

CAESARS PALACE ROULETTE

INSTRUCTIONS

1. ROULETTE RULES

The roulette wheel is divided into 38 numbered sections. These sections are numbered 1 to 36:

—half of which are RED

—the other half, BLACK.

—Two additional GREEN sections are marked 0 and 00.

Looking at the numbers and colors on the wheel (starting with the Green 0 and moving "right" across the wheel):

0 GREEN	7 RED	33 BLACK
1 RED	11 BLACK	21 RED
13 BLACK	30 RED	6 BLACK
36 RED	26 BLACK	18 RED
24 BLACK	9 RED	31 BLACK
3 RED	28 BLACK	19 RED
15 BLACK	00 GREEN	8 BLACK
34 RED	2 BLACK	12 RED
22 BLACK	14 RED	29 BLACK
5 RED	35 BLACK	25 RED
17 BLACK	23 RED	10 BLACK
32 RED	4 BLACK	27 RED
20 BLACK	16 RED	

After the wheel and roulette ball are spun, the roulette ball will come to rest in one of the 38 numbered sections. Depending on how you bet, you will win or lose money.

There are six factors for betting. These betting factors are:

NUMBERS, RANGE, COLUMN, HIGH/LOW, RED/BLACK, ODD/EVEN.

—**NUMBERS**

(1 TO 36, and 0 and 00).

—**RANGE**

There are three ranges for betting:

(1 TO 12)

(13 TO 24)

(25 TO 36)

—**COLUMN**

There are three columns for betting:

(FIRST COLUMN, 12 NUMBERS)

(SECOND COLUMN, 12 NUMBERS)

(THIRD COLUMN, 12 NUMBERS)

—**HIGH/LOW**

You can bet on high or low:

(LOW, 1 TO 18)

(HIGH, 19 TO 36)

—**RED/BLACK**

You can also bet on the color:

(18 NUMBERS ARE BLACK)

(18 NUMBERS ARE RED)

—**ODD/EVEN**

You can also bet on:

(ODD)

(EVEN).

NOTE:

WHEN THE GREEN 0 OR 00 TURNS UP ON THE WHEEL, THE BANKER WINS ALL BETS, EXCEPT THOSE MADE ON EITHER THE 0 OR 00!

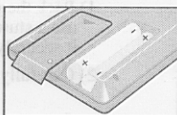
You can make several bets for each spin. If you want, you can bet in all six factors on each spin.

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.



Clean only with a piece of soft dry cloth.



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



The keypad door on your game has been designed so that if it snaps off, it can be easily reattached without damage or breakage. If the door comes off, simply snap it back into place and continue enjoying your game.

4. PLAYING THE GAME

—**PRESS THE ON BUTTON TO TURN ON THE GAME.**

You'll hear an "On" beep and the maximum score is displayed.

You automatically come to the table with chips, which are also called "counters". Each counter is worth \$10. (So if you have \$1000, you have 100 counters.) In addition to keeping track of your earnings, the chips are also used for marking your bets on the roulette wheel.

Before each spin, you will hear the banker say, "PLACE YOUR BETS!"

It's easy to place your bets!

—Use the SELECT button to step through the betting factors of NUMBER..RANGE..COLUMN..HIGH/LOW..RED/BLACK..ODD/EVEN.

—Use the two CURSORS (▲)(▶) to locate the exact section(within your betting factor) on the wheel you want.

—Press LOCK to lock in the exact section.

—Press the BET button to choose how much you want to bet.

—Press the LOCK button again to lock in your bet.

—Repeat the steps above to do more betting!

It works like this:

NUMBERS:

Use the SELECT button to step to NUMBER.

(Number indicator lights up).

The default number is 01.

Then use the two cursor buttons (▲) (▶) to choose the number of your choice.

Press the LOCK button to lock in this number.

Press the BET button to choose a betting amount from \$10 to \$50.

Press the LOCK button to lock in the amount you want to bet.

Then if you wish, you can use the two cursor buttons again to choose additional numbers for the SAME SPIN. Bet as many numbers as you wish, repeating the steps above.

RANGE:

Use the SELECT button to step to RANGE.

(Range indicator lights up.)

The default range is "1 TO 12".

Then use the ▶ button to move horizontally among the three choices of range:

—1 TO 12

—13 TO 24

—25 TO 36

Press the LOCK button to lock in the range.

Press the BET button to choose a betting amount from \$10 to \$50.

Press the LOCK button to lock in the amount you want to bet.

Bet as many ranges as you wish, by repeating the steps above.

COLUMN:

Use the SELECT button to step to COLUMN.

The default column is the FIRST COLUMN.

Use the ▲ button to choose between the three column choices:

—FIRST COLUMN

—SECOND COLUMN

—THIRD COLUMN

Press the LOCK button to lock in the column.

Press the BET button to choose a betting amount from \$10 to \$50.

Press the LOCK button to lock in the amount you want to bet.

Bet as many columns as you wish, by repeating the steps above.

