Radio Shack®

TRS-80 MICRO COMPUTER SYSTEM

GAMES

CRAPS

KENO

BACCARAT

SLOT MACHINE

WHEEL OF FORTUNE

ROULETTE

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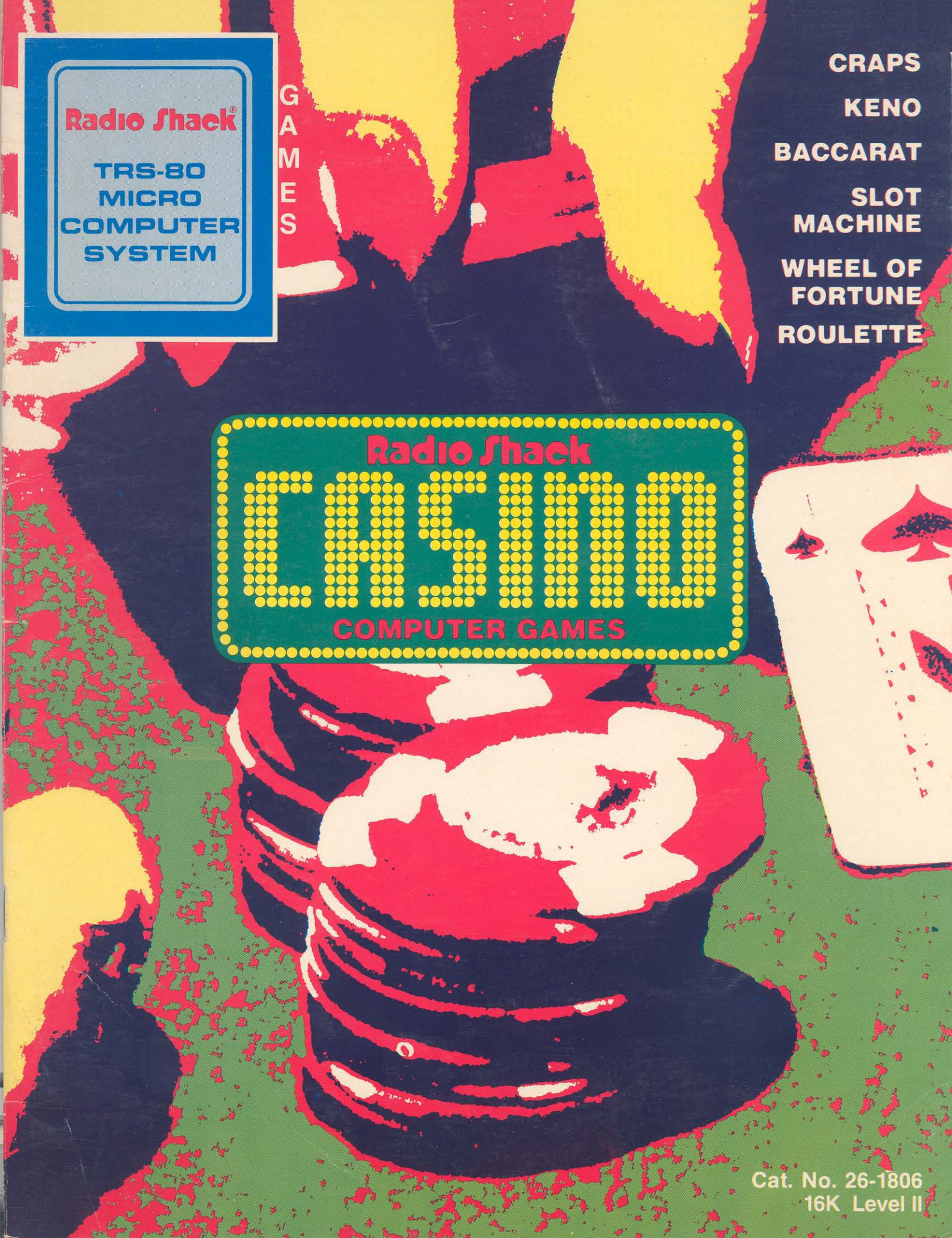
CASINO

COMPUTER GAMES



Cat. No. 26-1806
16K Level II

First Edition – 1979

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Casino Game Pack

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Introduction

Have you ever longed for the excitement of Reno? Craved to cruise down the strip and search out a good game? Wished for the day the dealer would say to you, "I'm sorry sir, you have broken the bank, we cannot play any longer."

