

SEGA™

CAESARS PALACE™

GAME GEAR™

INSTRUCTION MANUAL



CAESARS PALACE



MAJESCO SALES, INC.

EVERYONE
E
CONTENT RATED BY
ESRB

EPILEPSY WARNING

Read Before Using Your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR CARTRIDGE

- ❖ The Sega cartridge is intended for use only on the Sega Game Gear.
- ❖ Do not bend the cartridge, crush it or get it wet.
- ❖ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❖ Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

DISCLAIMER

This product is for entertainment purposes only. Any use for gambling or wagering is prohibited.

Thank you for purchasing CAESARS PALACE™ for the Sega™ Game Gear™ System. Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

Table of Contents

Introduction.....	3
Getting Started.....	4
Cashier.....	5
Casino Navigation.....	6
ATMs.....	7
Coin Tray.....	9
Video Poker.....	10
Video Horse Racing.....	12
The Slots.....	14
Blackjack.....	15
Roulette.....	17
Craps.....	18
Keno.....	23
Warranty information.....	24

Introduction

With CAESARS PALACE, you can experience the thrill and excitement of casino gambling, right in the palm of your hand. Enjoy the strategy of Video Poker, Blackjack, Craps, Roulette, Video Horse Racing, and Keno. With numerous games to choose from, feel the pulse-quickening excitement of each bet. Win enough to visit the "Special Invitation VIP Rooms," or visit the conveniently located ATMs for additional cash.

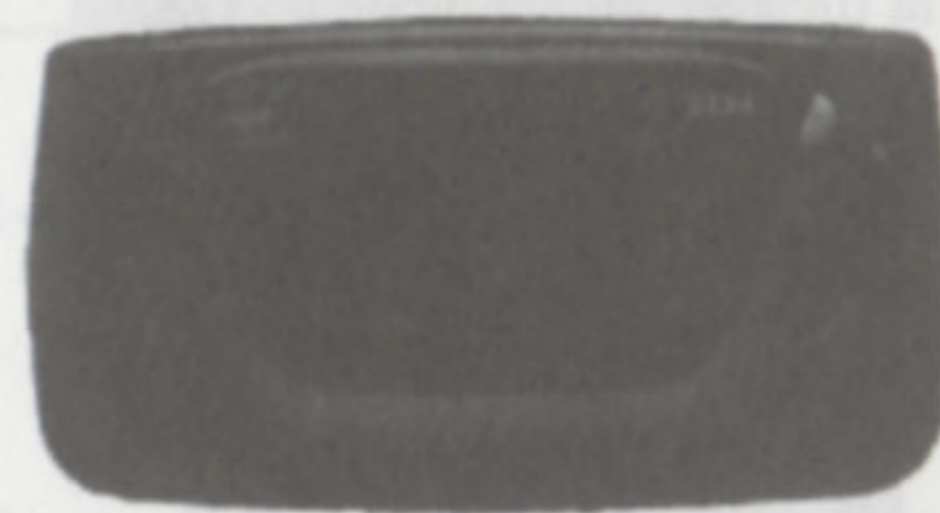
With CAESARS PALACE, stretch your entertainment dollar to the hilt with more gaming action than ever before available for the Sega Game Gear System!

Getting Started

To get started with CAESARS PALACE, please begin with the following:

1. Set up your Sega Game Gear System as described in your instruction manual.
2. Make sure the power switch is OFF. Then insert the CAESARS PALACE cartridge into the Game Gear unit.
3. Turn power switch ON. In a few moments, the CAESARS PALACE Title Screen will appear.
4. If the Title Screen does not appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Note: Always make sure the power switch is turned OFF before inserting or removing the CAESARS PALACE cartridge.



Cashier

Before entering the casino, you need to go to the cashier to open a new account, or reactivate a previous account.

To Enter a Password:

Using the **D-Button**, move the on-screen hand icon to the desired alphanumeric keys and press **Button 2** to enter each character. If you make a mistake, press **Button 1** to delete the previously entered character. Once you have entered the password, move the hand icon to the red button labeled "ENTER PASSWORD" and press **Button 2**.

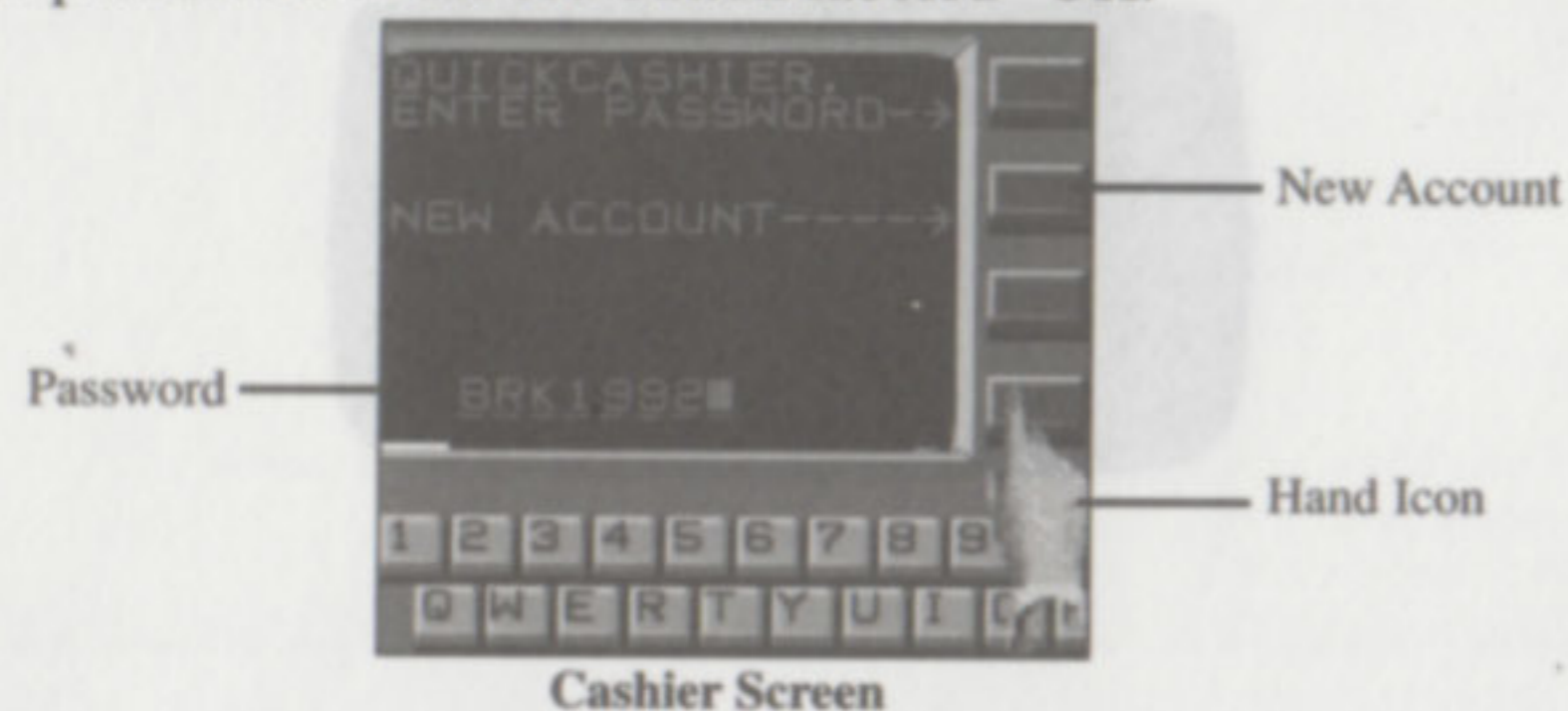
If the password was valid, you will now enter the casino with your previous balance intact. If the password was invalid, you will need to enter another password, or open a new account.

