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Nintendo

GAME BOY®

DMG-HY-USA

**HIGH
STAKES**™
G A M B L I N G

INSTRUCTION BOOKLET

Thank you for purchasing the Nintendo GAME BOY Game Pak, HIGH STAKES.

Before you start playing please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet handy for your future reference.



LICENSED BY



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ASSURANCE THAT NINTENDO HAS
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PRODUCT. ALWAYS LOOK FOR
THIS SEAL WHEN BUYING GAMES
AND ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY WITH
YOUR GAME BOY SYSTEM.
ALL NINTENDO PRODUCTS ARE LICENSED
BY SALE FOR USE ONLY WITH OTHER
AUTHORIZED PRODUCTS BEARING THE
OFFICIAL NINTENDO SEAL OF QUALITY.

PRECAUTIONS

1. Do not touch the Game Pak's terminal connectors. Keep them free of dust and moisture.
2. Store your Game Pak at room temperature. Avoid extreme hot or cold temperatures.
3. Do not clean with paint thinner, benzene, alcohol, or other solvents.
4. Avoid subjecting your Game Pak to shock when moving it. Never attempt to open or dismantle.

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INTRODUCTION

Agent Pete Rosetti, we are depending on you to cripple the underworld. Your mission: beat the five most notorious mobsters of all time at their own game . . . High Stakes Gambling! Good luck Agent Rosetti. We're counting on you.



MODE SELECTION

To select practice or competitive mode, use the control pad to move the cursor and then press the A button. You must then select play or password. If you select password, the screen will shift into the password entry mode.

PRACTICE MODE

This can be used as practice for agent Rosetti or just plain fun. In the practice mode, Rosetti goes one on one with the dealer in one of four games: blackjack, slots, video poker and craps. To select a game, use the control pad to select the game desired and then press the A button. If you wish to continue an earlier game select the password function and enter your password.

You are given \$10,000 to start and play continues until you exit the casino or go broke. To exit the casino, press the select button and your password will be given.

GAMES IN THE PRACTICE MODE

BLACKJACK:

Object is to hold two or more cards that total 21, or as near 21 as possible, without going over.

Aces count as 1 or 11, king, queen, jack and ten count as 10 each; any other card counts as face value. After the deal, if you wish to have another

card, select "hit." If you do not wish to have

another card, select "stand." If you wish to

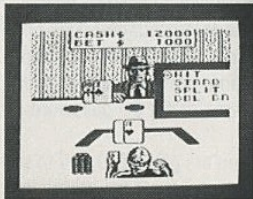
double your bet in hopes that the next card dealt

will win, select "double down." Note: you can only double down on the first two cards dealt and if you select double down you will only be dealt one more card.

Occasionally you will get two cards of the same value. When this happens you

may select "split" and you play two hands with regular rules. Note: as with

"double down" you may only split the first two cards and if you split aces you will only be dealt one more card.



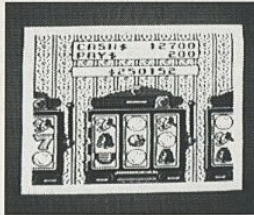
GAMES IN THE PRACTICE MODE

Use the arrow (top left corner) and the control pad to select the amount you wish to bet and press the A button. After you bet the dealer will give you your cards. You must then use the control pad to select "hit," "stand," "double down" or "split." Note: You cannot select "double down" or "split" if you don't have enough money to bet. Game continues until Rosetti stands or bust. To exit the blackjack mode, press the select button and then the "exit" option.

GAMES IN THE PRACTICE MODE

SLOTS:

There is a \$100 dollar limit per line with bets in increments from 1–100 and you may bet from 1 to 3 lines. Note: If you wish to bet line 2 you must bet line 1 first. The same applies with the third line. Use the control pad to select the amount you wish to bet and then the B button to select the lines you wish to bet on. Note: The only way you can win in the progressive jackpot is to hit 777 on the third line with all lines bet.



GAMES IN THE PRACTICE MODE

PAYOUTS:

<u>Reel 1</u>	<u>Reel 2</u>	<u>Reel 3</u>	<u>Payout</u>
Cherry	Any	Any	2 times
Cherry	Cherry	Any	5 times
Cherry	Cherry	Cherry	10 times
Orange	Orange	Any	12 times
Orange	Orange	Orange	15 times
Plum	Plum	Plum	20 times
Melon	Melon	Melon	25 times
Bell	Bell	Bell	50 times
Bar	Bar	Bar	100 times
7	7	7	200 times
7	7	7	3rd line Jackpot

GAMES IN PRACTICE MODE

VIDEO POKER:

The object is to get the highest hand possible for the best payouts. You are given five cards and may bet from 1 to 5 coins in increments from 1 to 100. After you bet you receive your cards and must then choose which to discard. Your discards will then be replaced and you receive any payouts.