Well, now they don't have to be dreams. The most exciting casino games are within your grasp without stirring from your own den. The CASINO GAME PACK, for your TRS-80 Microcomputer, contains six of the most popular and exciting games Hoyle ever dreamed of.

You can now experience the excitement of Craps, the titillation of Keno, the luck of the "One-Armed Bandit," the unpredictability of Wheel of Fortune and Roulette and the complex fun of Baccarat, right in your own home. That's right, you don't have to get on a plane to go anywhere. These programs re-create the excitement of every game, they will challenge the more experienced gambler and be a fun learning tool for the newcomer to the casinos.

These programs are so accurate that you can even learn and devise betting systems for the real games in Reno. The computer is probably the fairest opponent you could have, it won't deal from the bottom of the deck or hand you loaded dice.

All you have to do is read the instructions carefully, get a big cigar to smoke up the room, hire a couple of goons to stand around and you are ready to gamble. Here's hoping you have a safe trip to Reno and good luck!

Loading Instructions

There are three tapes in this package. Two programs on each tape. All of the tapes can be loaded in the same manner.

1. Place the tape in the cassette recorder, and press the "PLAY" button.

2. When MEMORY SIZE?_ appears, press [ENTER] .

3. Type [C] [L] [O] [A] [D] , and press [ENTER] .

4. When READY appears again, type [R] [U] [N] , and press [ENTER] .

Craps

Are you ready to play Craps? I hope so, because the odds in this game are the same as in the big casinos. So you have been warned.

General Rules and Instructions

Load the program. You will see a brief description of the rules on the screen. Next, enter the number of Players in the game (1 to 8) and their names.

The tally sheet or scorecard will now appear. This is where you get the good news and bad news as the game progresses. It will keep track of everyone's bets, how much they have won or lost and the house standing. At the lower part of the screen are the six table bets that can be made. The way to enter bets is by the Player's number and the letter of the bet (A thru F). For instance, Player 1 bets on C, this is entered as [1] [C] . If you decide that the bet doesn't look good you can change it. The computer will continue to accept new bets until you press [ENTER] to start.

All bets are down, let's shoot Craps!! The Players are betting on a fictitious shooter (the computer), let's call him Vito. Press [ENTER] to start the game (any key will roll the dice). Continue to roll until Vito makes his point or craps out.

Explanation of Bets

Bets A and C bet with or against Vito and pay on the outcome of each game. For example, if you bet A that means you think Vito will make his point (points are decided on the first roll and the computer will show you the point). If he doesn't crap out (7) and makes his point you win. But if he rolls a 7 you lose.

By the same token, if another Player bets C and Vito makes his point then that Player loses. Because C means you don't think he will make his point.

Bet B is for any Craps (2,3,12), if you make this bet you apparently believe he will roll one of these on his first toss. If he doesn't then you lose again.

Bet D is for the 7 on the first roll, and bet F is for the 11. If you play the odds and win with one of these, you will win big.

Bet E is for the infamous "boxcars" (two sixes). If Vito should happen to roll this on the first toss, go collect your money, if you made this bet.

Note: Bets B,D,E,F pay only on the first roll of the dice. If you make one of these bets and it doesn't come up on the first roll, better luck next time.

Miscellaneous Information

If the first roll of the dice is an 11, 7, or any craps, the computer will declare a winner, but you may or may not be a winner depending on how you bet.

To keep the same bet and let it ride after a game you need not do anything. Just press [ENTER] and the computer will keep your same bet. However, you can change a bet after every game if Lady Luck is not with you.

That's about all there is to it. You will get better as time goes on. And probably after awhile you'll even start sounding like a real crap shooter.

Keno

You are really in Reno now, this computerized Keno game runs just like the big casinos. You can even use this game to check a system at a real casino. We'll find out more about systems later. Keno is programmed to show payoffs to winning tickets based on actual casino odds. A listing of payoffs is located at the end of this section. Let's jump in and play.