To Open a New Account:

Using the **D-Button**, move the hand icon to the red button labeled "NEW ACCOUNT" and press **Button 2**. Next, enter your name by moving the hand icon to the desired alphanumeric keys and press **Button 2** to enter each character. To delete the previously entered character, press **Button 1**. Once you have entered your name, select the "OK" key.

You will now be given a password for your new account. Make sure you write it down, otherwise you will not be able to reactivate your account once the game is turned off.

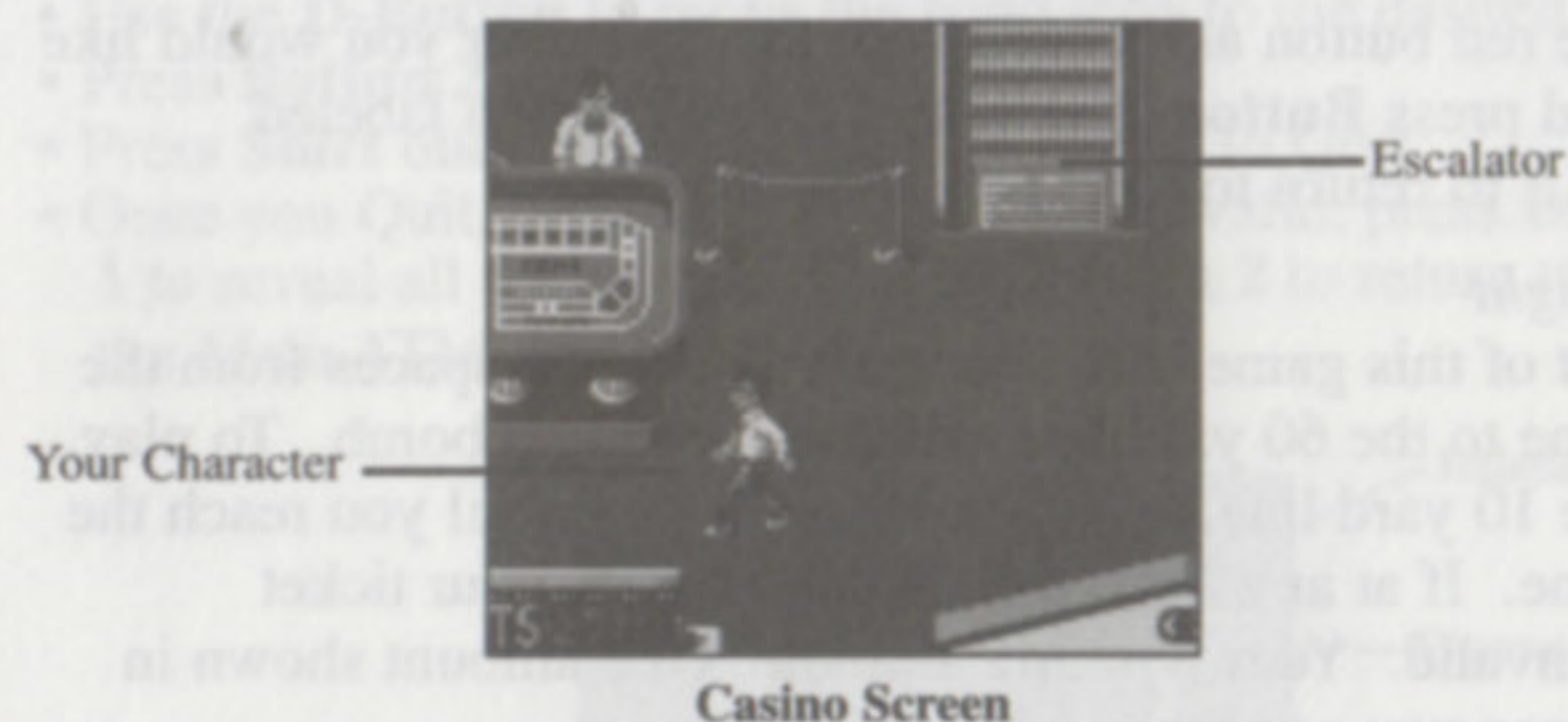
Once the password is written down, press **Button 2** when the hand icon is positioned at the red button labeled "OK."



Casino Navigation

Once in the casino, use the **D-Button** to navigate the on-screen character to the desired gaming activity. Some gaming activities are reserved for high rollers only, and can be accessed only after you have accumulated enough cash to play. Throughout the casino various gaming activities require varying minimum and maximum bet amounts.

Once your character is positioned in front of the desired gaming activity, press the **D-Button UP** to face the character towards the gaming activity and press **Button 1**. You can play at a gaming table only if there is a casino dealer present at that table. To move to another level of the casino, simply position the character onto the moving escalator.



ATMs

Located throughout the casino are ATMs that can be used to check your account balance, check your current password, or buy a Scratcher. To access an ATM, position your character in front of the machine and press **Button 2**.

Checking your Balance:

To check your account balance, move the hand icon to the red button labeled "BALANCE" and press **Button 2**. Once your balance is displayed, press **Button 2** once again to return to the Main ATM Screen.

Checking your Password:

To check your current password and exit the ATM, move the hand icon to the red button labeled "PASSWORD/EXIT" and press **Button 2**. Once your password is displayed, press **Button 2** once again to return to the casino.

Buying a Scratcher:

At ATMs you may also purchase a Scratcher, where you can win money with a lottery-style scratch card. The cost to play is \$100, which will be automatically deducted from your account. To buy a Scratcher, move the hand icon to the red button labeled "BUY SCRATCHER \$100" and press **Button 2**. Next, move the hand icon to the red button associated with the Scratcher you would like to play and press **Button 2**, or select the red button labeled "CANCEL" to return to the Main ATM Screen.

60 Yard Fight

The object of this game is to successfully scratch spaces from the 10 yard line to the 60 yard line without locating a bomb. To play, start at the 10 yard line. Progress on each row until you reach the 60 yard line. If at any time you reveal a bomb, your ticket becomes invalid. Your winning amount is the amount shown in the last space you scratched off.

- Use the **D-Button** to move the hand icon to the desired space.
- Press **Button 2** to scratch the space.
- Press **Start** at any time to quit.

ATMs (cont'd)

- Once you Quit, or your ticket becomes invalid, press **Button 1** to reveal all the spaces, or press **Button 2** to return to the Main ATM Screen.

