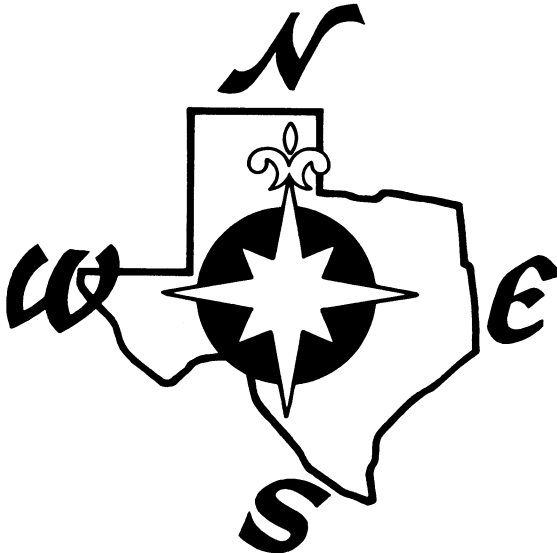


MATTEL ELECTRONICS®



The computer game where nice guys finish last.

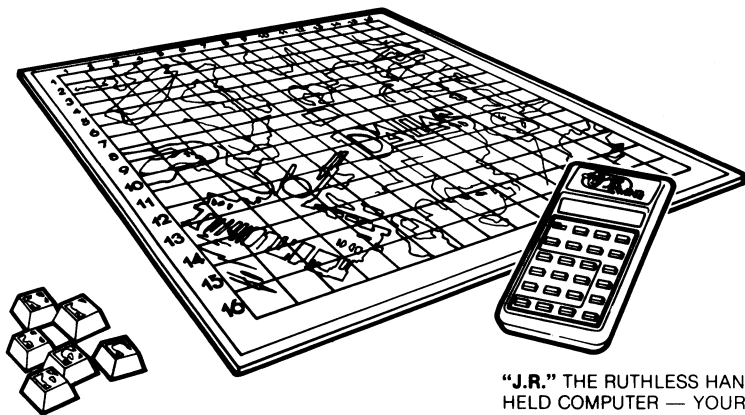


OBJECT:

To gain control of the Ewing Empire by buying corporate stock and building up character power points. Block opponents through blackmail conflicts and out-smart "J.R.", the ruthless computer.

GAME INCLUDES

THE EWING EMPIRE. 19- $\frac{1}{4}$ " x 19- $\frac{1}{4}$ " SQUARE GAME BOARD WITH 4 "SAFE" BASES AND 4 CORPORATIONS CONTAINING 6 SHARE PARCELS EACH.



DALLAS™ FAMILY CHARACTERS. 6 NUMBERED PLASTIC PLAYING PIECES FOR BOBBY, PAMELA, SUE ELLEN, LUCY, RAY AND CLIFF. USE TO MARK PLAYERS' POSITIONS ON BOARD.

EVENT/J.R. CONFRONTATION CARDS. 1 CARD FOR EACH CHARACTER (6 TOTAL). FIND OUT NATURE OF EVENT OR CONFLICT ORDERED BY "J.R." WHEN PLAYER LANDS ON BLANK SQUARE.

GAME CARDS. OWNERSHIP CERTIFICATES — 1 CARD FOR EACH CORPORATE SHARE PARCEL (24 TOTAL). BLACKMAIL CARDS — 3 CARDS ON EACH CHARACTER (INCLUDING J.R.) PLUS 3 "WILD" BLACKMAIL CANCEL CARDS. USE TO STRENGTHEN POSITION IN CONFLICT.

"J.R." THE RUTHLESS HAND-HELD COMPUTER — YOUR CORRUPT OPPONENT AND GAME MASTER. CHARACTER NUMBER 7.

CORPORATE SHARE MARKERS. 24 RED OWNED AND 24 GREEN OPTION MARKERS. USE TO INDICATE CORPORATE SHARE OWNERSHIP, OR OPTION TO BUY.

MONEY (PLAY MONEY, OF COURSE): 50-\$1 MILLION BILLS; 20-\$5 MILLION BILLS; 20-\$10 MILLION BILLS; 6-\$50 MILLION BILLS.