General Rules and Instructions

Load the program. The Keno board will appear on the screen. Your first step will be to choose how many $1 chips you want to play with (between 1 and 1Ø0). The computer will record this information. Then you choose how many spots you would like to start with (between 1 and 15). Spots are simply how many numbers from the board you want to pick. So, if you begin with 5 spots then you have to choose 5 numbers from the board. As you type in the numbers that you want, a square will block out that number on the board.

After the last number is picked the game will start automatically. Twenty random numbers will appear one at a time on the bottom of the screen. If any of your numbers are among them, the computer will stop and point it out to you. The only way to miss one of your spots being picked or caught, is to be asleep when it happens.

Payoff size depends on the number of spots you pick. Once again, there is a table of payoffs at the end of this section. This table is a facsimile of real casino payoffs.

After a game, if you wish to keep the same number and position of spots, just press [ENTER]. Otherwise you can change your spots after every game.

Figuring a "System"

This is for the more experienced Keno Player, which you will be with a little practice. As you will notice during the game, the random numbers that the computer picks are marked on the Keno board with a little arrow. After playing for awhile you will notice that some numbers seem to get caught more often than others. Keno players in Reno watch this and then try to figure a system before marking their Keno tickets. This is not a guaranteed way to win, the odds are high, but this is what has fascinated Keno players for years.

Keno Payoffs:

Mark 1 spot
catch —
1 pays $3.00

Mark 2 spots
catch —
2 pays $12.00

Mark 3 spots
catch —
2 pays $1.00
3 pays $42.00

Mark 4 spots
catch —
2 pays $1.00
3 pays $4.00
4 pays $113.00

Mark 5 spots
catch —
3 pays $1.00
4 pays $9.00
5 pays $820.00

Mark 6 spots
catch —
3 pays $1.00
4 pays $3.00
5 pays $90.00
6 pays $1,800.00

Mark 7 spots
catch —
4 pays $1.00
5 pays $20.00
6 pays $410.00
7 pays $8,100.00

Mark 8 spots
catch —
5 pays $9.00
6 pays $90.00
7 pays $1,650.00
8 pays $18,000.00

Mark 9 spots
catch —
5 pays $3.00
6 pays $45.00
7 pays $335.00
8 pays $4,700.00
9 pays $18,500.00

Mark 10 spots
catch —
5 pays $2.00
6 pays $20.00
7 pays $142.00
8 pays $1,000.00
9 pays $4,500.00
10 pays $19,000.00

Mark 11 spots
catch —
6 pays $10.00
7 pays $75.00
8 pays $380.00
9 pays $2,000.00
10 pays $12,500.00
11 pays $19,500.00

Mark 12 spots
catch —
6 pays $6.00
7 pays $28.00
8 pays $200.00
9 pays $850.00
10 pays $2,400.00
11 pays $13,000.00
12 pays $25,000.00

Mark 13 spots
catch —
6 pays $2.00
7 pays $16.00
8 pays $78.00
9 pays $700.00
10 pays $3,600.00
11 pays $9,000.00
12 pays $25,000.00
13 pays $25,000.00

Mark 14 spots
catch —
6 pays $3.00
7 pays $8.00
8 pays $32.00
9 pays $300.00
10 pays $800.00
11 pays $2,500.00
12 pays $12,000.00
13 pays $25,000.00
14 pays $25,000.00

Mark 15 spots
6 pays $2.00
7 pays $8.00
8 pays $21.00
9 pays $75.00
10 pays $240.00
11 pays $2,400.00
12 pays $8,000.00
13 pays $25,000.00
14 pays $25,000.00
15 pays $25,000.00

There you have it, all possible payoffs. You can see why some real gamblers try to figure out a system for Keno, you can win big. The odds are high so just have fun playing it at home and if you do go to Reno maybe you'll have figured out a system.

Slot Machine

This game simulates a real "One-Armed Bandit". Sometimes it resembles a real bandit in the way it takes your money. Luckily, you lose no money with this home version.