Match Two

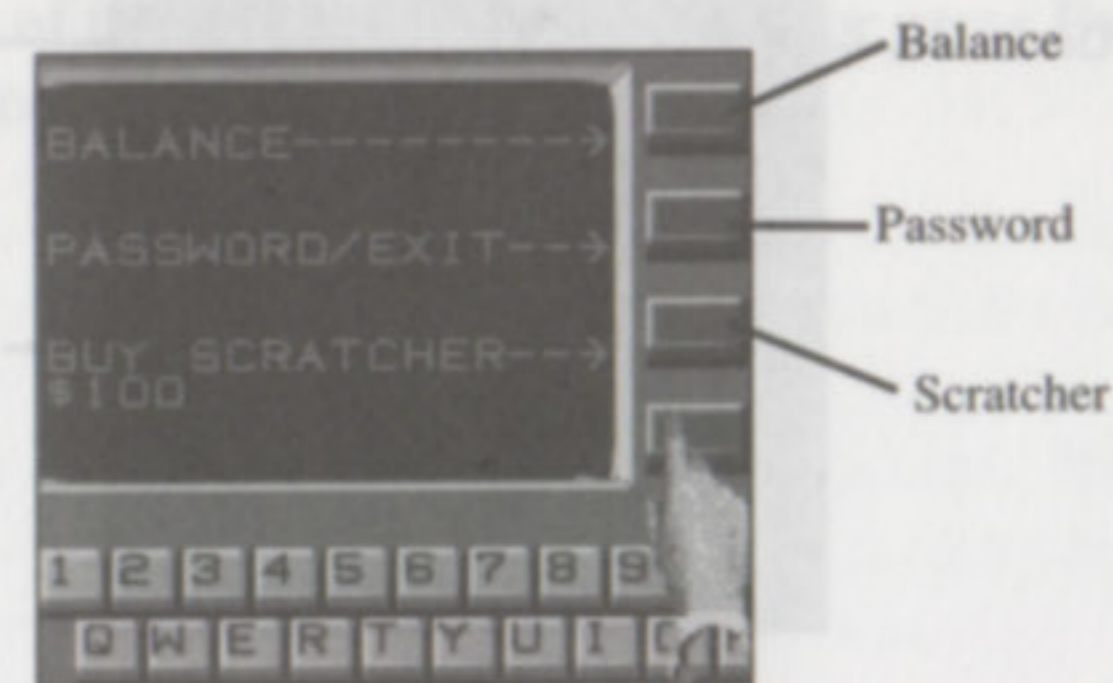
The object of this game is to successfully scratch spaces until you find a match. If at any time you reveal a bomb your ticket becomes invalid. Your winning amount is the amount shown in the matching spaces.

- Use the **D-Button** to move the hand icon to the desired space.
- Press **Button 2** to scratch the space.
- Press **Start** at any time to Quit.
- Once you Quit, or your ticket becomes invalid, press **Button 1** to reveal all the spaces, or press **Button 2** to return to the Main ATM Screen.

Triple Jacks

The object of this game is to beat the dealer's hand displayed above the scratch spaces. If you beat the dealer's hand, you win \$150. After you have beat the dealer's hand, you may win additional money by locating winning combinations of card values. If at any time you reveal a bomb your ticket becomes invalid.

- Use the **D-Button** to move the hand icon to the desired space.
- Press **Button 2** to scratch the space.
- Press **Start** once you have beat the dealer to Quit.
- Once you Quit, or your ticket becomes invalid, press **Button 1** to reveal all the spaces, or press **Button 2** to return to the Main ATM Screen.



ATM Screen

Coin Tray

During any gaming activity, you may view your current balance by pressing **Start** to display your Coin Tray. Once on the Coin Tray:

- Move the hand icon to the "LEAVE GAME" option to exit the current gaming activity and return to the casino.
- Select the "PAUSE GAME" option to pause the current gaming activity.
- Select the "BACK TO GAME" option to return to the current gaming activity.

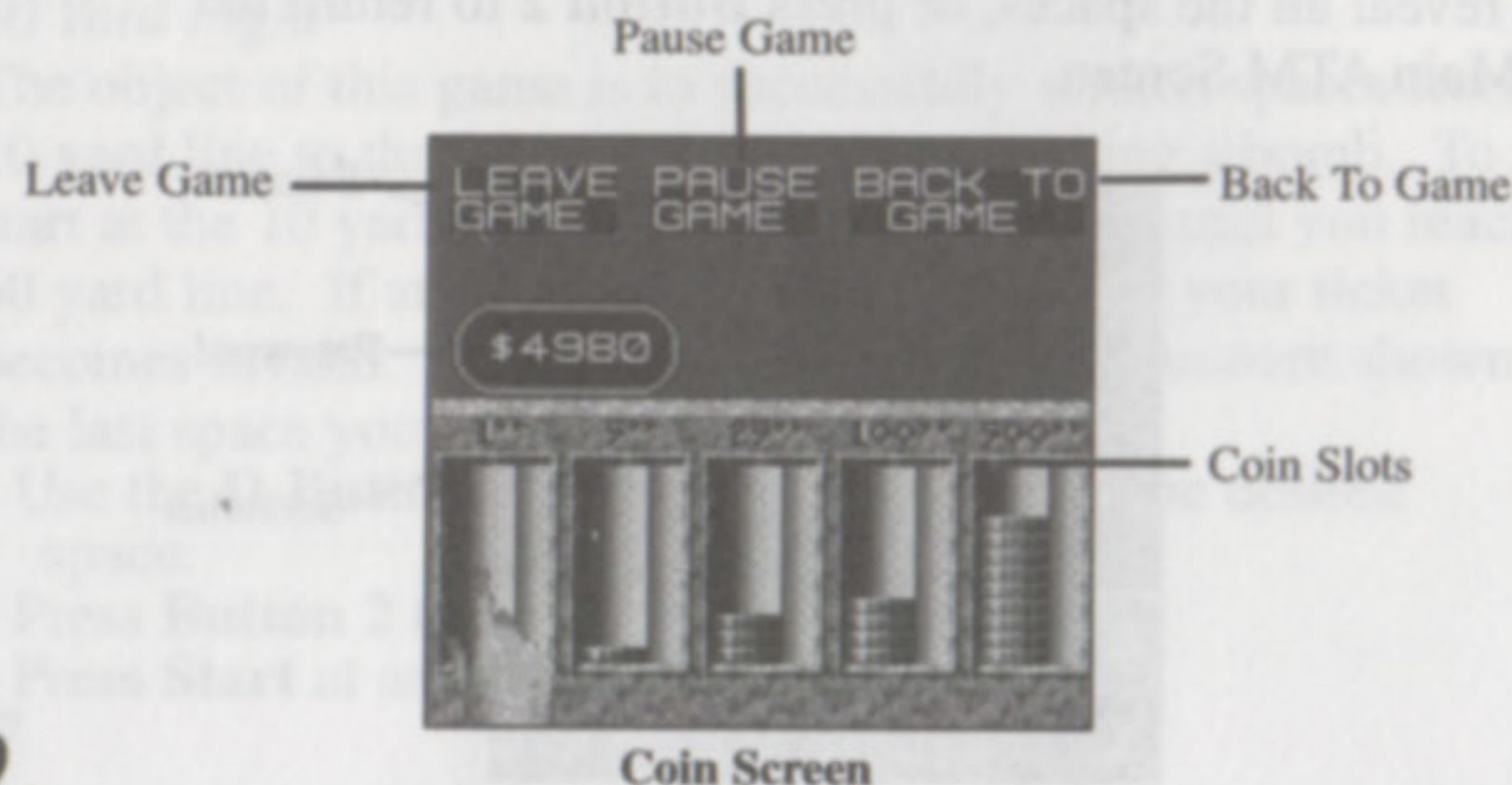
To Select a Chip:

Move the hand icon to the desired value slot, and press **Button 1**.

To Release a Chip:

Move the hand icon to either slot and once again press **Button 1**. In this manner, you can make change by releasing the chip in another slot.

Each slot holds 12 chips of each denomination. If you have more than 12 of any denomination, the additional chips will not be visible until less than 12 chips occupy the slot.



Video Poker

When the Video Poker machine appears, you may use the **D-Button** to view all of the card combinations and money values, or press **Button 1** to begin.