Select bet, as with slots, using the B button to bet. To draw, use the control pad to move the arrow over the cards you want to hold and press the A button. An "H" will appear under the card. If you change your mind, press the A button again and the "H" will disappear. When you are ready to discard, move the arrow to "draw" and press the A button. Payouts are as follows:

GAMES IN PRACTICE MODE

VIDEO POKER PAYOUTS:

<u>Hand Payout:</u>	<u>Coins Bet:</u>				
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
5 of a Kind	500	1000	1500	2000	Jackpot
Royal Flush	250	500	750	1000	1250
Straight Flush	100	200	300	400	500
4 of a Kind	50	100	150	200	250
Full House	20	40	60	80	100
Flush	8	16	24	32	40
Straight	5	10	15	20	25
3 of a Kind	4	8	12	16	20
2 Pair	2	4	6	8	10
1 Pair Jacks or better	1	2	3	4	5

GAMES IN PRACTICE MODE

DESCRIPTION OF HANDS (from highest to lowest ranking):

FIVE OF A KIND: Any four cards of the same rank plus a joker. The highest hand possible.

ROYAL FLUSH: A-K-Q-J-10 in the same suit. The highest standard hand when wild cards are not used.

STRAIGHT FLUSH: Any sequence 2-3-4-5-6 etc. in the same suit.

FOUR OF A KIND: Any four cards of the same rank. If there are two such hands, the higher ranking cards win.

GAMES IN PRACTICE MODE

FULL HOUSE: Three of a kind plus a pair. If there are two full houses, the one with the highest ranking three of a kind wins.

FLUSH: Any hand with five cards of the same suit. If there are two flushes, the one with the highest ranking card wins. If the highest ranking cards match, the next-highest ranking card wins etc. Example: Spades A-K-10-8-3 beats hearts A-K-10-3-2.

STRAIGHT: Any five cards in sequence that are not all the same suit. If there are two straights, the one with the highest ranking card at the head of the sequence wins. The highest ranking straight is A-K-Q-J-10 and the lowest ranking straight is 5-4-3-2-A.

THREE OF A KIND: Three cards of the same rank with two unmatched cards. If there are two such hands, the highest ranking three of a kind wins.

GAMES IN PRACTICE MODE

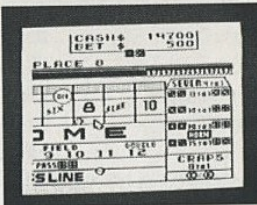
TWO PAIRS: Two cards that rank the same with another two cards of the same rank and an unmatched card. If there are two such hands, the one with the highest ranking pair wins. If the highest ranking pairs match then the highest ranking second pair wins. If both pairs match, then the highest unmatched card wins.

PAIR OF JACKS OR BETTER: Two cards ranking Jacks or higher. To be able to win, your pair must be at least Jacks or better. If both pairs match, the next highest ranking card wins. If the highest ranking cards match, the next highest ranking cards win etc. A pair beats a hand without any pair. A pair is dealt about twice in every five hands.

GAMES IN PRACTICE MODE

CRAPS:

Player bets on the pass line and then tries to roll a seven or eleven on the first roll, but avoids rolling a two, three or twelve, which is a crap out. After the first roll, if any other numbers are rolled, seven then becomes the crap number and two, three and twelve become meaningless. The dice are then rolled over and over again until either, the player loses (rolls a seven) or rolls the number of the first roll (wins the pass line bet). For example, on the first roll the player rolls a 5. He then rolls a second time and gets a 6, nothing happens and he must roll again. On his third roll he gets a 7, which is a crap out and he loses his bet. If he had got a 5, however, he would have won. There are many other bets that can be placed on the outcome of the dice rolls.



GAMES IN PRACTICE MODE

PAYOUTS ARE AS FOLLOWS:

Pass Line	1 to 1
Come	1 to 1
Don't Pass	1 to 1
Don't Come	1 to 1

Odds on Come:	
4, 10	2 to 1
5, 9	3 to 2
6, 8	6 to 5

Odds on Don't Come:	
4, 10	1 to 2
5, 9	2 to 3
6, 8	5 to 6

Buy Bets:	
4, 10	2 to 1
5, 9	3 to 2
6, 8	6 to 5

Note: The casino charges a 5% commission on the amount bet.

Example: If the player makes a \$100 Buy Bet on any number, the casino charges \$5 for the bet. The commission is collected by the casino if the player either 1) removes the bet or 2) when the player is paid for winning the bet. If the player loses the bet, the player is not charged an additional \$5.

GAMES IN PRACTICE MODE

Lay Buy Bets (opposite of Buy Bets):

4, 10	1 to 2
5, 9	2 to 3
6, 8	5 to 6

Note: The casino charges a 5% commission on the amount that could be won.