There are 2Ø positions on each wheel. That means 8,ØØØ, yes, 8ØØØ possible combinations. The computer symbolically presents cherries, oranges, plums, bells, a 2-star jackpot, a 4-star jackpot and the traditional lemon. The lemon appears only on the wheel to the right and pays nothing, this is one way for controlling odds and payoffs on slot machines.

This game will return roughly 97¢ on every dollar played (over a period of time). And if you are losing your pants, don't worry, the slot machine must take in enough to make the payoffs on the jackpots.

The position of oranges shows as "BONUS" and has a special payoff of 1Ø.

Now that you know all of that, let's assault the "Bandit."

General Rules and Instructions

Load the game. The symbols will appear on the screen. The computer will ask how much you want to play for. For a roll of silver dollars (4Ø), press [1], a roll of quarters (4Ø) type [2] [5], a roll of dimes (5Ø) type [1] [Ø], and nickels (4Ø) press [5].

After you decide on the amount it's time to play. The ENTER key, actually any key, can be your "arm" for the machine. Press the key and watch the symbols spin on the screen. The payoffs are listed below the Slot Machine.

The computer will keep track of your winnings and losses, how many coins have been played and how many are left to the weary gambler.

Remember that each time you "pull the arm" the computer subtracts one coin. So if you have 1Ø coins and win 5 then press the key to play again, your new total will be 14.

One of the main advantages of this game is the fact that your arm won't get so tired from pulling the lever of a real Slot Machine. And anyone can stand a sore finger. Have fun, but don't fret over your losses, you'll win big after awhile and forget all your troubles.

Roulette

One to six can play this re-creation of the famous game. The computer tries to create the feeling of the Roulette wheel on the screen, you can almost hear it whirring. Although this game looks complicated on the screen it really isn't too hard. Each roll of the wheel causes the computer to search up to 366 possible bet situations. Better it than you, right? Let's play!

General Rules and Instructions

Load the game. There will be a brief description of the rules of the game. After reading this, press [ENTER] (any time during the game you can advance play with this key). Enter the number and names of the players and press [ENTER] .

The Roulette board will now appear. At the bottom of the screen the bets will appear.

Each bet has a letter and the odds beside it. To enter a bet put the Players number with the letter of his bet. For example, if Player 1 bets letter X, it is entered as [1] [X] . Pretty simple so far.

Note: An explanation of the letters and the bets will be at the end of this section.

A player may also bet on an individual number. To do this you must enter an [N] before the number. For instance, [1] [N] [2] [Ø] means that Player 1 bets on the number 2Ø only.

Note: Numbers less than 1Ø have a zero before them and must be entered that way, for example, [1] [N] [Ø] [4] means Player 1 bets on number 4 only.

Anytime while the Roulette board is showing a player can change or alter his bet in any order.

A Player can also bet on the number being odd or even, low or high and red or black. All black numbers have a decimal point in front of them, red numbers stand alone. But don't worry, when the Roulette wheel stops it leaves nothing to the imagination, it will tell you everything you need to know about the winning number.

Players can also make a "Street Bet," that is a three-number combination. To do this, place your bet on the first number of a column. For example, you place your bet on number 1, that means you are betting on 1, 2, 3. Place a bet on 1Ø and you're betting on 1Ø,11,12 and so on. The bet letter to do this is Q, so if you want to bet on 1, 2, 3 you enter it as [1] [Q] [Ø] [1] , that means you are making a "Street Bet."

After all the bets have finally been entered press [ENTER] and the wheel starts to spin. It will stop at a random point. A marker will bounce around and fall in a "Cup" under the winning number. The computer will announce each winning bet situation and then compute players' winnings or losses. This information will be displayed on the top of the screen.

After everyone has seen their standings press [ENTER] and the betting layout will appear again. You cannot enter a wrong bet, if you do the computer will ignore it. If this happens, don't worry, just re-enter your bet.

Another Way to Play

If the total number of Players is less than six, then any of the Players can be assigned one of the empty positions for the purpose of betting on more than one number at a time. In this case enter 6 for the number of Players when starting the game.

If you are betting more than one position, say 1 and 5, you can let one of these positions ride out the spin of the wheel with no bet placed. If a bet is already placed in the position you want to ride out, say 5, you can cancel it by typing [5] [K] and pressing [ENTER] .

