THE INHERITANCE

Panic in Las Vegas

The 1960's. New Haven, Connecticut.

The buildings were mostly delapidated and succeeded each other with monotonous regularity.

In his sordid room on the 17th Floor of one such squalid building, Peter, lying dejectedly on his bed, contemplated the wall with a mournful eye.

Debts were mounting up and there was no glimmer of hope on the horizon. No work. No money.

He hardly dared move outside his room for fear of meeting one of his many creditors. He hadn't paid his rent for several months and the landlady was on the verge of throwing him out. Things were looking desperate when Fate intervened. There was a knock at the door.

"A letter for you", cried the caretaker's voice.

Of course the letter was open, the caretaker making sure he knew all that was going on. Peter glanced inside. To his surprise he found an airline ticket to Las Vegas together with $200. A short note accompanied these welcome gifts.

'YOUR AUNT, OUR CLIENT, HAS JUST DIED MAKING YOU SOLE HEIR TO HER FORTUNE. HOWEVER, THERE IS ONE CONDITION - YOU HAVE TO REPEAT HER ACHIEVEMENT OF THE THIRTIES TO WIN A MILLION DOLLARS IN ONE NIGHT IN LAS VEGAS.

There wasn't a moment to lose if he wanted to avoid his creditors. He packed his suitcase with essentials and rushed down the stairs. 'Should I take the lift', Peter thought, brushing past one of his now informed creditors in the corridor.

He got out of the building and a race across town ensued. And all for the sake of an eccentric old woman. 'How can I shake off my pursuers', he mused.
So get to where the action is and set off now for the depraved city that's known as LAS VEGAS.

LOADING AND START UP

N.B.- THIS PROGRAM IS IN THREE PARTS AND TO ACCESS PARTS 2 AND 3 YOU HAVE TO KNOW THE ACCESS CODE GIVEN AT THE END OF THE PRECEEDING PART.

MSX

Cassette version : On side one of your cassette you will find parts 1 and 2, while side two contains part 3.

Insert your tape for side one and zero your tape counter. Key in **BLOAD"CAS :", R** on the keyboard and press **RETURN**. Press play on tape.

The program will load automatically and once loading is complete **STOP THE TAPE**. Make a note of the tape counter for future use.

Disc version : Insert the disk and switch on the computer and the program will load automatically. A menu will be displayed on screen.

1st part
2nd part
3rd part

Select which part by pressing 1, 2 or 3.

AMSTRAD

Cassette version : On side one of your cassette you will find parts 1 and 2, while side two contains part 3.
Insert your tape for side one and zero your tape counter. For the 664 and 6128 key in **I TAPE** (To get **I**, press SHIFT and @ simultaneously). Then for all Amstrad cassette computers press the **CTRL** key and the small **ENTER** key by the numeric keypad. The message **RUN"** will appear on screen. Press **PLAY** on tape.

The program will load and run automatically. Once loaded **STOP THE TAPE**. Make a note of the tape counter for future use.

Disc version : Insert the disk and key in **I CPM** (to get **I**, press **SHIFT** and @ simultaneously) on the keyboard. the program will load automatically. A menu will be displayed on screen.

1st part
2nd part
3rd part

Select which part by pressing 1, 2 or 3.

BEGINNING OF THE GAME

As soon as you see the text of the telegram on screen, press any key or the fire button on the joystick. A small, sordid room will appear together with a cursor controlled box.

Cursor keys or joystick move the box and the space bar or fire button are used to confirm a position or movement. This confirmation means that you can pick things up, put them down, give them away or take away what they contain. There are a number of other actions which can be carried out which you need to discover for yourself. We don't want to give you too much help !

Any object taken is displayed on screen.

MOVEMENT

To move inside the building direct the cursor towards the side of the picture that you wish to move to, either left or right. Each time you do this you will move a quarter turn. The next picture will appear straight away. To go forward position the cursor in the middle of the screen and press the space bar or use the fire button on your joystick.

It is worth keeping track of where you are, and where you have been !, so that you don't keep on returning to the same locations.

