VIDEOMASTER

ENTERPRISE

3 Electronic Games & Calculator.

Electronic entertainment for all the family!

NEW!

Speedway Brain Drain Pontoon Calculator

VIDEOMASTER ENTERPRISE
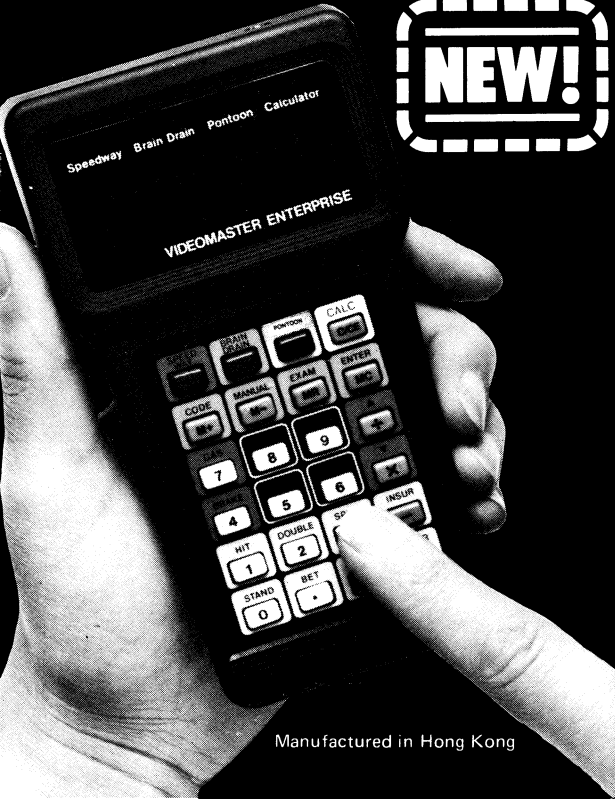
Manufactured in Hong Kong

Introduction

The Videomaster Enterprise is both an eleven-digit calculator and a game machine with three built-in games. They are namely, Speedway, Brain Drain and American Pontoon. Each function is selected by pressing the corresponding key. An indication lamp is lit up when each function is chosen. The unit contains a loudspeaker to provide audio output to assure firm key entry and add interest and excitement to game playing.

The Power Source

Five HP7 type penlight batteries are required. After snapping the batteries into the compartment in the base of the unit, turn on the power switch, and it is ready to use.
TAKE CARE TO OBSERVE THE CORRECT BATTERY POLARITY.

Calculator

When the calculator mode is selected, all keys are active and operate as an eleven-digit calculator. Error conditions of overflow and divided-by-zero are indicated by a letter 'E' at the left-most digit on the display. This can only be reset by pressing the C/CE key.

Examples:

Basic Calculations:

C/CE	12.3	+	456	=		468.3
C/CE	78.9	−	567	=		-488.1
C/CE	456	×	1.23	=		560.88
C/CE	78.9	÷	4.56	=		17.302631578
C/CE	15 + 7 − 2 × 1.2 ÷ 7 =					3.428571428

Power Calculation:
e.g. Find 1-4 [4]

C/CE	1.4	× =	1.96
		=	2.744
		=	3.8416

Memory Calculations:

C/CE	MC	1.4	M+	1.7	M+	MR		3.1
C/CE	MC	1.23	M−	7	M-	MR		-8.23

Incorrect entry can be erased by pressing the C/CE key once. While pressing the C/CE key after a calculation will clear all calculator operations.