GAME SET-UP

1. SELECT CHARACTER MARKERS. Break off each marker from sprue and adhere character label to top of marker. Place all markers in lid of box. Each player draw or choose a marker. Stack all markers selected in numerical order (lowest number on top) on SOUTHFORK RANCH square of board. (8-8)

2. CHOOSE BANKER AND BROKER.

Banker — Distributes game money at start of game. Collects money for purchase of share parcels and deposits in bank. Collects money owed to bank or “J.R.” and deposits. Distributes money owed to players by bank or “J.R.”.

Broker — Distributes Ownership Certificates when corporate share parcels are purchased. Marks corporate squares with correct OWNED or OPTION markers when needed.

3. REMOVE BLACKMAIL CARDS ON CHARACTERS NOT SELECTED IN THIS GAME (if fewer than 6 are playing). **Do not** remove “J.R.” Blackmail Cards or “wild” Blackmail Cancel Cards. Shuffle remaining Blackmail Cards and place stack face-down near playing board.

4. DISTRIBUTE GAME MONEY (Banker). Starting amount depends on number of players.

2 Players	Receive \$180 million each
3 Players	Receive \$120 million each
4 Players	Receive \$ 90 million each
5 Players	Receive \$ 75 million each
6 Players	Receive \$ 60 million each



BASIC STEPS TO GAME PLAY

Here are basic steps to be followed in starting a game of DALLAS™ and taking a move. Use them as a quick reference during game play. If you are playing for the first time, read on for more information that will help you play the game.

1. Turn computer ON switch **[ON]**. Display shows **DALLAS**. Press **[START]** key.
2. Each player in turn:
 - Press **[NUMBER]** of character selected. (Mistake? Press **[CLEAR]**, then correct number.)
 - Press **[ENTER]**. (Cannot change number after ENTER.)
3. Press **[START]** when all players have entered character numbers.
4. Players take turns in order of CHARACTER NUMBERS. LOWEST NUMBER GOES FIRST. Display shows **CH-(character number)**.
5. First player press **[START]**. Display shows **?** Player can then:
 - Check CHARACTER POWER POINTS. Press **[STATUS]** key. Points displayed in order of Prestige-Business-Family.
 - Check ASSETS (value of all corporate shares owned). Press **[ASSETS]** key. After checking power points or assets, press **[START]** to clear display and continue game play.
6. To “roll dice” for move, press **[MOVE]** key.
After pressing MOVE, display shows “die roll” followed by **starting position** coordinates. Example: **6 8-5** (8 is vertical coordinate, 5 is horizontal.)
7. Player can move any number of squares UP TO the die roll number, IN ONE DIRECTION ONLY. No diagonal moves.

Move character marker to desired square on board. Enter move on computer by pressing DIRECTION KEYS (North, South, East **or** West). **Press once for each square moved.**



8. At end of move, press **ENTER**. (Use CLEAR key **before** ENTER to change move.)
9. Complete any transactions called for or allowed by the square on which you land. (See WHERE YOU LAND, page 8.)
 - Base** — Collect money **or** a Blackmail Card.
 - Corporate Square** — Buy corporate share parcel, engage in player conflict (when possible).
 - Blank Square** — Engage in player or “J.R.” conflict, “jump” to another square if ordered there by “J.R.” or accept event from “J.R.”
10. At end of turn, press **NEXT**. Hand computer to next player.
11. First player to amass ASSETS enough to take over the Ewing Empire wins. (See WINNING, page 14.) Computer announces winner with VICTORY TUNE and displays **PLAYER-(character number of winner)**.

QUICK PAGE REFERENCE

TAKING YOUR MOVE	Page 7
WHERE YOU LAND (AND WHAT HAPPENS THEN)	Page 8
RULES OF CONFLICT (AND BLACKMAIL)	Page 12
GETTING MONEY	Page 13
WINNING	Page 14
GAME STRATEGIES	Page 14



CHARACTER POWER POINTS

Character power points are used by "J.R." (the computer) to help determine the winner in player and "J.R." conflicts. During game play, different character points can be gained or lost, through events or conflicts.

- Check character points any time the ? is displayed, by pressing **STATUS**
- Press **START** to clear character point display and continue game play.

Each player starts the game with a total of 20 character points, distributed in the areas of PRESTIGE, BUSINESS and FAMILY. Points are distributed differently for each character.

Points are pre-programmed and always **start out** the same for a particular character, but change as the game progresses. When you check character points, you see a 3-number display. Example: 9-5-6. The order shown is always Prestige-Business-Family. **After checking character points, write them down for future reference.**

ASSETS

Assets = TOTAL VALUE of all corporate share parcels owned. Cash is NOT included.