To begin, use the **D-Button** to position the hand icon over the coin slot. Press **Button 1** to insert a coin. You may insert up to 5 coins for one play. After inserting 5 coins, you will automatically be dealt your cards. If you have inserted less than 5 coins, move the hand icon to the red button labeled "DEAL" directly below the coin slot and press **Button 1**.

Located under each card is a red button. To hold a card, move the hand icon to the red button below the card and press **Button 1**. Pressing it again will remove the hold action. You may repeat this for each card you want to hold. When you have finished marking the cards you wish to hold, move the hand icon to the red button labeled "DEAL" and press **Button 1**. New cards will now be dealt for each card you did not hold.

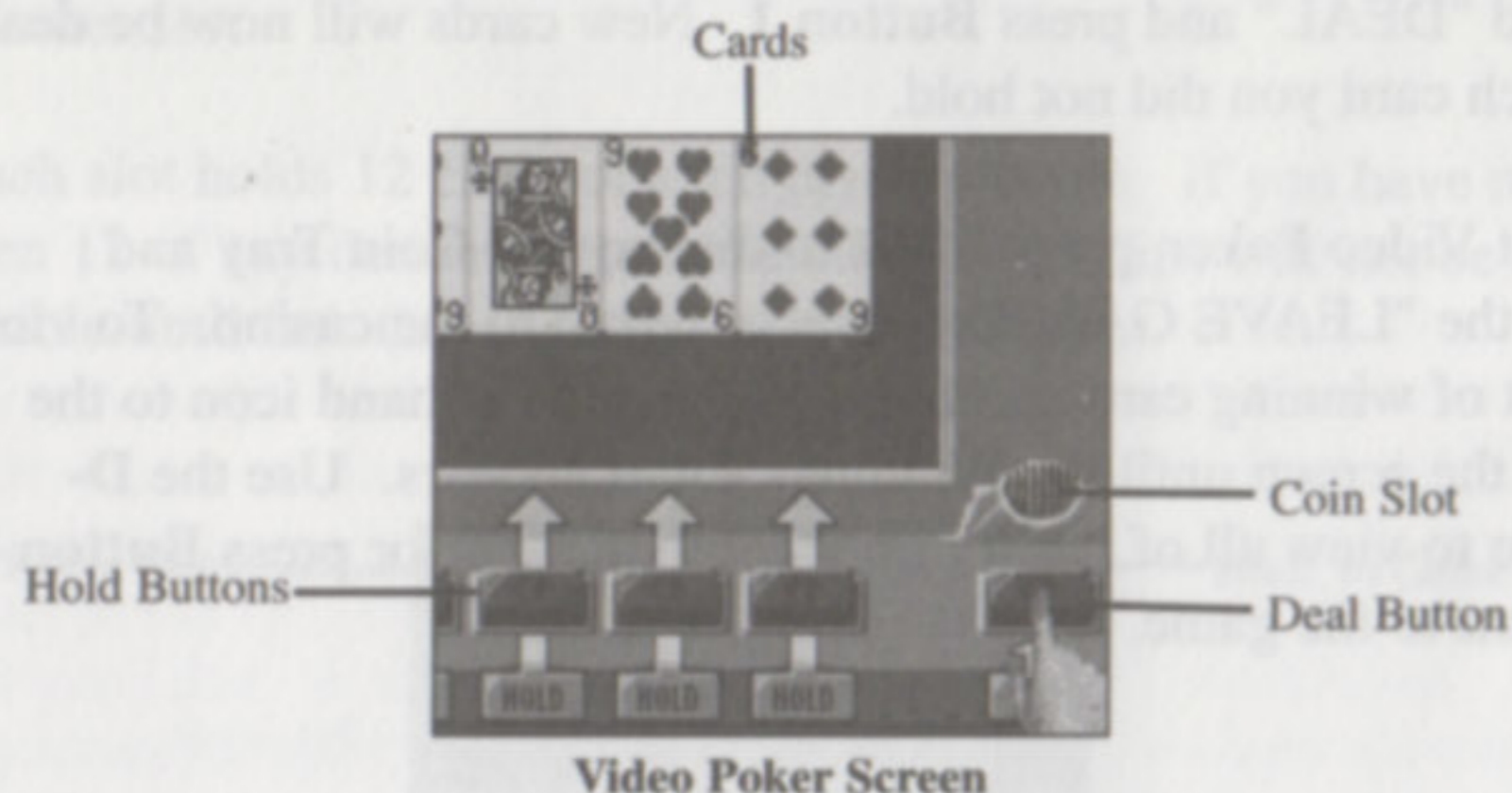
To exit Video Poker, press **Start** to display the Coin Tray and select the "LEAVE GAME" option to return to the casino. To view the list of winning card combinations, move the hand icon to the top of the screen until the Winnings Chart appears. Use the **D-Button** to view all of the winning combinations, or press **Button 1** to return to the game.

Once your hand is dealt, you will see the amount of your bet. Using the **D-Button**, move the hand icon to the button associated with the position you want to bet on, either WIN, PLACE, or SHOW. Press **Button 2** to select a position. Next, enter the amount of your bet by moving the hand icon to the numeric keys located at the bottom of the screen and pressing **Button 2**.

Video Poker (cont'd)

To win in Video Poker, you must have one of the following hands, ranked in order of lowest to highest:

- A pair of Jacks, Queens, Kings, or Aces
- Two pairs of anything
- Three of a kind
- Straight (any five cards in sequence of varying suits)
- Flush (any five cards of the same suit)
- Full House (three of a kind and a pair)
- Four of a Kind
- Straight Flush (five cards in sequence of the same suit)
- Royal Flush (Ace, King, Queen, Jack, and Ten of the same suit)



Video Horse Racing

Video Horse Racing allows you to bet on the outcome of horse races. When the Main Horse Racing Screen appears, you may use the **D-Button** to move the hand icon to one of the following options, and press **Button 2** to select it.

Place Bet

There are three types of bets you may place:

Single

A **Single** bet is placed on one horse to either WIN, PLACE, or SHOW. If you select WIN, your horse must win the race in first place. To PLACE, your horse must come in first or second place. To SHOW, your horse must come in first, second, or third place.

Quiniella

A **Quiniella** bet is placed on two horses. When you select this bet, you must choose two horses.

Trifecta

A **Trifecta** bet is placed on three horses, hoping that they will finish the race first, second, and third in the order they were selected.

After you have selected the type of bet you want, you must then select your horse. Using the **D-Button**, move the hand icon to the desired horse and press **Button 2**. Based upon the type of bet your previously select, you may need to select more than one horse.

Once your horse is selected, you must then select the amount of your bet. Using the **D-Button**, move the hand icon to the button associated with the position your horse will finish in, either WIN, PLACE, or SHOW. Press **Button 2** to select a position. Next, enter the amount of your bet by moving the hand icon to the numeric keys located at the bottom of the screen and pressing **Button 2**.

Video Horse Racing (cont'd)

Press the "ESC" key to return to the previous screen, or press the "BACKSPACE" key to delete the previously entered number. When you have finished entering your amount, press the "OK" key.

To return to the casino, select the "DONE/EXIT" button until the Main Horse Racing Screen appears. Once on this screen, select the "LOG OUT" button to return to the casino.

