES)



TO SELECT A CARD FROM YOUR HAND, press the right or left side of the **[DISC]**, until the card you want turns a BLUISH color.



TO REARRANGE A CARD WITHIN YOUR HAND, press the **[DISC]** to select the card, then press the LOWER RIGHT SIDE BUTTON, marked **[REARRANGE]**. The selected card will move up, out of your hand. Use the **[DISC]** to move it above the desired position. Then press the **[REARRANGE]** button again. The card will drop back down into your hand. YOU CAN DO THIS ANY TIME NUMBERS AT



SCORE

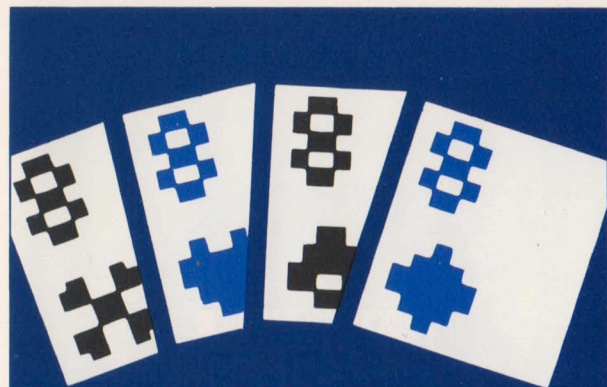
YOUR HAND

THE TOP OF THE SCREEN indicate each player's game score so far. Your score is WHITE. Other players' scores match the color of their clothing.

Computer deals all hands as soon as the game starts. Your hand is dealt facing you. You do not see opponents' hands during game play.

If one of your opponents has first play, she makes her play immediately. If you have first play, nothing happens until you make your play.

All games continue until one player accumulates 100 points. When a game is completely over, you can see the game choices again by pressing the **[RESET]** button on the game console or the **[CLEAR]** key on the hand controller. If you want to play the same game again, just press the **[ENTER]** key on the hand controller.



CRAZY EIGHTS

(For 1-3 opponents)

OBJECT OF THE GAME

To get rid of all cards in your hand, before any of your opponents do so.

GAME PLAY

Each player is dealt 5 cards. The remainder of the deck is placed face-down on the table, with the top card FACE-UP beside it. This is called the UP CARD.



On your turn, you may discard 1 card from your hand, IF YOU CAN MATCH THE UP CARD IN EITHER SUIT OR RANK. Example: If the up card is the 6 of Diamonds, you may discard any 6 or any Diamond. Your discard becomes the new up card.

EIGHTS ARE WILD and may be used to match any card. If you play an 8, you must declare which suit you want the 8 to represent. Example: You may discard the 8 of Hearts and declare it the 8 of Clubs. The next player must match the suit of Clubs or play another 8.

IF YOU CANNOT MATCH THE CURRENT UP CARD, YOU MUST DRAW FROM THE DECK, until you receive a matching card. If you have 15 cards in your hand and still cannot discard, you may PASS.

SCORING

The first player to "go out" (get rid of all cards in his or her hand) gets 20 POINTS plus 1 POINT for every card remaining in each opponent's hand. The game continues until 1 player accumulates 100 points. That player wins. A GAME always includes more than 1 round or "hand".



GAME CONTROLS

These are the controls you will use in Crazy Eights.

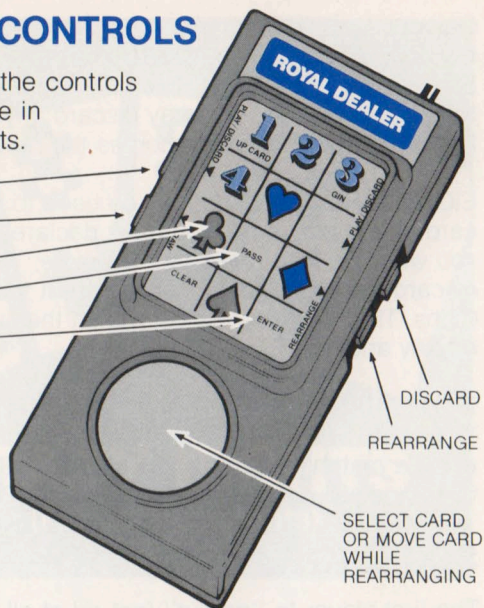
DISCARD

DRAW

SUIT KEYS

PASS

ENTER



TO SELECT A CARD, press the **DISC**. (Details on page 4.)