- Check assets any time the ? is displayed, by pressing **ASSETS**.
- Press **START** to clear assets display and continue game play.

When you check assets, display shows **ASSE-(amount of your assets)**. At the start of the game, or if you do not own any corporate stock, assets will read zero.

Assets are used to determine game winner and in calculating dividends to be received by each player. (See GETTING MONEY, page 13.)



TAKING YOUR MOVE

(Details)

You **MUST** take a move each turn.

1. Press **[MOVE]** key to “roll dice”. Display shows 3 numbers.

Example: 5 8-8

- The **FIRST NUMBER** is your “die roll” — a random number between 1 and 8. This is the **MAXIMUM** number of squares you can move. You **MUST** move at least 1 square, but do not have to move the maximum number of squares.
- The **NEXT 2 NUMBERS** tell you the coordinates of your **PRESENT POSITION** on the board. The first number is the vertical coordinate. The second number is the horizontal coordinate. In the example above, 8-8 is dead center, 8 squares down and 8 squares across — the coordinates of Southfork Ranch.

NOTE: Always check the position of your marker against the coordinates shown on the computer. “J.R.” may occasionally “bump” you over a square during another player’s turn.

2. You can move in a **STRAIGHT LINE ONLY**, in any direction except diagonally. To move, press any **DIRECTION KEY**. **Press it once for each square you want to move.** The game board is marked with a compass. Directions on the board correspond to directions on keys. (To move north on the board, press north key on computer.)

Each time you press a direction key, display shows new coordinates for your **PRESENT POSITION**. If you try to enter an illegal move (say, switching direction), “J.R.” will not acknowledge your entry.

3. Place your character marker on the square on which you want to end your move. Make sure the coordinates of this square are the same as the coordinates on the screen, when you finish pressing direction keys. Then press **[ENTER]**.

If you change your mind about a move, **before** pressing **ENTER**, press **[CLEAR]**. Display returns to starting coordinates. You cannot change your move after pressing **ENTER**.



WHERE YOU LAND (AND WHAT HAPPENS THEN)

At the end of your move, you will have landed on a **base**, a **blank square** or a **corporate square**. In addition, the square will be either occupied or unoccupied; a corporate square will be either owned or unowned.

BASE (occupied **or** unoccupied)

You and your corporate shares are **SAFE** from attack while you occupy any base. In addition, you may collect money or a Blackmail Card for landing on a base.

- SOUTHFORK RANCH (except starting turn) — Take Blackmail Card.
- CATTLEMAN'S CLUB — Take Blackmail Card.
- EWING COMPANY HEADQUARTERS — Take Blackmail Card IF YOU LAND THERE. Do not take Blackmail Card IF SENT THERE by "J.R."
- BANK — **Most of the time**, "J.R." will pay you 20% of your assets when you land on the bank. Display shows **COLL-(amount in millions)**. Collect amount shown from banker. If you have no assets (and occasionally, even with assets), display shows **COLL-0**. When this occurs, take a Blackmail card.

Always draw Blackmail Card from top of stack. If you draw a card on your own game character, show it to other players, then replace it in center of stack and draw another.

After landing on a base, your turn is over. If collect money message is displayed, press **START** to clear display. Complete your turn by pressing **NEXT**. (You can check character power points or assets first, if desired.)

BLANK SQUARE (OCCUPIED)

You may attack the player on that square. Display shows **CONFLICT?** If you wish to attack, press NUMBER KEY for type of conflict. (See RULES OF CONFLICT.)

"J.R." will then ask **PLAYER?**

Press NUMBER KEY for character number of player you wish to attack. See RULES OF CONFLICT.

If you do not wish to attack, press **NO**. If you do not attack occupying player, your turn is over. Press **NEXT** to complete turn.



BLANK SQUARE (UNOCCUPIED)

There are three possible things that can occur.

1. JUMP — “J.R.” displays **GO-(board coordinates)**. Place your marker on the square for the coordinates given. DO NOT press direction keys; computer has already registered your move.

- If sent to another blank square, your turn is over. Press **NEXT**.
- If sent to an occupied square, a base or a corporate square, your turn continues, with activity on that square.