This feature will be useful to those who wish to use this game for the development of betting strategy at a real table.

A Listing of Bets and Payoffs

(X)	All Numbers in Column 3	Pays 2/1	
(Y)	All Numbers in Column 2	Pays 2/1	
(Z)	All Numbers in Column 1	Pays 2/1	
(C)	All Numbers From 1 to 12 (1st 12)	Pays 2/1	
(U)	All Numbers From 13 to 24 (2nd 12)	Pays 2/1	
(T)	All Numbers From 24 to 36 (3rd 12)	Pays 2/1	
(L)	All Numbers From 1 to 18 (low)	Pays 1/1	
(H)	All Numbers From 19 to 36 (high)	Pays 1/1	
(O)	All Odd Numbers	Pays 1/1	
(E)	All Even Numbers	Pays 1/1	
(R)	All Red Numbers	Pays 1/1	
(B)	All Black Numbers	Pays 1/1	
(S)	House Special (Numbers 0,00,1,2,3,)	Pays 6/1	
(Q)	Street Bet (Group of 3 Numbers)	Pays 11/1	(12 Bets)
(N)	Any Single Number	Pays 35/1	(36 Bets)

That's it, now you can play Roulette with all the pros, or at least with all the neighbors. Have fun!

Wheel of Fortune

Up to eight people can play this casino game or one person can try to break the bank, the ultimate dream of all gamblers. The odds are the same as the real casinos so it won't be too easy. Let's play!

General Rules and Instructions

Load the game. The first thing you can do is type [I] for instructions. The computer will then ask you for the number of players and their names. Press [ENTER] and you will see how many chips each player starts with, 2Ø, and the size of the casino bank, $100.

The computer is now ready for each Player to enter a number to bet on. There are seven numbers used, 1, 2, 5, 1Ø, 13, 2Ø, and 4Ø. More than one Player can bet on the same number if it looks good.

After all the bets are down, the wheel will start to spin. No one knows where it will stop. When the wheel stops the computer will announce the winners and take a dollar chip from the losers. Press [ENTER] and you will find out how much you have left and the house profit or loss.

The number 1 appears most often on the wheel followed in decreasing order by 2, 5, 1Ø and 2Ø. The 13 and 4Ø appears only once on the wheel. So the payoffs are based on the numbers frequency on the wheel. Number one pays $1, two pays $2, five pays $5, ten pays $10, twenty pays $20, and thirteen and forty pay $40 to the winner.

If everyone is satisfied with their bet, just press [ENTER] and the computer will keep the bets from the last game. If one or more want to change their bet, then all bets must be re-entered.

How to Break the Bank

In the upper left hand corner of the screen you will find listed the number of chips the house has raked in and in the upper right hand corner the number that have been paid out. The difference between these two is the house profit. If the house profit dips to a minus $100, congratulations, you have broken the bank, and the computer will let you know a lot nicer than they would in Reno. You can see if three or more players bet on the number 4Ø and won in the beginning of the game the house would quickly go broke. When and if this happens, the game is over and you must start a new game. And be encouraged, this does happen.

If you like to play the odds there is a fun solo game you can play. Enter the names and bets of eight fictitious players and watch the money change hands between them and the casino. Try to arrange the bets so as to break the bank. This is a great way to learn the workings of a gambling casino, and maybe someday you can open your own. But until that day just relax and enjoy this stimulating home version.

Baccarat

And now, the star of the game pack. Never before could Baccarat be practical to set up in the home without this program. In fact, this program is capable of running a real casino game. All of the rules are programmed into the computer, so it is impossible to misplay the game. One of the most appealing characteristics of this game is you can learn the rules of Baccarat while you play. The more you play, the better you become. There are so many rules that many people never took the time to learn the game. Therefore, it has become one of the more misunderstood games. To get you started we have included at the beginning of this section a description of the rules as they apply to the computer game. And keep in mind that any action taken by the computer is the correct and official form of Baccarat play.