TO DISCARD, press either **DISCARD** button (side, top). Computer will not let you discard an unmatching card.

TO DRAW A CARD FROM THE DECK, press the **DRAW** button (lower left side). Be careful not to press Discard instead of Draw.

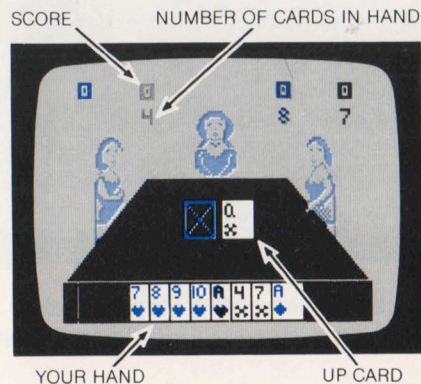
TO DECLARE A SUIT, after discarding an 8, press the desired **SUIT** key, then the **ENTER** key. You

may change the suit, by pressing a different Suit key, BEFORE you press Enter.

TO PASS, if you have 15 cards and still cannot discard, press the **PASS** key.

TO REARRANGE THE CARDS IN YOUR HAND, see directions on page 4. This is probably unnecessary in a game of Crazy Eights.

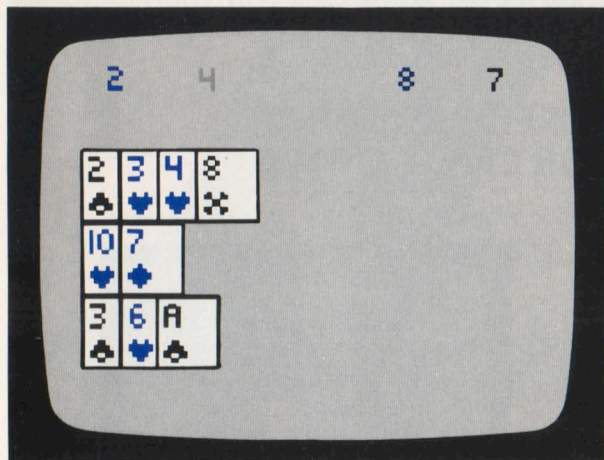
SCREEN FEATURES FOR CRAZY EIGHTS



Below each player's score is the number of cards in that player's hand. This number changes as the player draws from the deck or discards.

Your opponents take their turns automatically. When it is your turn to play, you will hear a musical tone.

At the end of a hand, screen shows all total scores so far and cards remaining in all losing players' hands. This display remains on screen until you **BEGIN THE NEXT HAND BY PRESSING THE DISC.**



Game play continues until 1 player reaches 100 points (or until you press **RESET** to start over).

STRATEGY

Try to determine which suits your opponents are playing. Keep an eye on the number of cards remaining in each opponent's hand (displayed beneath game score). If an opponent comes close to going out, try to change the suit of the face-up card to one which that opponent does not have.



OBJECT OF THE GAME

To accumulate 7 cards (with an 8th card to discard) that can be arranged in runs and/or sets.

RUN — 3 or more consecutively ranked cards of the same suit. Example: **9, 10, J, Q.** ACE IS LOW!

SET — 3 or 4 cards of the same rank. Example: **3, 3, 3.**

A winning hand may contain one long run, or 2 combinations of runs and/or sets.



GAME PLAY

Each player is dealt 7 cards. The remainder of the deck is placed face-down on the table, with the top card FACE-UP beside it. This is called the UP CARD. When there is more than 1 card in the Up card stack, only the TOP card is considered the Up card.

When it is your turn, you may either draw from the deck or take the Up card. You may not draw any card below the Up card. You may only draw 1 card per turn.

To complete your turn, you must discard 1 card from your hand. You must always have 7 cards in your hand.

When you believe you have a winning hand, select a final discard and DECLARE GIN.