American Pontoon

To select American Pontoon press 'Black Jack', a zero will be displayed with the pontoon indicator lit up. The player can enter the bet through the digit-keys. Once the bet is entered, the unit begins to deal automatically. Two cards on the right hand side are for the player. One up and one down cards on the left hand side are for the dealer. The player can choose to HIT, STAND, INSUR, SPLIT or
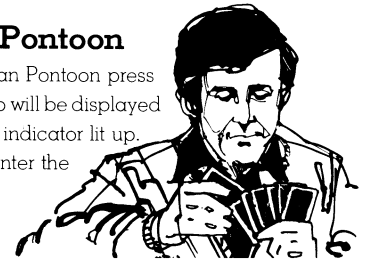
DOUBLE depending on the circumstance. The object of the game is to get a higher point count but not exceeding 21. A player's two-card hand of 21 is called pontoon and wins automatically for one and a half of the bet. Once the player busts (exceeding 21), the dealer wins and shows his second card. When the player stands for his hand, the dealer will hit continuously until he exceeds 16 or bust. Once a hand is completed, the player can review his stake balance by pressing the TOTAL key. The next hand will begin when the player enters his bet again.

The Ace may be counted for 1 or 11 and all "court" or "picture" cards are counted for 10. Cards are displayed in the following manner.

Ace 2 3 4 5 6 7 8 9 10 J Q K

BET - Bet key

The bet of each hand is entered through the digit-keys followed by the BET key. If the amount is not entered the absolute value of the displayed number will be entered as the bet. The amount of the bet should be less than six digits without the decimal.

HIT - Hit key

The key is depressed when more cards are desired by the player. Once this key is pressed, the player cannot split, double down or take insurance.

STAND - Stand key

The key initiates dealer action after displaying the total points of the player. The dealer will draw cards until exceeding 16 points or busts and ends the hand. The amount of bet that the player wins or loses is displayed and adds to, or deducts from, his stake automatically.

INSUR - Insurance key

If the dealer's first card is an ace, the player can take insurance by pressing this key. The amount of insurance is half of the bet.

SPLIT - Split key

If the player's first two cards are the same, he can choose to split the two cards into two independent hands. The player can hit only one card after splitting two aces.

DOUBLE - Double key

The player has option to double his bet in exchange for a one-card hit.

TOTAL - Total stake key

This key is active only when a hand is completed. The current stake of the player will be displayed when this key is pressed.

CLEAR - Clear entry key

This key is used to clear the displayed number so that a new number can be entered for the bet.

NOTE: Only one of three options (INSUR , SPLIT and DOUBLE)can be taken by the player for each hand of his cards.

Examples:

Key	Display		Comment
100	100		Enter bet
BET	K	A5	Player hits
HIT	K	3A5	Player hits again
STAND	K5	19	Player stands, total displayed
	K58	19	Dealer hits automatically
	23	19	Dealer bust, total displayed
	100		Player wins

Key	Display		Comment
BET	6	AA	Next hand, player bets 100
SPLIT	6	A JA	Player splits two aces
	6	7A JA	Automatic one-card hits
	60	18 21	Dealer hits
	60A	18 21	
	17	18 21	Dealer stands for exceeding 16
		250	Player wins both hands
TOTAL		350	Player's stake
50	50		Enter bet of 50
BET	3	65	
DOUBLE	3	665	Player double down, automatic one card hit
	3	17	
	30	17	
	305	17	
	18	17	
		100	Player lost double his bet
TOTAL		200	Player's stake
BET	A	23	
INSUR	A	23	Player takes insurance
HIT	A	423	Dealer does not have 21
HIT	A	6423	
HIT	A	36423	
STAND	A7	18	
	18	18	Dealer stands for exceeding 16

Key	Display		Comment
	-100		Player lost half of his bet for taking insurance
TOTAL	100		
200	200		Enter bet of 200
BET	3	99	
SPLIT	3	59	The first split
HIT	3	059	
	3	24	Player bust for first split
	3	9	The second split
	3	K9	
STAND	37	19 24	
	37K	19 24	
	20	19 24	
	-400		Player lost both hands
TOTAL	-300		Player's stake

Brain Drain

The object of the game of Brain Drain is to break a four-digit secret code number in as few trials as possible. When the game is started, a random code number is generated and stored in the unit. The player enters his guess by using the digit-keys.