Rules of the Game

Baccarat is played with eight decks of cards. In the real casinos the cards are kept in a box called a "Shoe". One to twelve can play. Face cards and tens count at Ø, aces count 1, and all other cards count face value. When the total of the cards is 1Ø or more you use only the last digit of the number. For example, if you have a 1Ø and 3 it doesn't count as 13, it counts as 3. This is very important to remember.

Two hands are dealt, one to the Player and one to the Banker. Players bet on the hand they think they will win. The winning hand is the one closest to 9. The Banker's first two cards are dealt face down, the Player's face up.

The rules of Baccarat say that if the total of the two cards is less than 6, the Player must take a hit. If the total is 6 or more the Player must stand. The Banker's hand is not visible and the computer will make all decisions regarding this hand. Once the Player's hand has been hit or is standing, the Banker's hand will be revealed. The hand that is 9 or closest to it is the winner. The players that bet on the winning hand will be awarded their money and the losers will have their bet subtracted.

If the first two cards dealt come up as 8 or 9 that is called a Natural and is the automatic winner. If one hand has an 8 and the other a 9, the 9 wins. When the Player's hand has an 8 it is called a "La Petite" and a 9 is called a "La Grande". These are both Naturals but the well traveled computer uses the Continental terms.

If both hands end in a tie, called a push, then no one wins and the game is credited to no one.

The minimum bet is $20 and the maximum or house limit is $2,000. If you make a large bet and lose more than you have, the computer will show your standings in the minus bracket.

There is another version of Baccarat called "Chemin-de-fer". This game is played exactly like Baccarat except you have an option of being hit or standing when the first two cards sum is 5. In this game, if the sum is 5, the computer will show the words "HIT OPTIONAL," if you decide to hit, press [H], if not press [ENTER]. You can only exercise this option on the Player's hand, the computer will make the decisions for the Banker's hand. We will explain how to switch to this type of play in Baccarat Commands.

There you have it, most of the rules as they apply to the computer game. All of these will become clearer when you actually start to play. But first, make sure to read the instructions of the game.

Player and Banker Hand Rules

Although the computer will make all of the decisions concerning the Banker's hand we thought you might be interested in why it does what it does.

As you already know, both hands are dealt, two cards to start out with. The Player's hand draws a third card only if the sum of the first two is 5 or less. If the Player has a 6 or 7 he must stand. And an 8 or 9 is a natural and the Banker cannot draw a third card.

There are several factors that determine whether the Banker can draw a third card or not. We will now look at those circumstances.

If the Bank hand has Ø,1 or 2 it always draws a third card.

If the Bank hand has 3, and the Player draws anything between 1 and 1Ø, except 8 then the Bank has to take a third card. But if the Player draws an 8, then the Banker has to stand.

If the Banker has 4 and the Player draws a 2 thru 7, then the Bank must take a third card. But if the Player draws a 1,8,9,1Ø then the Banker must stand.

If the Banker has 5 and the Player draws a 4,5,6,7, then the Banker takes a hit. But if the Player draws a 1,2,3,8,9,1Ø, then the Banker stands.

If the Banker has 6 and the Player draws a 6 or 7, then the Banker has to take a card. Any other card drawn by the Player, the Banker would stand.

The Banker stands when he has 7 no matter what. With an 8 or 9 the Banker has a Natural and the Player cannot draw a third card.

Now when you are playing you can check and see if the Banker did what he was supposed to do. This will also help you if you decide to go to Reno and play.

General Rules and Instructions

Load the game. Enter the number and names of the Players. The computer will now shuffle 8 decks of cards on the screen while you sit back and watch. After all cards are shuffled, the main scorecard will appear. All bets will be displayed on the scorecard.

To enter the bets use the Player number, the letter of the hand that is being bet on and the amount of the bet. For example, if Player 1 bets on the Banker's hand for $200 it is entered [1] [B] [2] [Ø] [Ø] . The Player's hand is represented by the letter P. You must press [ENTER] after every bet.

Once all bets have been entered press [ENTER] and the hands will be dealt. If you should enter an incorrect bet just press [C] for cancel and then re-enter the bet.

Any key on the computer can be used to hit or return to the main scorecard. The winnings and/or losses will be posted for every player.

