

CAESARS PALACE

POKER

5 CARD DRAW POKER
INSTRUCTIONS

1. 5 CARD DRAW POKER RULES

- There are four suits: hearts, diamonds, clubs, and spades.
- Aces can be high (used after a "K") or low (used before a "2").
- The better the hand, the better the chance of beating the dealer!

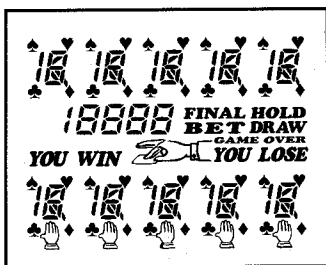
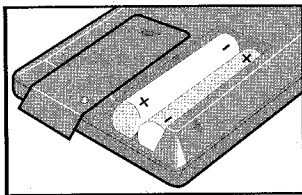
- HIGH CARD** If neither you or the dealer has a pair, then the "high card" in the hand wins. If both players have the same "high card", winner is determined by the next highest card.
- 1 PAIR** Two cards (a pair) of the same value in any suit.
- 2 PAIR** Two sets of pairs.
- 3 OF A KIND** Three cards of the same value, any suit.
- STRAIGHT** 5 sequential cards, any suit.
- FLUSH** Any 5 cards all of the same suit.
- FULL HOUSE** 3 of a kind + a pair.
- 4 OF A KIND** four cards of the same value.
- STRAIGHT FLUSH** 5 sequential cards, all of the same suit.
- ROYAL FLUSH** 10, J, Q, K, A (all the same suit).

2. INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AAA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

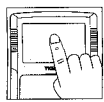
After battery insertion, the ACL/RESET button should be pushed only if the game doesn't work properly.



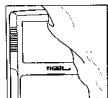
3. CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

4. PLAYING THE GAME

PRESS THE "ON" BUTTON TO TURN ON THE GAME.

You'll hear an "On" beep and \$1000 is displayed. You always start with \$1000.

THEN PRESS THE DEAL BUTTON.

Before the dealer deals each hand, you will always hear him shuffle the cards! Then you will hear him deal the cards!

After you are dealt your five cards, the dealer will say, "PLACE YOUR BETS!"

After examining your hand, PRESS THE BET BUTTON TO PLACE YOUR OPENING BET. Each time you press the BET button, your bet increases by \$5 up to a maximum opening bet of \$25. As you place your bet, the amount bet is automatically deducted from your money total.

After making your opening bet, then decide which cards you want to keep (hold) and which cards you are going to discard in order to draw additional cards.

USE THE SELECT BUTTON to step through your five cards. When you reach a card you want to hold, press the HOLD button.

Each time you press the HOLD button, the dealer will say, "HOLD!". (If you make a mistake on which cards you want to "hold", just press the SELECT button after you reach your fifth card, and the selection process will start over again from your first card.)

You can hold up to all five cards if you wish. But you can never discard more than three cards unless you have an "ACE". If you have an "ACE", you can hold the "ACE" and discard the other four cards.

After deciding which cards to hold, press the DRAW button to draw your new cards. Your hand is now set and you are ready to make your final bet.

Once again you will hear the dealer say, "PLACE YOUR BETS!"

After examining your completed hand, use the BET button to place your FINAL BET. This time, each press of the BET button increases your bet in increments of \$10. So your maximum final bet is \$50 (5 presses). As you place your final bet, the amount bet is automatically deducted from your money total.

After you make your final bet, press the DEAL button. Then the computer dealer's hand will appear in the upper screen and you will see who won the hand—you or the dealer.

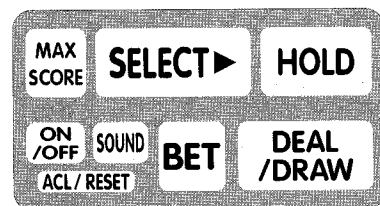
If you WIN the hand, then the amount you bet will be returned to you PLUS your winnings. The dealer will also exclaim, "YOU WIN!" and you will be treated to a rousing rendition of "Happy Days are Here Again!"

Then press the DEAL button for the dealer to deal you a new hand and play proceeds as before.