View Stats

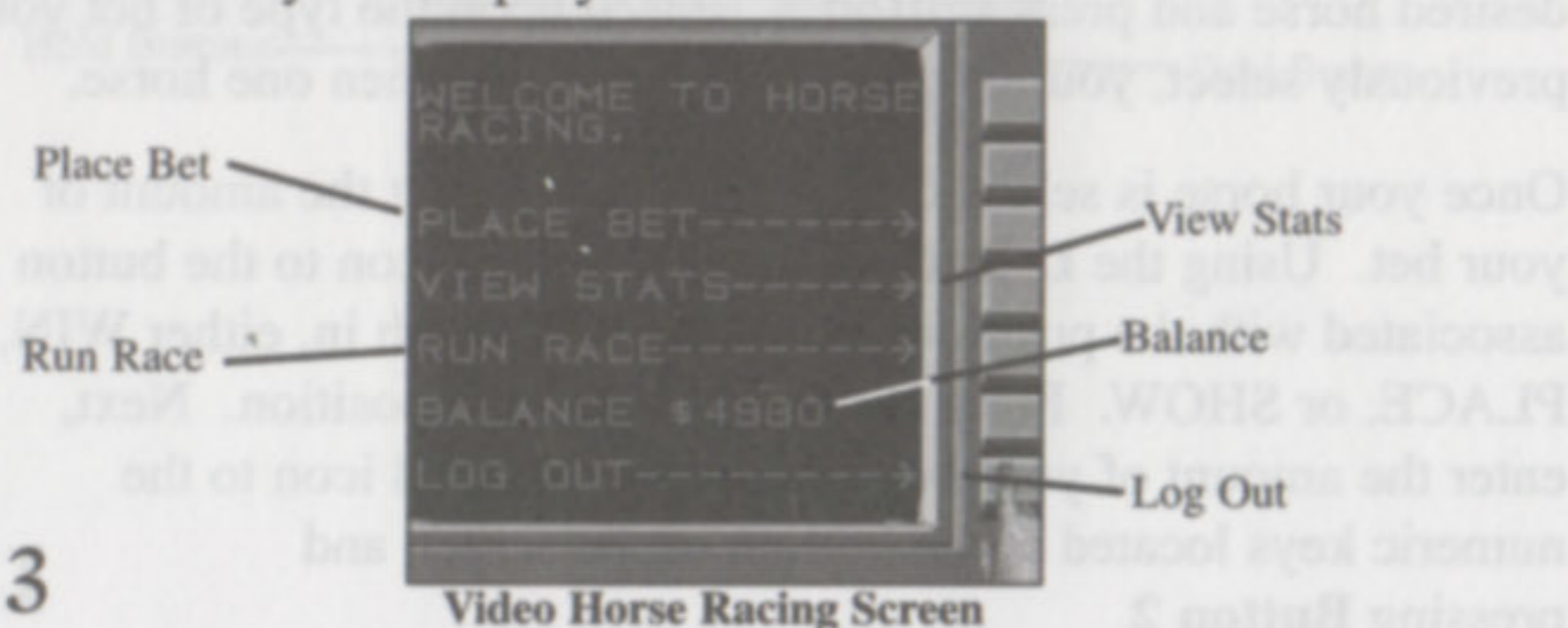
Selecting this option will display the various stats for each horse. Select the "PAGE UP" or "PAGE DOWN" button to view additional horses in the list. Using the **D-Button**, move the hand icon to the horse you wish to research and press **Button 2**.

Run Race

Selecting this option runs the race you have bet on. The results will display the horses in first, second, and third place.

Log Out

Selecting this option will return you to the casino. If you have placed a bet and have not selected the "RUN RACE" option, the results for the race will automatically be displayed.



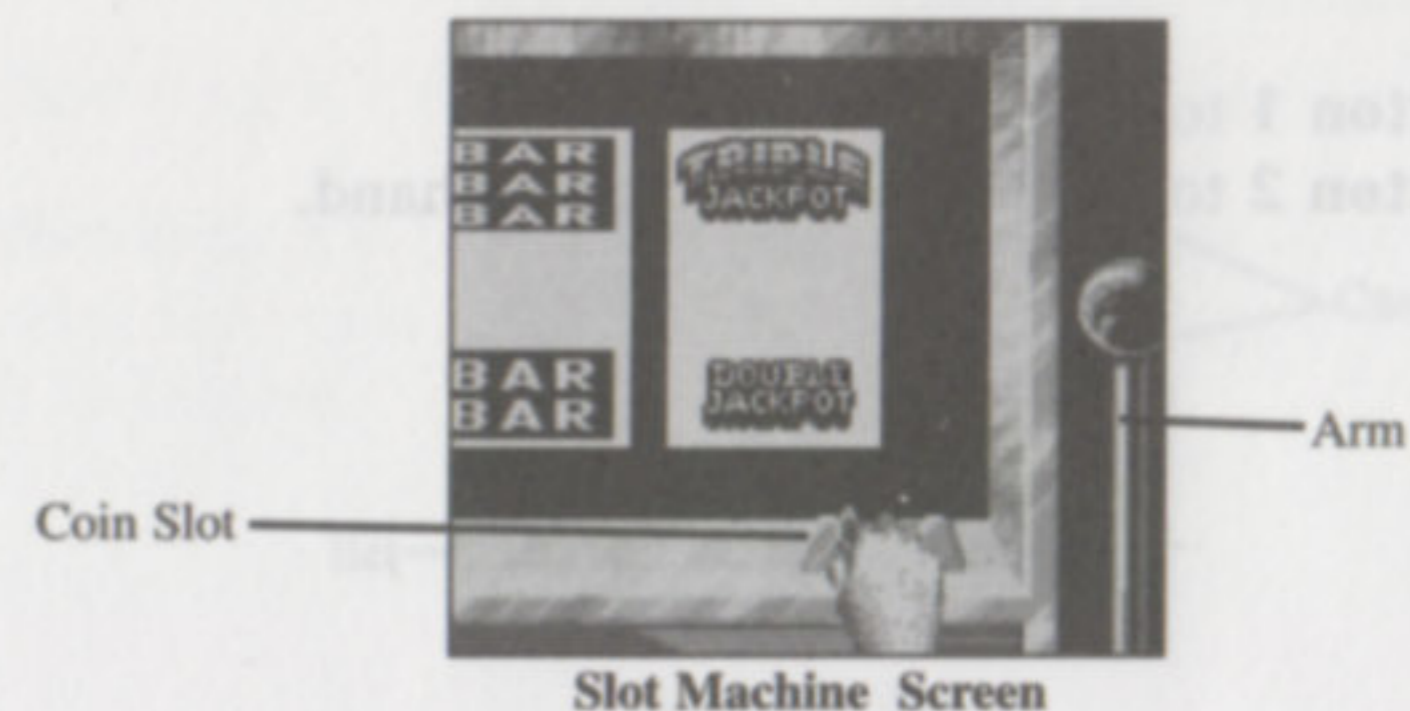
Blackjack (cont'd)

The Slots

When the Slot Machine appears, you may use the **D-Button** to view all of the winning combinations, or press **Button 1** to begin.

To begin, use the **D-Button** to position the hand icon over the coin slot. Press **Button 1** to insert a coin. You may insert up to 3 coins for one play. After inserting 3 coins, the tumblers will automatically begin to spin. If you have inserted less than 3 coins, move the hand icon to the arm located to the right of the coin slot and press **Button 1**.

To exit the Slot Machine, press **Start** to display the Coin Tray and select the "LEAVE GAME" option to return to the casino. To view the list of winning combinations, move the hand icon to the top of the screen until the Winnings Chart appears. Use the **D-Button** to view all of the winning combinations, or press **Button 1** to return to the game.



