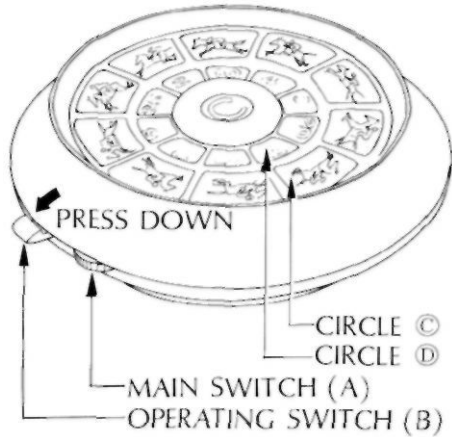


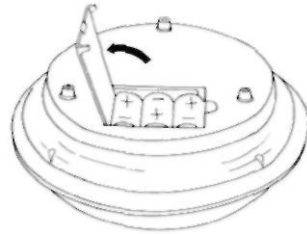
OPERATING INSTRUCTIONS
for
COMPUTER-DERBY



Printed in Japan



Insert three "C" cell batteries in the battery compartment located on back of unit as in picture below.



COMPUTER DERBY is now ready to start.

CHIPS- To avoid confusion, each player has chips in one color, different from the color used by other players.

A player is designated to become the banker and changed to another in rotation.

Before operating machine, each player bets on any of horse or horses numbered 1 through 10 on the disc placing chip or chips wherever he may desire.

OPERATION:

First turn main switch (A) on "ON" position and then simply by pressing operating switch (B) down, spotlight starts rolling on the disc and stops at a certain number of horse on outer circle (C). Simultaneously the inner disc (D) revolves and stops just after spotlight stopped.

This is the winner of the race at where the spotlight stops and its pay-off rate is also appeared on the inner circle in the same partition.



When the winner (horse ①) has "20 to 1" in same partition, banker pays at the rate of 20 to 1 to the player who bets on horse ①.

PLEASE MAKE SURE THE MAIN SWITCH (A) TURNS "OFF" POSITION WHEN NOT IN USE.