OTHER THINGS TO REMEMBER:

If you ever lose all your money, the game is over. After a GAME OVER, press the DEAL button to begin a new game. You begin again with \$1000. You can press the MAX SCORE at any time between hands to examine the maximum winnings. Use the SOUND button to control sound: on or off. Press the OFF button to turn off the game when you are finished playing. But don't worry if you forget because the dealer automatically shuts off the game after about 3 minutes of no action.

5. KEYPAD



ON/OFF

- to turn on the unit.
- to turn off the unit.

DEAL/DRAW

- for the computer to DEAL you your first five cards.
- to DRAW your final cards after you decide which cards you wish to hold and which to discard.

BET

- to decide how much you wish to bet opening bet: increments of \$5 up to \$25); final bet: increments of \$10 up to \$50).

MAX SCORE

- to examine maximum winnings.

SOUND

- to control sound: on or off.

SELECT

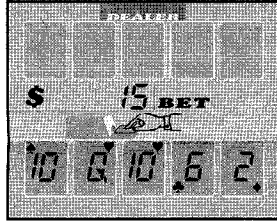
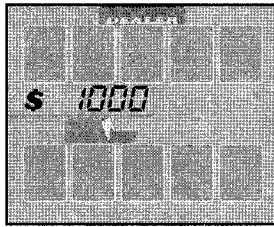
- to select cards sequentially from left to right.

HOLD

- to hold the card selected.

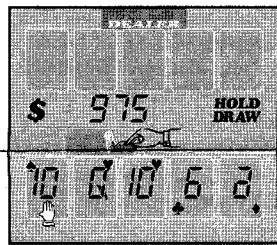
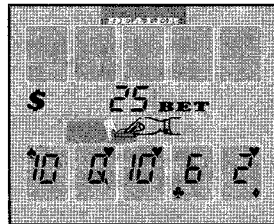
6. SUMMARY

Press the ON button to turn on the game. You always begin with \$1000.



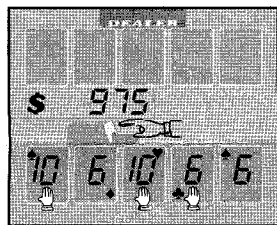
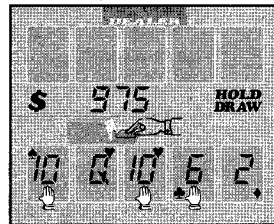
Press the DEAL button. Before the dealer deals each hand, you will hear the cards being shuffled. Then you will hear the dealer dealing your opening five cards. Then you will hear the dealer say, "PLACE YOUR BETS!"

Use the BET button to determine your opening bet.



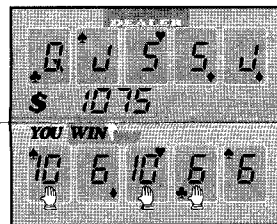
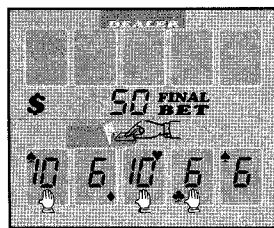
Use the SELECT button to review each of your five cards.

As you review your cards, press the HOLD button to hold the cards of your choice. When you press the HOLD button, you'll hear the dealer say, "HOLD!"



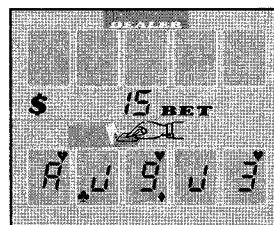
After deciding which cards to hold, press the DRAW button to draw your new cards (if you've chosen to discard any of your five original cards).

Examine your final hand. Then use the BET button to make your final bet.



Then press the DEAL button. The computer dealer's hand will appear in the upper screen and you will see who won the hand--you or the dealer. when you win a hand, the dealer will say, "YOU WIN!" and you'll hear the tune of "Happy Days are Here Again!"

Press the DEAL button again to begin the next hand!



7. DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

8. 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (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 date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the 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 US\$12.00. 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 paid and insured to

TIGER ELECTRONIC TOYS, REPAIR CENTER,
980 WOODLANDS PARKWAY,
VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

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

HOW TO RECEIVE SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER FOR YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a sturdy carton with plenty of newspaper, foam or other padding and tie it securely.
- 2) Carefully print on the box or carton the following name and address

TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

Also, don't forget to show your return address.

- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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