The unit instantly checks this set of digits with the code number and then displays two clues for player s reference. The left side clue is the number of correct digits with the exact positions and the right side clue is the number of correct digits with the wrong position. An option is available for a second player to enter a four-digit code number to replace the one generated by the unit. A lit dot on the display is used to identify the position of the digit entry. Eight previous step entries can be recalled for examination. The registered number is displayed on the left side of the display. A series of musical notes accompanies the end of the game if the player breaks the code number. The number of trials taken will be given on the left side of the display.

MANUAL - Manual code key

Pressing this key replaces the code number in the unit by the four-digit number on the display. Once the game has started the MANUAL key can be used to correct errors in keying in a player's guess.

Example: intended guess 1234, actual entry 2345

Key		Display		Comment
1234	MANUAL	2	1234	
2345	ENTER	2	2345	XY

ENTER - Enter key

This key finalises the player's guessing number and two clues will be given out on the right side of the display. The player can re-enter his guess before this key is pressed.

EXAM - Examine key

Previous trials with the clues can be displayed again to help the player to make up his current guess. This key can be pressed any number of times, but only eight registers are available for storing previous trials. The unit automatically goes to the correct step when a guess number or ENTER key is pressed.

CODE - Code key

Pressing this key ends the game with the secret code number and the number of trials taken given out on the display.

Examples:

Key		Display		Comment
BD		1	0000 00	Game started
1234	MANUAL	1	0000 00	Enters secret code manually
4762	ENTER	1	4762 02	First guess, 2 digits correct with wrong position
9876	ENTER	2	9876 00	Second entry, player changes his mind for this guess, and has all four digits incorrect
1432	ENTER	3	1432 22	Third entry, all four digits are correct with 2 digits in the exact position.
1234	ENTER	4	1234 40	Fourth entry, the secret code is broken in four trials

The above example can be followed precisely. The two following examples are given as a guide only, as the selection of the code is totally random.

Key		Display		Comment
BD		1	0000 00	Another game
0123	ENTER	1	0123 00	
4567	ENTER	2	4567 12	
4758	ENTER	3	4758 02	
7596	ENTER	4	7596 12	
EXAM		3	4758 02	Recall previous trial

Key		Display		Comment
EXAM		2	4567 12	
6549	ENTER	5	6549 40	
BD		1	0000 00	Another game
1234	ENTER	1	1,234 11	
4562	ENTER	2	4,562 11	
2010	ENTER	3	2,010 11	
5621	ENTER	4	5,621 02	
9007	ENTER	5	9,007 01	
6381	ENTER	6	6,381 01	
5454	ENTER	7	5,454 02	
2413	ENTER	8	2,413 02	
9621	ENTER	1	9,621 01	
9852	ENTER	2	9,852 01	
2456	ENTER	3	2,456 02	
CODE		12	1,540 40	Game ends with secret code disclosed.

Speedway

Speedway is a simulated game of motorcycle racing. The aligned horizontal lit segments represent motorcycles on the track. The players motorcycle is stationary on the eighth digit and is brighter than the other lit segment for easy identification.

When the game is started by pressing the SW key, the player has to operate the GAS key to accelerate his motorcycle. The visual effect will be other motorcycles approaching the player's motorcycle faster. In order to avoid collision with other motorcycles and at the same time acheive a higher mileage, the player has to operate the GAS , BRAKE , shift up (▲) and shift down (▼) keys skillfully. A mileage score is displayed continously on the right side of the display. The game is ended in about a minute with a series of musical notes. The range of the score is from 0 to 99. If you exceed 100, the score will display 01, 02, etc.

GAS - Gas key

This key functions as the accelerator of the motorcycle. The player's motorcycle will slow down when this key is released.

BRAKE - Brake key

This key functions as the brake of the motorcycle. Pressing it slows down the player's motorcycle at a faster rate than releasing the GAS key.

▲ ▼ - Shift up and down key

These keys are used to change lanes in order to avoid collisions with other motorcycles.

Typical Game Display:

player's motorcycle   score

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