SCORING

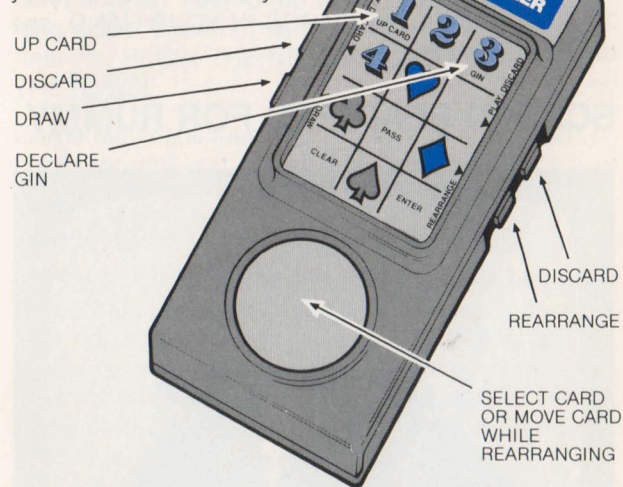
The first player to legally declare Gin receives 20 points for that round or "hand".

If a player ILLEGALLY declares Gin (does not have a winning hand), all other players receive 20 points.

The game continues until 1 player accumulates 100 points. That player wins. A game always includes more than 1 hand.

GAME CONTROLS

These are the controls you will use in Rummy.



TO SELECT A CARD, press the **DISC**. (Details on page 4.)

TO TAKE THE UP CARD, press the **UP CARD** key. Computer will not let you take more than 1 Up card.

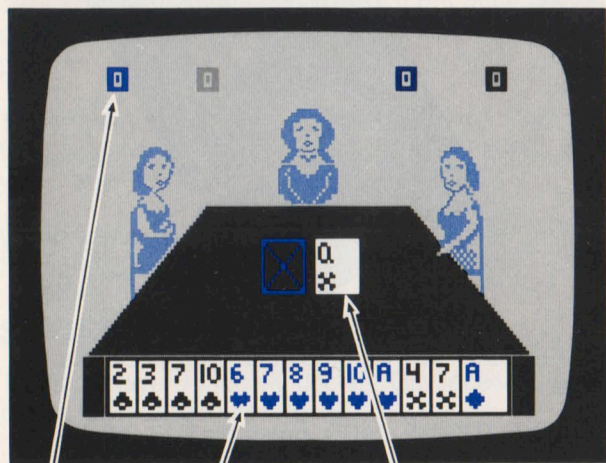
TO DRAW FROM THE DECK, press the **DRAW** button (lower left side). Computer will not let you draw more than 1 card from the deck.

TO DISCARD, press either **DISCARD** button (top, side). Computer will not let you discard more than 1 card from your hand.

TO DECLARE GIN, when you believe you have a winning hand, press the **DECLARE GIN** key INSTEAD OF THE DISCARD BUTTON.

TO REARRANGE THE CARDS IN YOUR HAND, see directions on page 4.

SCREEN FEATURES FOR RUMMY



SCORES

YOUR HAND

UP CARD (TOP CARD ONLY)

Computer automatically deals 7 cards to each player at the start of each hand in the game. If one of your opponents has the first play, she will make her play immediately. If you have the first play (and each time it is your turn to play) you will hear a musical tone.

At the end of a hand (either you or one of your opponents declares Gin), the screen shows each player's hand and game score so far. The word GIN! appears next to the winning hand, in the winning player's color. This display remains on screen until you BEGIN THE NEXT HAND BY PRESSING THE **DISC**.

Game play continues until 1 player reaches 100 points (or until you press **RESET** to start over).

STRATEGY

Notice which Up cards your opponents draw and which cards they discard. These cards are clues to your opponents' hands. Try to remember which cards are below the Up card, so that you don't attempt to build a set or run that requires one of these cards. Once a card is "buried" below the Up card, it is unavailable for play.

NOTE: If the entire deck is drawn before any player declares Gin, the computer will reshuffle the cards below the Up card and replace the deck, face-down.

GIN RUMMY (1 opponent)

Gin Rummy is played exactly the same as Rummy, with 2 exceptions:

1. You have only 1 opponent.
2. Each player is dealt 10 cards instead of 7.

Rules, controls, screen features and scoring are the same as in Rummy.



OBJECT OF THE GAME

To avoid taking points. Each card in the suit of Hearts is worth 1 point. The Queen of Spades is worth 13 points. All other cards have no point value. ACE IS HIGH!

GAME PLAY

The entire deck is dealt, so the number of cards each player receives depends on the number of players.

At the start of each hand, you **MAY** be instructed to pass 3 cards to the player on your left, on your right or across from you. When you pass 3 cards, you automatically receive 3 cards from another player.