THE THREE PARTS

'Panic in Las Vegas' is made up of three parts :

1) In the building
2) At the Airport
3) In LAS VEGAS

A code is given at the end of the first two parts in order to access the part following. Each individual part is independent and parts 2 and 3 can be accessed directly using the codes, once they are known.

The first part concerns your attempts at leaving the block of flats in time to catch the plane to Las Vegas. When you meet your creditors on the way out it's up to you to convince them, BY ANY MEANS AT YOUR DISPOSAL, that they should allow you to leave.

The second part takes place at the airport where you have to ensure that you catch the flight to Las Vegas.

Finally you are in that den of iniquity, Las Vegas, Gambling Capital of the World.

LAS VEGAS

Each Casino has its own game.

THE JACKPOT

Every token is worth 10 dollars and you may use up to five tokens per game.

With one token you win :

100 times the stake if you get BAR BAR BAR
50 times the stake if you get BELL BELL BELL
25 times the stake if you get LEMON LEMON LEMON
25 times the stake if you get PLUM PLUM PLUM
25 times the stake if you get BAR BAR XXXX or
BAR XXXX BAR or
XXXX BAR BAR
6 times the stake if you get BELL BELL BAR or
BELL BAR BELL or
BAR BELL BELL
4 times the stake if you get LEMON LEMON XXXX or
LEMON XXXX LEMON or
XXXX LEMON LEMON
2 times the stake if you get CHERRY CHERRY XXXX or
CHERRY XXXX CHERRY or
XXXX CHERRY CHERRY
1 time the stake if you get LEMON CHERRY PLUM
1 time the stake for any LEMON CHERRY PLUM combination.

To place your bet, position the cursor on the pile of tokens and press the space bar or fire button to confirm the number you wish to stake.

To play, position the cursor on the joystick and confirm in the usual way.

BOULE

This game is based on nine numbers which allow two methods of play. The minimum stake in either case is 10 dollars.

1) Singles

If you win, you receive the equivalent of your stake, together with your original stake. The stake remains the property of the player until it is lost.

BLACK AND RED : The numbers are not all the same colour,

1, 3, 6 and 8 are black
2, 4, 7 and 9 are red

The exception is 5 which is neither red or black and when it comes up all stakes placed on colours are lost.

ODDS AND EVENS : These correspond to two particular places on the table and are repeated to avoid mistakes over number 5. 2, 4, 6 and 8 are even 1, 3, 7 and 9 are odd

The exception is 5 which is neither odd or even and when it comes up all stakes placed on odds or evens are lost.

WIN OR LOSE: These are also repeated on the table.

1, 2, 3 and 4 are win
6, 7, 8 and 9 are lose

The exception is 5 which is neither win or lose and when it comes up all stakes placed on win or lose are lost.

2) Numbers

Winning numbers, including 5, are paid up to seven times the stake.

To place your stakes position your cursor on the 'STAKE' then select your choice by pressing either fire on a joystick or by pressing Space Bar (on MSX) or Shift (on Amstrad).

Keyboard controls are + and − .

When you are ready to play, position the cursor on the box chosen, then confirm in the usual manner.

CRAPS

This game is very similar to double or quits. The minimum stake is 10 dollars and the croupier throws the dice.

The sum of the two dice is taken as the outcome.

On the first throw of dice -

If 2, 3 or 12 come up you lose your stake.

If 7 or 11 come up you win one time the stake.
If 4, 5, 6, 8, 9 or 10 come up you can play again.

The croupier throws again and says,
"I'm throwing the dice for (the number which has just come up) one to one."

If the croupier's number comes up, you win one time the stake.

If 2, 3, 7, 11 or 12 come up, you lose your stake.

If another number comes up you play again. The principle is the same each time, but the stakes are doubled, trebled, quadrupled etc..., every go.

The aim is to win the same sum twice in succession when the dice are thrown.

To place your bets use the same procedure as boule.

To play, position your cursor on the croupier and press the space bar or fire button.

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