Blackjack (cont'd)

The object of Blackjack is to have the total value of your hand be nearer to 21 than the dealer's hand, without going over 21. If you have an ace and any card that equals 10 points (Ten, Jack, Queen, or King), on your initial hand, it is considered "Blackjack" and the payoff is one and a half times the original bet. All other wins are paid one to one.

When the Blackjack table appears you may play as follow:

- Press **Button 1** to place a bet.
- Once a bet is placed, press **Button 2** to deal the cards.
- When you are ready to begin, press **Button 2** once again.
- Press **Start** to remove the previously placed bet or display the coin tray.

Two cards are now dealt to you. Cards are added, if desired, until you decide to stop or until you go over 21, in which case your hand would be called a "bust."

You must now decide if you want another card, or if you want to stay with your current cards.

- Press **Button 1** to receive a card.
- Press **Button 2** to stay with your current hand.

Blackjack (cont'd)

Splitting

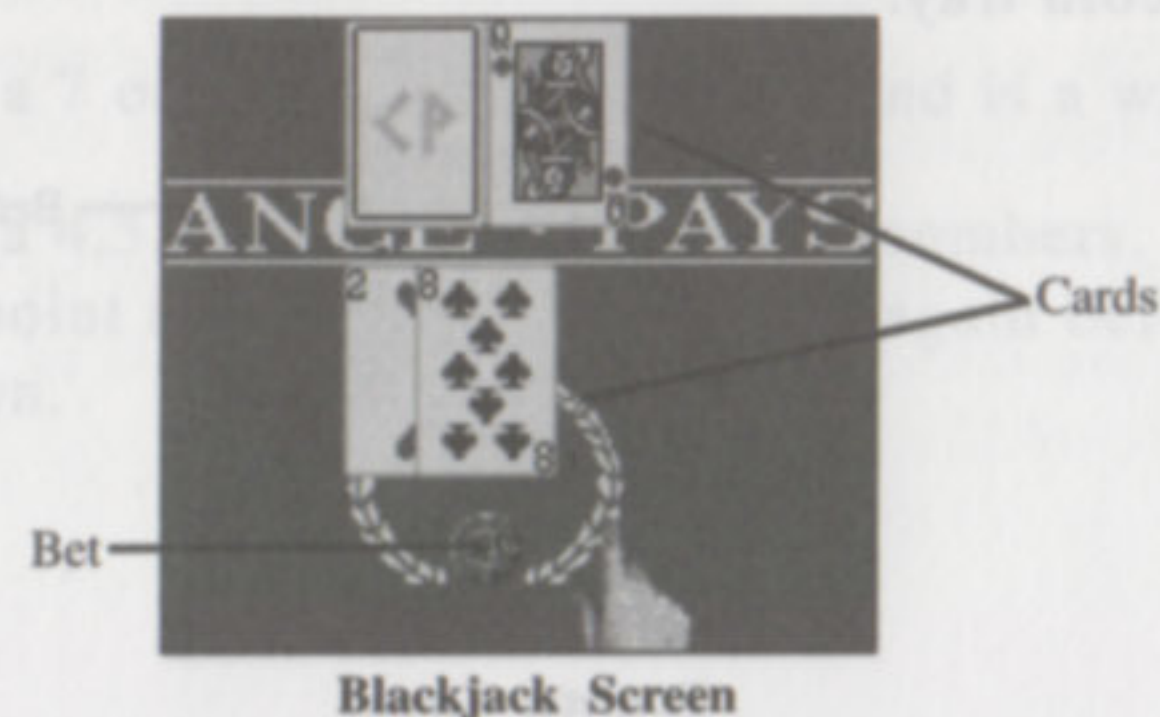
If you have a pair in your hand, you may split them. The single cards are now treated like separate hands, and you must make the decision to hit or stand on each hand until you are satisfied or have busted.

Once you are dealt a pair, use the **D-Button** to move the hand icon to the right of the current bet and press **Button 1**. Your cards will now be handled as two separate hands.

Buying Insurance

You will be offered insurance when the dealer has an ace showing which signifies that he might have Blackjack. To place an insurance bet, press **Button 1** when prompted. If the dealer has Blackjack, his cards will be turned over and your original bet will be lost. However, you will receive a payoff of two to one on your insurance bet. If the dealer does not have Blackjack, your insurance bet is lost and the hand will continue to be played.

To exit the Blackjack table, press **Start** to display the Coin Tray and select the "LEAVE GAME" option to return to the casino.



Roulette

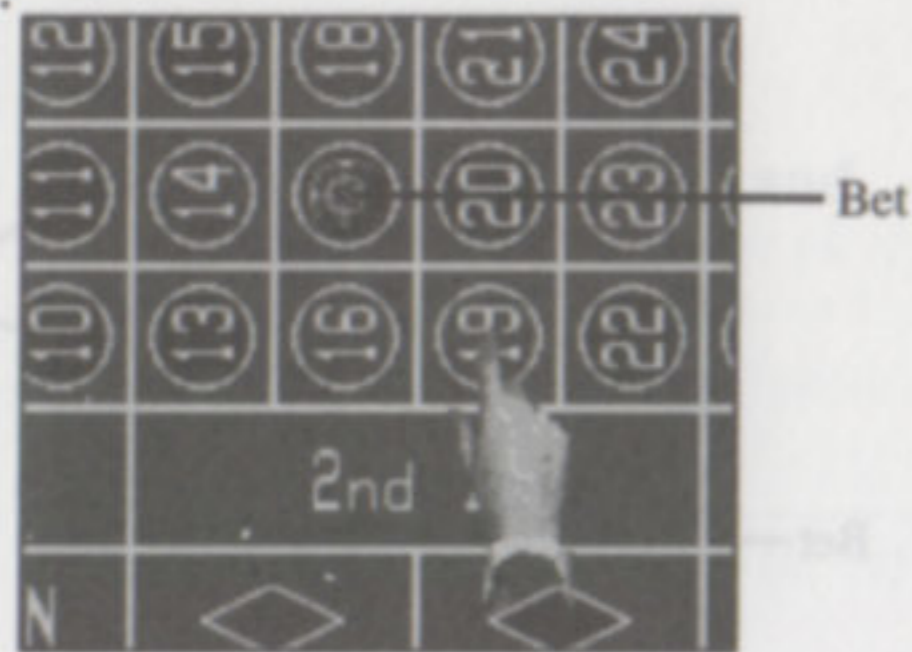
The object of Roulette is to guess which number will be randomly chosen when the dealer spins a wheel containing a single ball.

Roulette involves 38 positions on a wheel, consisting of number 1 through 36, including one 0 and double 00. Half of the numbers are red and the other half are black. The 0 and 00 are green.

There are different types of bets with various payoffs:

Type of Bet	Nickname	Payoff
A single number	"Straight Up"	35 to 1
Two numbers	"Split Bet"	17 to 1
Three numbers	"Street Bet"	11 to 1
Four numbers	"Corner Bet"	8 to 1
Five numbers	none	6 to 1
Six numbers	"Line Bet"	5 to 1
Column of twelve numbers Red, Black, 1-18, 19-36, Odd or Even squares on the Bottom of the table.	"Dozen Bet"	1 to 1

- Using the **D-Button**, move the hand icon to your desired betting position on the table.
- Press **Button 1** to place a bet. You may place a bet on more than one position.
- Once a bet is placed, press **Button 2** to spin the wheel.
- Press **Start** to remove the previously placed bet or display the coin tray.



Roulette Screen

Craps

The object of Craps is to guess the roll of the dice before it is thrown. The game is played with two six-sided dice. Thus, the result of the throw of the two dice can be any number between 2 and 12.