Note: A 5% charge is deducted from all bets that are won with the Banker. So don't be alarmed if you won and the full amount is not posted on your winnings. This is the way it is done at real casinos. That's the way they make their money.

On the far right hand side of the screen is some information that might need some explanation. First you will see GAME #___, this tells what game you are on. Then you will see Banker followed by a number, this is how many games the Banker has won. This will be followed by C 1=, C 2=, C 3=, these are the cards from the most previous game. This will let you refresh your memory as to which hand won and with what cards. Directly beneath this will be the same set-up for the Player's hand. Beside the word PUSH will be the number of ties during the game. This information panel will also tell you who won and the number of the next game.

Baccarat Commands

There are several commands that can be given to the computer that will affect the game. So it is important that you read these and learn what they do before you play the game.

Press [I] for instructions. This will recall a mini-instruction display to refresh your memory on entering bets. Before you press [ENTER] you have the option to press [O]. This is used when switching for Chemin-de-fer play. **NOTE**: You must remember to press [O] every time you recall the instructions. If you don't, the game will automatically switch back to regular Baccarat.

Press [N] for new Player. This is used to seat a new Player after the game has started. If all the chairs are filled up this command won't work.

Press [R] for retire or replace a Player. If you use this and do not enter a new Player the computer will call the empty chair PLAYER "N". If you place a bet for the non-existent Player, the computer will assume you know what you are doing and enter the bet on the books. You can also use this command as a way to test systems for betting.

Press [H] for house profits and/or losses. The first two items, paid outs, give the total amount paid by the casino to winning Players on bets made on the "B" and "P" hands. In the right hand column is the sub-total (ST) of the paid outs. Next are the listed receipts, the amounts the casino collected from the losing Players. In the right hand column are the sub-totals of the receipts. The fifth item is the 5% commission the casino collects. As a double check the paid outs are then subtracted from the receipts for the Banker's hand transactions and the Player's hand transactions. The results are listed next as winnings or losses (W/L) for the casino in each category (B&P) and the right hand column to the sub-total. Subtraction of the first sub-total will also match this sub-total. If a few players are on a winning streak the house will go in the hole.

Press [D] for the decks of cards. You can see any deck or all of them.

About the Warning Message

If a warning message appears on the screen don't panic. It simply means you did not enter the needed data. The computer will ignore the incomplete data and tell you to check the player's betting status. When you check it, you will probably see that you have not entered all the data or you have put an incorrect bet in there. This feature is built into the computer to protect the players interest.

All of these commands and rules and systems might have your head swimming right now, but take heart. Once you get the game going and actually see many of these things happening it will all fall into place. And you can be proud of yourself for mastering what many feel to be the most complicated game in Reno. Who knows, before long you may be hanging out on the French Riviera playing Baccarat with all the pros.

Game Comments

All of these games are programmed to be user-proof. Of course we cannot protect the games from irate players with a baseball bat. However, we can protect them from breaking out of the run mode. That simply means keeping them from losing the picture on the screen. Should you lose the picture by accident or erase it, press the [CLEAR] key followed by the [ENTER] key and the game should continue from where it left off with all scores intact. Even if you accidently press the [BREAK] key you can recover the game by pressing [CLEAR], type [C] [O] [N] [T] and press [ENTER].

On games where names are entered it is possible to erase a name if it has been entered incorrectly. To do this, hold down the [SHIFT] key and press the back-space arrow [←]. This will completely erase the name and you can now retype the correct name in.

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NOTE: Good data processing procedure dictates that the user test the program, run and test sample sets of data, and run the system in parallel with the system previously in use for a period of time adequate to insure that results of operation of the computer or program are satisfactory.

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U.S.A.: FORT WORTH, TEXAS 76102
CANADA: BARRIE, ONTARIO L4M 4W5

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NOTE: Good data processing procedure dictates that the user test the program, run and test sample sets of data, and run the system in parallel with the system previously in use for a period of time adequate to insure that results of operation of the computer or program are satisfactory.

RADIO SHACK A DIVISION OF TANDY CORPORATION

U.S.A.: FORT WORTH, TEXAS 76102
CANADA: BARRIE, ONTARIO L4M 4W5

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280-316 VICTORIA ROAD
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