Example: If a player makes a \$100 Lay Bet on the 4, the casino would charge 5% of \$50 = \$2.50 which is rounded up to \$3. The commission is collected by the casino if the player either 1) removes the bet or 2) when the player is paid for winning the bet. If the player loses the bet, the player is not charged an additional \$3.

Place Bets::

4, 10	9 to 5
5, 9	7 to 5
6, 8	7 to 6

Lay Place Bets:

Not incorporated into game.

Field:

3, 4, 9, 10, 11	1 to 1
2, 12	2 to 1

Big 6	1 to 1
Big 8	1 to 1

GAMES IN PRACTICE MODE

Horn:

3, 11	15 to 1
2, 12	30 to 1

C/E:

2, 3, 12	7 to 1
11	15 to 1

All other center bets are paid as noted on table.

COMPETITIVE MODE

DESCRIPTION OF MOBSTERS:



MACHINE GUN MAX

You lose to this mobster and he'll play you a tune on his violin.



SUITCASE SAM

You can bet this guy has more than just clothes packed in his suitcase.

COMPETITIVE MODE



HITMAN HARRY

He's a dangerous man, both on and off the table.



LUCKY LOUIS

If Cologne weren't king, this guy would be. A cunning cardshark by any definition.



AL COLOGNE

The king pin of crime. Take out Mr. Cologne and you destroy the underworld.

COMPETITIVE MODE

As undercover Agent Pete Rosetti, your mission is to bankrupt the betting houses of the underworld. To do so you must pit your betting skills against the five most notorious mobsters in the world.

To beat each mobster you must play blackjack, slots and video poker to acquire draw poker points. You play ten hands of each and, at the end, prizes are awarded. The winner is awarded \$10,000 and five draw poker points. The loser gets only two draw poker points.

You must then face the mobster at a game of draw poker. (Winning hands are described on page twelve for video poker.) After each hand the loser is penalized one draw poker point. Play continues until Rosetti or the mobster has lost all their points or Rosetti or the mobster has gone bankrupt.

BJ	5	2
SLOTS	5	2
VP	5	2
TOTAL	12	9

COMPETITIVE MODE — BLACKJACK

To help you throughout your mission is a character named Shady, a back alley bandit. Shady will sell you cheat items. But be warned, he allies himself with no one and will help your opponents too.

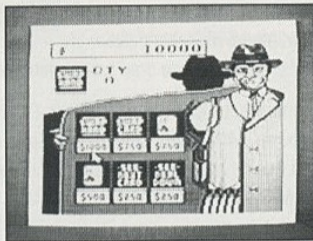
Rules for each game are the same as in the practice mode, with the exception of Shady's cheat items. Cheat items are as follows:

BLACKJACK:

Allows you to swap hands with your opponent

Next card dealt is a King

Allows you to see the next card dealt



Allows you to swap card with your opponent

Next card dealt is an Ace

Allows you to see dealer's hand

COMPETITIVE MODE — SLOTS

SLOTS:

Places more Sevens on the slot machine

Places more Bars on the slot machine



COMPETITIVE MODE — VIDEO POKER



VIDEO POKER:

Allows you to see next card

Allows you to swap card with your opponent

Replaces any card held with Joker

TWO PLAYER MODE



DRAW POKER:

Replaces any card held with Joker

Allows you to see the next card dealt

COMPETITIVE MODE — SLOTS

BONUS ITEM PRICES FOR 3RD & 7TH SPIN:

<u>Item</u>	<u>Price</u>
Cherry	\$ 50
Orange	\$ 120
Plum	\$ 200
Melon	\$ 250
Bell	\$ 500
Bar	\$ 1,000
7	\$ 2,000

SLOTS: BONUS ITEMS

On the 3rd and 7th spin, a bonus item will be displayed in the center of the screen. Press "A" to buy the item and then place the item on one of your reels by using the control pad and pressing "A" to better your outcome. Beware! Your opponent can buy this item too. The first to press the "A" button will buy the item.

TWO PLAYER MODE

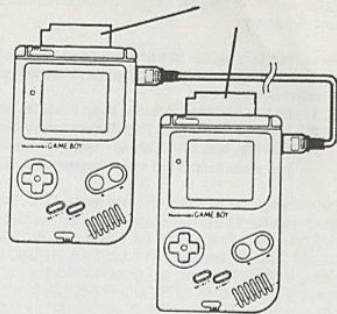
PRACTICE MODE:

In the practice mode, you may play the role of any one of the mobsters or Agent Rosetti. You play against your opponent and play continues until you exit or either player goes bankrupt.

COMPETITIVE MODE:

In the competitive mode you choose any one of the five mobsters, with cheat items available to you and your opponent — compete for control of the underworld.

Insert HIGH STAKES
Gamepak



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To receive this warranty:

1. **DO NOT** return your defective Game Pak to the retailer.
2. **Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.**

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