When the Craps Table appears you may play as follow:

- Using the **D-Button**, move the hand icon to your desired betting position on the table.
- Press **Button 1** to place a bet.
- Once a bet is placed, press **Button 2** to throw the dice.
- Press **Start** to remove the previously placed bet or display the coin tray.

The dealer will remove all bets lost after the dice have been thrown. Any winnings are directly returned to you chip tray automatically.

Ranking

Below is a breakdown of the dice throw ranking:

- Throwing a 2, 3, or 12 from the dice throw is called Craps and is a loser.
- Throwing a 7 or 11 is called a natural and is a winner.
- Throwing a 4, 5, 6, 7, 8, and 10 are point numbers. To win, the point number must be thrown again before a 7 is thrown.

Craps (cont'd)

- The first roll of the dice is called a "come-out" roll. A result of 7 or 11 is an instant winner, results of 2,3, or 12 is an instant loser. If the result is any other number, the game continues without a winner or loser. In such a case, the dice continues to be thrown until the same point number is rolled (which is a win), or until a 7 is rolled (which is a loser.) Any result besides a 7 or the point number has no bearing on the outcome. The dice, however, continue to be rolled until a 7 appears.

Possible Bets

Below is a list of the possible bets that may be placed on the "come-out" roll:

- The "Point Numbers" (4, 5, 6, 8, 9 and 10) are located on the upper portion of both sides of the Craps Table. Regardless of the point number that is rolled on the come-out roll, you will win if the number you bet on is rolled before the point number or a 7 appears. If the come-out roll point number or 7 appears, you lose. An alternative bet you may place is against the point numbers being rolled before a 7. Place this bet on the lowest box above the point you wish to bet against. If a 7 is rolled before the point number, you win.
- The "Field" is located roughly in the center of both sides of the table. This is betting on a roll of 2, 3, 4, 9, 10, 11, or 12.

Craps (cont'd)

- The "Pass" line is located toward the bottom of each side of the table. A pass line bet on the come-out roll wins automatically on a dice roll of a 7 or an 11. A roll of 2, 3, or 12 is Craps, and the pass line bet is lost. Any other result of the roll (4, 5, 6, 8, 9, or 10) will be the Pass Line point, which must then be repeated before a 7 is thrown. The dice continue to be thrown until Craps has been thrown, or the point number has been made.
- The "Don't Pass" line is located just above the pass line on both sides of the table. This bet means you don't believe the point will be made, and constitutes a bet against the shooter. On the come-out roll on "Don't Pass," 7 or 11 loses, 2 or 3 wins, and 12 is a tie where you neither win or lose. Any other number would be a point. For the Don't Pass to win, a 7 must be rolled before the point number is made.
- Any "Hardways" bet is placed in the center of the table. A Hardways bet is betting on the result of the roll of the dice being a pair of twos, threes, fours, or fives. The roll of the dice must be a pair of numbers. Any bets placed on a Hardways pair will be left there until the point number is made or until a 7 is rolled, in which case it is lost. If the pair is rolled before either happens, you win.

Craps (cont'd)

- Any "One Roll Bets," also called "Proposition Bets," are located below the Hardways bets. This kind of bet consists of a pair of ones, pair of sixes, a roll of three, or a roll of ten by rolling a 6 and a 4. This bet may be placed at any time and is won or lost on the next roll of the dice.

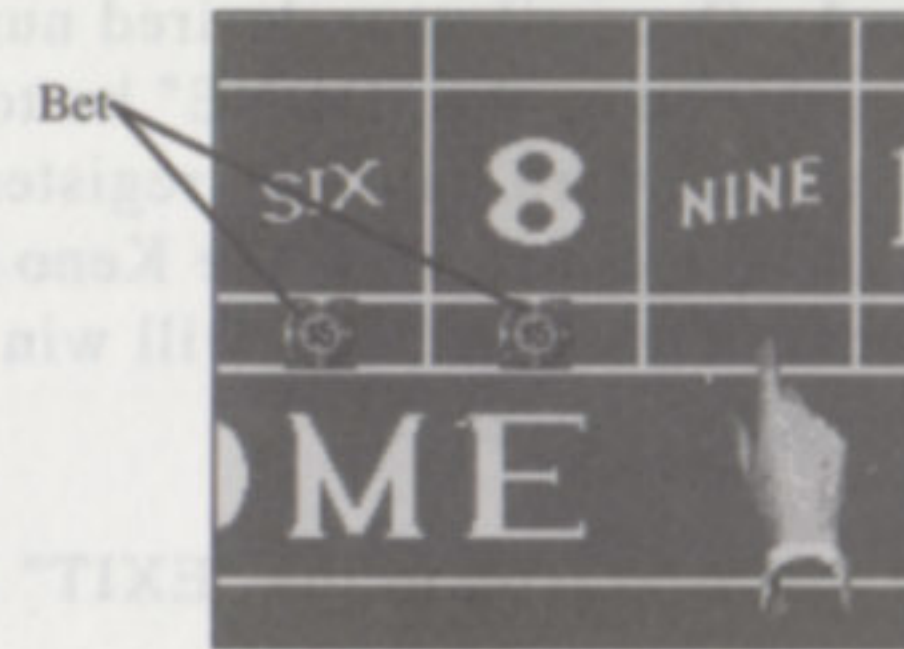
After "Come-Out" Roll Bets

After the Come-out roll, the remaining areas you may bet on are:

- The "Come Box" is located in the center of both sides of the table. You bet on the Come Area after a pass line point has been established. This bet is placed against the result of the next roll of the dice. Same rules apply as a Pass Line bet.
- The "Don't Come Box" is located at the right and left top sides of the table. A Don't Come bet is the opposite of a Come Bet. If Come wins, Don't Come loses. A bet is placed here after the point is established. However, the number you are betting on is the result of the next roll. To win, a 7 must be rolled before that number is repeated.
- An "Odds-bet" is made after the point number has been established. Odds-bets are placed directly below the point numbers bet area. The advantage of an odds-bet is that you will receive a payoff that is directly taken from the actual odds of rolling a specific number.

Craps (cont'd)

For example, the odds of repeating a 6 or 8 before rolling a seven is 6 to 5, and that is the payoff for an odds-bet on those two numbers. The odds-bet is one of the only bets the casino has no advantage in and is always equal to your original bet.