2. EVENT

- **OPTIONAL** — “J.R.” displays **E-(number from 1-8)?** Look up this number on your EVENT/J.R. CONFRONTATION CARD under Events. Read the event out loud to your fellow players. You may accept or reject the event offered. If you accept, press **YES**. Pay or receive any money due. Check character points to note change. Complete your turn. If you reject event, press **NO**. Take a Blackmail Card. Complete your turn.
- **FIXED** — “J.R.” displays **E-(number from 9-16)**. Look up number on your EVENT/J.R. CONFRONTATION CARD. Read the event out loud to your fellow players. You **MUST** accept this event. It will always involve money, not character points. Complete money transactions. Press **START** to clear display and complete your turn.

3. “J.R.” CONFRONTATION — Display shows **JR CON-(number from 1-8)**. Look up this number on your EVENT/J.R. CONFRONTATION CARD, under J.R. Confrontations. It will present a situation in which “J.R.” may force you to lose character points. Display changes to **BLAC?** This means “Do you have a Blackmail Card on “J.R.”?”

- If yes, press **YES**. Display shows **CODE?** and plays a SINISTER TUNE. Press **NUMBER KEY** for code on Blackmail Card you hold (a number from 1-3). Then press **ENTER**. Place Blackmail Card on bottom of stack.
- If you do not have a Blackmail Card on “J.R.”, press **NO**.

“J.R.” determines winner of the conflict. If you win, you hear a RISING TUNE and **GAIN CHARACTER POINTS**. Display shows **?** Check and note character points. Press **START** to clear display and press **NEXT** to complete turn.

If you lose, you hear FALLING TUNE and display shows **GO 3-11**. You have LOST CHARACTER POINTS and must move your marker to Ewing Company Headquarters. Do not press DIRECTION KEYS; "J.R." has already registered your move. Check and note character points. Press **START**, then **NEXT** to complete turn. (Note: Do not collect Blackmail Card.)

CORPORATE SQUARES

The 4 corporations are SHIPPING, OIL REFINING, OFF SHORE DRILLING and CATTLE RANCHING. These are displayed by the computer as SHIP, OIL, RIG and BEEF.

Each corporation contains 6 share parcels — 3 valued at 10%, 2 valued at 20%, and 1 valued at 30%. Until a player lands on a corporate square, its share value is unknown. The crafty "J.R." switches the values of corporate squares for each new game.

1. IF CORPORATE SQUARE IS UNOWNED, you may buy it. Display shows corporate name and value of that share parcel (which is also the purchase price in millions).

Example: SHIP 20

- To buy the share parcel, press **YES** key. Pay purchase price to banker. Receive Ownership Certificate from broker. Get OWNED marker with same **letter code** as that on Ownership Certificate and place it on square.
- To decline purchase, press **NO** key. Get OPTION marker with correct value percentage (10%, 20% or 30%) and place on square.
- Complete your turn by pressing **NEXT**.

2. IF CORPORATE SQUARE IS UNOWNED AND OCCUPIED by another player, you may either attack occupying player or buy the share parcel. Display shows **PLAY?** This means "Do you want to attack the player?"

- To attack the player, press **YES**. Display shows **CONFLICT?** Press NUMBER KEY for the type of conflict, following RULES OF CONFLICT, page 12. Display then shows **PLAYER?** This means "Which player are you attacking?" Press NUMBER KEY for character number of player you want to attack. Then press **ENTER**.

- To buy the share parcel, press **[NO]**. Computer displays corporate name and value of share parcel. Follow directions to purchase, in Step 1 on page 10.

3. IF CORPORATE SQUARE IS OWNED AND UNOCCUPIED, you may attack the OWNED SHARE PARCEL. (If the owner is on a base, display shows **SAFE**. Complete your turn by pressing **[NEXT]**.) Display shows **CONFLIC?** See RULES OF CONFLICT.

4. IF CORPORATE SQUARE IS OWNED AND OCCUPIED, you may attack either the SHARE PARCEL (unless the owner is on a base) or the OCCUPYING PLAYER. Display shows **PLAY?**

- **To attack the player, press **[YES]**. Display changes to **CONFLIC?**** Press NUMBER KEY for type of conflict. See RULES OF CONFLICT. Display then shows **PLAYER?** Press NUMBER KEY for character number of player to be attacked, then **[ENTER]**.

- To attack the share parcel, press **[NO]**. Display shows **CONFLIC?** Press NUMBER KEY for type of conflict. See RULES OF CONFLICT. (NOTE: If owner of share parcel occupies that square when you attack, "J.R." may declare the share parcel **SAFE**.)