Each hand consists of a series of **TRICKS**. To form a trick, each player lays down (plays) one card. In a 3-player game, the 3 of Clubs automatically leads off the first trick. In a 4-player game, the 2 of Clubs

leads off. The player to the left must then play a card of the same suit, if possible. If this is not possible, any non-point card may be played. (You cannot play a point card on the first trick, even if you have no cards in the opening suit.) Highest ranking card of the **SUIT LED** takes the trick. Player taking the trick gets the points for any point cards in the trick.

The player who takes a trick leads off the next trick with any card from his hand. A hand continues until all cards have been played. You cannot **LEAD** Hearts until they are broken. (That is, until someone plays a Heart or the Queen of Spades on a trick in which another suit has been led.) The only exception to this rule occurs if you have **ONLY** Hearts in your hand, no points have been taken in the game, and it is your lead.

SCORING

At the end of a hand, each player's points are counted and added to his or her game score.
1 point for each card in the suit of Hearts.
13 points for the Queen of Spades.

"SHOOTING THE MOON" — If you take **ALL** cards in the suit of Hearts **PLUS** the Queen of Spades, you get 0 points and all other players get 26 points.

The game continues until 1 player accumulates 100 points. The player with the **LOWEST** score at the end of the game, wins! A game always includes more than 1 hand.

GAME CONTROLS

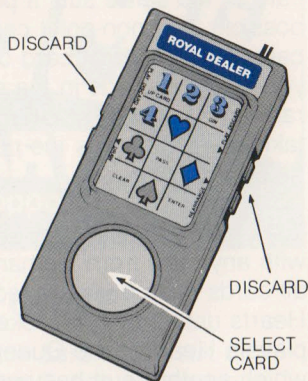
These are the controls you will use in Hearts.

TO SELECT A CARD, press the **DISC**. (Details on page 4.)

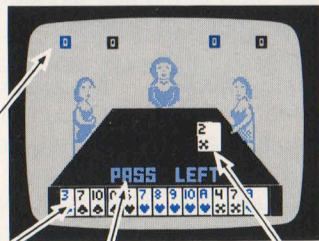
TO PASS A CARD, select the card with the **DISC**. Then press either **DISCARD** button (top, side).

TO PLAY A CARD, select the card with the **DISC**. Then press either **DISCARD** button.

Your cards are automatically arranged in suits, so rearranging is unnecessary. If you wish to rearrange your cards, see directions on page 4.



SCREEN FEATURES FOR HEARTS



SCORES
YOUR HAND

INSTRUCTIONS TO PASS 3 CARDS

LEADING CARD FOR 1ST TRICK

The deck is dealt automatically at the start of each hand. If you are to PASS 3 CARDS at the start of a hand, you will see instructions to do so. The computer will automatically give your passed cards to the correct player. You will automatically receive 3 cards from another player.

The 2 or 3 of Clubs will automatically be played to start the first trick, even if you have the card. Your opponents will automatically play their cards. When it is your turn to play a card, you will hear 3 musical notes.

At the end of a hand, any points received will be added to each player's score. The next hand will start automatically. There is no special score display. Game play continues until 1 player accumulates 100 points (or until you press RESET to start over). When any player reaches 100 points, the screen "freezes" at the end of that hand, so you can see which player has the lowest score. That player wins!

STRATEGY

There are many strategies possible. If you have a strong suit of Hearts and the Queen of Spades at the start of a hand, try to "shoot the moon". But remember that you must take ALL Hearts AND the Queen of Spades, or you will end up with unwanted points. If you do not have a strong suit of Hearts, try to avoid taking points. However, if you see an opponent trying to "shoot the moon", take 1 point trick and block the attempt.

MATTEL ELECTRONICS®
IntelliVision®
Intelligent Television



Other electronic games
available from Mattel Electronics.
Look for them!

ROYAL DEALER™

CORRECTION NOTICE

Please correct your instruction booklet on Page 2 to read:

You can only rearrange your cards each time it is your turn before playing or discarding a card from your hand. Once you have played or discarded, you must wait until your next turn before rearranging your cards.

5303-0070

ROYAL DEALER™

© Mattel, Inc. 1982. PRINTED IN U.S.A.

PLAY / DISCARD ▼	1 UP CARD	2	3 GIN	PLAY / DISCARD ▼
4 ▼				PLAY / DISCARD ▼
DRAW ▼		PASS		REARRANGE ▼
CLEAR		ENTER		

5303-4289