Craps Screen



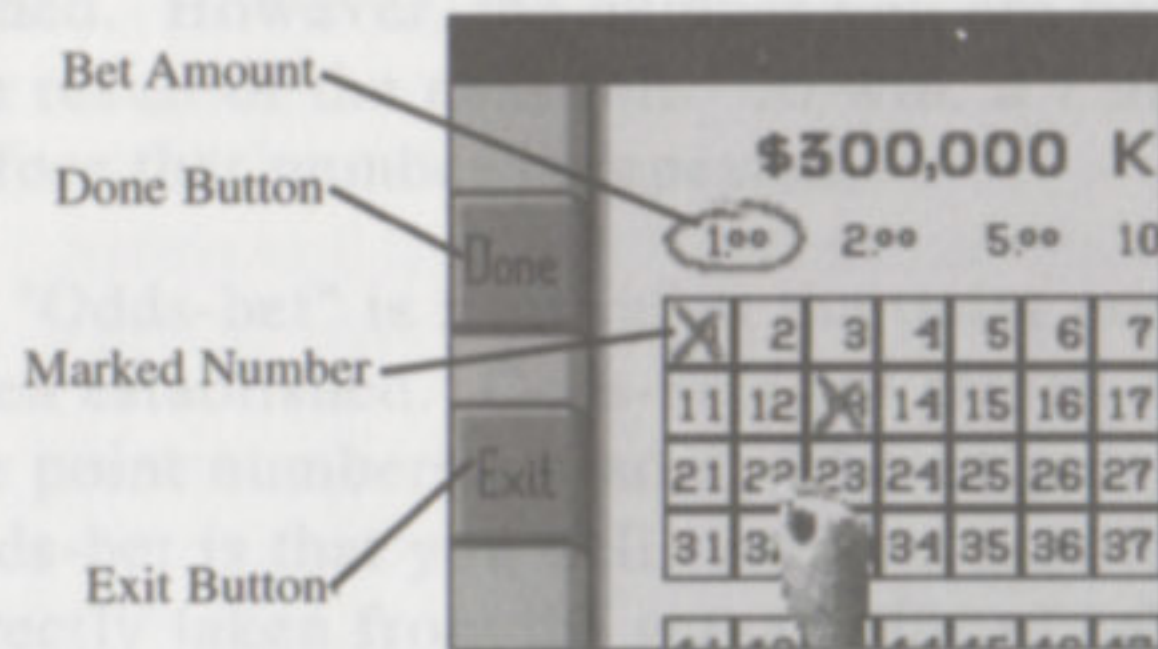
Keno

Notes

The object of Keno is to guess which numbers the computer will be randomly choose from a total of 80 possible numbers. When the Keno card appears, you may use the **D-Button** to view all of the available numbers.

First, using the **D-Button**, move the hand icon to the desired bet amount located at the top of the card and press **Button 1** to mark it. Next, you may mark from one to 10 numbers by moving the hand icon to the desired numbers and pressing **Button 1**. Once all your desired numbers are marked, move the hand icon to the "DONE" button and press **Button 1**. Once your card has been registered, press the "DONE" button once again to view the Keno Board. Based upon the amount of your bet, you will win for every number you have correctly chosen.

To exit Keno, move the hand icon to the "EXIT" button and press **Button 2**.



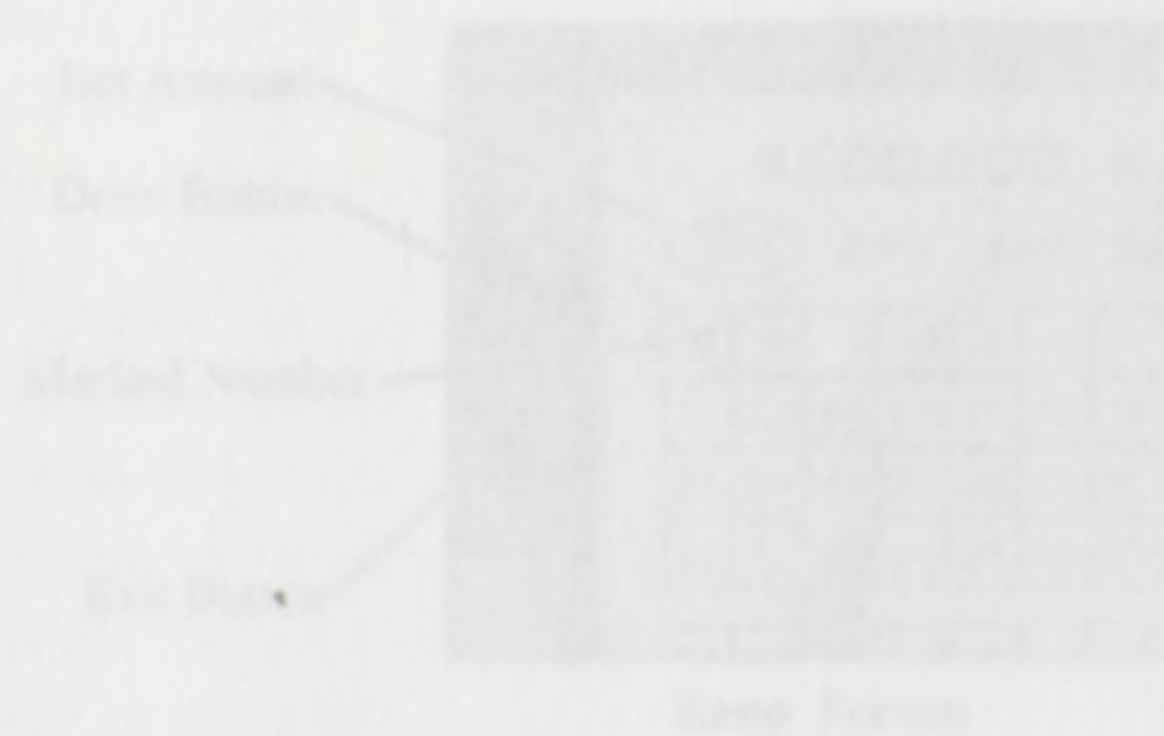
Keno Screen

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The object of Keno is to guess which numbers the computer will be randomly choose from a total of 80 possible numbers. When the Keno card appears, you may use the D-Button to view all of the available numbers.

First, using the D-Button, move the hand icon to the desired bet amount located at the top of the card and press Button 1 to mark it. Next, you may mark from one to 10 numbers by moving the hand icon to the desired numbers and pressing Button 1. Once all your desired numbers are marked, move the hand icon to the "DONE" button and press Button 1. Once your card has been registered, press the "DONE" button once again to view the Keno Board. Based upon the amount of your bet, you will win for every number you have correctly chosen.

To exit Keno, move the hand icon to the "EXIT" button and press Button 2.



Notes

Notes

Notes

United Warranty

At the time of purchase, the warranty is the original purchaser of the Sega Game Gear cartridge shall be five from defects in materials and workmanship for the ninety (90) days from the date of purchase. Defective units returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media has not been subject to misuse, damage or excessive wear.

From defective media to date of purchase. You must include a dated proof of purchase, a valid payment describing the defect, and your return address.

At the time of purchase, the warranty is the original purchaser of the Sega Game Gear cartridge will meet the purchaser's specific requirements.

Any statement made concerning the utility of the Sega Game Gear cartridge are not to be construed as expressed or implied warranties. This warranty is in lieu of all other warranties, whether oral or written, expressed or implied. Any implied warranties, including implied warranties of merchantability and fitness for a particular purpose, are excluded.

In no event shall Atascosa Sales, Inc. be liable for incidental or consequential damages of any kind in connection with the Sega Game Gear cartridge.

Some states do not allow the exclusion or limitation of incidental or consequential damage or remedies or how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. The warranty gives you specific legal rights, which vary from state to state.

Address all correspondence to:
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Edinburg, TX 78541-6730

Or call:
800-895-0015

Limited Warranty

Majesco Sales, Inc. warrants, to the original purchaser, that this Sega Game Gear cartridge shall be free from defects in materials and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media has not been subject to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Majesco Sales, Inc. does not warrant that the Sega Game Gear cartridge will meet the purchaser's specific requirements.

Any statement made concerning the utility of the Sega Game Gear cartridge are not to be construed as expressed or implied warranties. This warranty is in lieu of all other warranties, whether oral or written, expressed or implied. Any implied warranties, including implied warranties of merchantability and fitness for a particular purpose, are excluded.

In no event shall Majesco Sales, Inc. be liable for incidental or consequential damages of any kind in connection with the Sega Game Gear cartridge.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. The warranty gives you specific legal rights, which vary, from state to state.

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Or call:

800-826-0015

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