ANY TIME YOU ARE OFFERED A CHOICE OF CONFLICTS AND **DO NOT WANT ANY CONFLICT**, ANSWER **NO** TO THE QUESTION **PLAY?** THEN ANSWER **NO** TO THE QUESTION **CONFLIC?**

Display will return to the **?** and you can complete your turn by pressing **[NEXT]**.

If you land on a corporate square which **you** own, display shows **YOURS**.

RULES OF CONFLICT AND BLACKMAIL

When "J.R." asks **CONFLICT?** and you DO want to attack, press the NUMBER KEY for the TYPE OF CONFLICT you want. This number is either **1** or **2**. Computer will not respond to any other number.

- The two types of conflict with a PLAYER are:
 1. EXTORTION — Attacker gets \$5 million from opponent if he wins.
 2. HARRASSMENT — Opponent loses next turn if attacker wins.
- The two ways to attack a SHARE PARCEL are:
 1. TAKE-OVER — Owner must sell share parcel to attacker at ½ purchase price.
 2. ANTI-TRUST — Owner must sell share parcel to bank for full purchase price.

IN ALL CONFLICT SITUATIONS, nothing happens to the attacker if he loses, except an exchange of character power points. Always check your character points after a conflict.

BLACKMAIL?

All conflicts are decided by "J.R.", based on character points. A Blackmail Card increases your chances of winning by increasing your character points, for that turn only.

After you enter a conflict number, display changes to **BLAC?-(character number)**. This is asking if you have a Blackmail Card on the player being attacked. If you are attacking a share parcel, it is asking for blackmail on the OWNER of the share parcel.

If you have a Blackmail Card, show it. If opponent has a card on you or a "wild" Blackmail Cancel card, he shows it and both cards are placed in discard stack. Exchange is repeated until you or opponent run out of cards on each other or Blackmail Cancel Cards. (Note: Blackmail Cancel Cards can only be used by player **being attacked**.)

- If you have a Blackmail Card on opponent which he cannot counter or cancel, answer the BLAC? question by pressing **YES**. Computer plays a SINISTER TUNE and displays **CODE?** (If you press YES and do not have blackmail on your opponent, cancel the yes by pressing the **0** KEY.)

Press **NUMBER KEY** for the code number shown on the Blackmail Card you are playing against opponent (number from 1-3). Then press **ENTER**.

- If you do not have Blackmail Card on opponent, or if opponent successfully counters or neutralizes all of your cards on him, press **NO**.

RESULTS OF CONFLICT

1. IF ATTACKER WINS, "J.R." plays a RISING TUNE. Nothing is displayed, except in EXTORTION conflict. Display then shows **GET 5** (meaning collect \$5 million from opponent). Collect money and press **START** to clear screen.

Complete any business transactions involving the sale of a share parcel. Player assets will reflect the loss or acquisition of a share parcel. Character points will also be affected. Check both and press **START** to clear screen.

If attacker wins HARRASSMENT conflict, "J.R." will skip opponent's turn on next round of play.

2. IF ATTACKER LOSES, computer plays a FALLING TUNE and displays **LOSE**. No money or share parcels change hands. Character points are affected. Press **START** to clear display. Check character points. Press **START** again, then **NEXT** to complete turn.

GETTING MONEY

When you need cash, you can:

1. Attack a player for EXTORTION. (Get \$5 million.)
2. Go to the BANK (if you have assets) and get 20% of your assets (usually).
3. Receive DIVIDENDS on your assets.

DIVIDENDS

Every 4th round, "J.R." pays dividends of 10% of your total assets (all share parcels that you own). If you own **over 50%** of any corporation, you receive an additional bonus of \$5 million.

Dividends are displayed at the start of a turn, after your character number has appeared and you press **START**. Display shows **DI-(amount in millions)**.

"J.R." plays IN THE MONEY tune. Collect amount shown from banker. Press **START** to clear display.

NOTE: If you are attacked and lose a HARRASSMENT conflict just prior to a dividend turn, you lose that round of dividends.



WINNING

Game winner is determined by ASSETS only. Cash is not considered.

ASSETS NEEDED TO WIN: In a 2 Player game — \$240 million
3 Player game — \$160 million
4 Player game — \$120 million
5 Player game — \$100 million
6 Player game — \$ 80 million

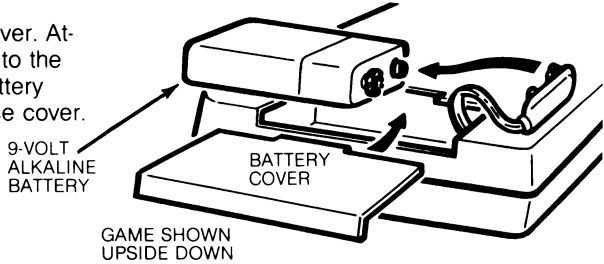
At the end of your turn, "J.R." checks your assets, to see if you have the amount needed to win. If you do, computer plays a VICTORY TUNE and displays HURRAH and **PLAYER-(character number)**.

GAME STRATEGIES

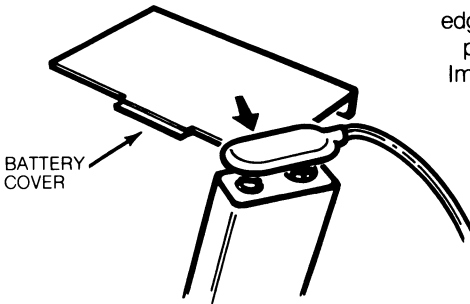
1. "J.R." does not always play fair. If he can undermine your strategy, he will. Be on guard against the possibility of being "bumped" over a square during another player's turn.
2. USE your cash — don't hoard it. Buy as many share parcels as you can. Remember, the game winner is determined by assets, not cash.
3. Go for a controlling block of share parcels in a corporation. Anything over 50% ownership gives you a \$5 million bonus at dividend time.
4. If an opponent acquires a controlling block of shares, attack one of his share parcels before the next dividend round. Keep him from getting that bonus.
5. Build up an arsenal of Blackmail Cards. They strengthen your attack position during conflict...and your defense when attacked.
6. Keep track of dividend rounds. If your opponent is short of cash, go for a HARRASSMENT attack just before the next dividends are due.
7. Keep track of your character points, especially after an event or conflict. They are your ammo during conflicts...and they can grow or diminish during the game.

INSERT ONE 9-VOLT ALKALINE BATTERY (not included).

Slide open the back cover. Attach one 9-volt battery to the connector. (Alkaline battery recommended.) Replace cover.



TO REMOVE BATTERY



Remove the back cover. Place the edge of the cover between the battery posts and the battery. Pry up gently. Important: Do not pull the plastic wire connector to loosen it.

IMPORTANT INFORMATION

If the computer appears to be malfunctioning, this is the first sign of battery wear. A fresh battery should solve the problem.

www.handheldmuseum.com

90-DAY LIMITED WARRANTY

This game has been designed to meet all applicable FCC rules. Because of this, there is very little chance that this game will cause interference to television or radio reception. However, the FCC has asked all electronic game manufacturers to give you the following information:

If you notice interference with radio or television reception while this game is on, move the game away from the television or radio. If the game is the cause of the interference, then moving the game away from the radio or television should eliminate the problem. If you are having problems with your radio or television reception you may find the following booklet (Stock #004-000-00345-4) helpful: "How To Identify and Resolve Radio and TV Interference Problems". This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402.

Mattel Electronics warrants to the original consumer purchaser of any of its electronic games (including hand-held electronic games) that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During this 90 Day Warranty Period, the game will either be repaired or it will be replaced with a reconditioned game of equivalent quality (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date-of-purchase, or when returned prepaid and insured, with proof of the date-of-purchase, to:

Mattel Electronics Repair Center
5000 W. 147th Street
Hawthorne, California 90250

Units returned without proof of date-of-purchase, or units returned after the 90-Day Warranty Period has expired, will be repaired or replaced (at our option) for a *service charge of \$10.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage prepaid and insured to MATTEL ELECTRONICS REPAIR CENTER.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship.

*Service charges subject to change without notice.

IF YOU NEED SERVICE FROM MATTEL ELECTRONICS REPAIR CENTER...

It's available during **and** after the 90-Day Warranty Period.

1. **Pack** the product carefully in its original box. If the box is not available, use a strong carton with plenty of newspaper or other padding. Enclose a brief note telling us the specific problem you are having with the unit and your name and home address. Remove the battery.

2. **Print** this address on the box:

MATTEL ELECTRONICS REPAIR CENTER
5000 W. 147TH STREET
HAWTHORNE, CA 90250...and your return address.

3. **Send** the package by insured parcel post.

During the warranty period, enclose proof-of-purchase date. After warranty period has expired, enclose a check or money order for \$10.00*