HIGH/LOW:

Use the SELECT button to step to HIGH/LOW.

The default is LOW (1 TO 18).

Use the ▶ button to choose between HIGH and LOW.

Press the LOCK button to lock in your choice.

Press the BET button to choose a betting amount from \$10 to \$50.

Press the LOCK button to lock in the amount you want to bet.

Repeat the steps above if you want to choose both HIGH and LOW.

RED/BLACK:

Use the SELECT button to step to RED/BLACK.

The default is RED.

Use the ▶ button to choose between RED and BLACK.

Press the LOCK button to lock in your choice.

Press the BET button to choose a betting amount from \$10 to \$50.

Press the LOCK button to lock in the amount you want to bet.

Repeat the steps above if you want to choose both RED and BLACK.

ODD/EVEN:

Use the SELECT button to step to ODD/EVEN.

The default is ODD.

Use the ▶ button to choose between ODD and EVEN.

Press the LOCK button to lock in your choice.

Press the BET button to choose a betting amount from \$10 to \$50.

Press the LOCK button to lock in the amount you want to bet.

Repeat the steps above if you want to choose both ODD and EVEN.

SPIN THE WHEEL:

—**PRESS THE SPIN BUTTON!**

Once you decide how many choices you wish to bet—and also decide on how much money to bet on each choice, press the SPIN button to actually see the ball spin on the roulette wheel—and to see what (if anything) you win!

You'll also HEAR the sound of the ball spinning in the roulette wheel. When you win a bet, you will also hear a special "winning" melody.

The computer will automatically add up your winnings and add them to your score.

When you lose all your money, the GAME IS OVER. After a GAME OVER, press the LOCK button to begin a new game. You begin again with \$1000.

You can press the SOUND button at any time to play in silence. Press it again to regain all the sounds of the gaming table.

If your game malfunctions, press the RESET button to reset the game. Press the OFF button to turn off the game when you are finished playing. But don't worry if you forget because the game automatically shuts itself off after about 3 minutes of no action.

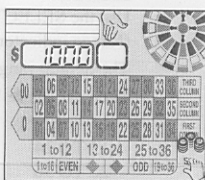
5. KEYPAD



- ON/OFF** —to turn on the unit.
—to turn off the unit.
- SOUND** —to control sound: on or off.
- BET** —to decide how much you wish to bet in increments of \$10 (\$10...\$20...\$30...\$40...\$50.)
- SELECT** —to select the betting factor of your choice in cyclic order: (NUMBER...RANGE...COLUMN...HIGH/LOW...RED/BLACK...ODD/EVEN.)
- ▲** —to move your chips up in cyclic order.
- ▶** —to move your chips right in cyclic order.
- LOCK** —to lock in your choice of exact section.
—to lock in the amount of your bet.
—to begin a new game after GAME OVER.
- SPIN** —to spin the roulette wheel.
- ACL/RESET** —to reset the game (when unit does not function properly).

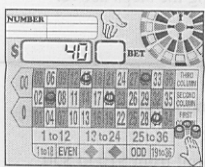
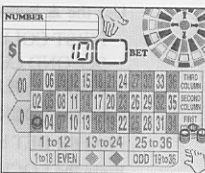
6. SUMMARY

Whenever you turn on your unit, you begin with \$1000. Before each spin, you will hear the banker say, "PLACE YOUR BETS!"



There are six betting factors to choose from: NUMBER..RANGE..COLUMN..HIGH/LOW...RED/BLACK...ODD/EVEN.

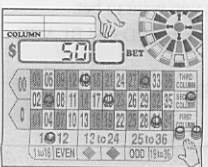
Use the SELECT button to select your betting factor. In this example, you are in the NUMBER betting factor.



Now use the ▲ and ▶ to place your chip in the exact section of your choice. Press the LOCK button to lock in your choice. Then press the BET button to choose how much you want to bet. Finally, press the LOCK button once more to lock in the amount you want to bet. Repeat the steps above to choose as many numbers as you want or press the SELECT button to choose another betting factor.

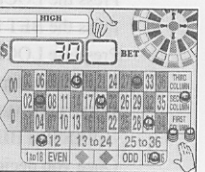
In this example, you have used the SELECT button to choose RANGE. There are three ranges to choose from:

(1 to 12, 13 to 24 and 25 to 36). Use the ▶ button to choose the exact section of your choice.



When you select COLUMN, you have three choices (FIRST COLUMN, SECOND COLUMN, THIRD COLUMN). Use the ▲ button to choose the exact section of your choice.

When you select HIGH/LOW, choose between LOW (1 TO 18) and HIGH (19 TO 36). Use the ▶ button to make your choice of exact section.



When you select RED/BLACK, use the ▶ button to make your choice of exact section.

When you select ODD/EVEN, use the ▶ button to make your choice of exact section.



When you have placed all your bets, press the SPIN button. You will see the wheel spin and the banker's hand drop the roulette ball into the wheel. You will also hear the ball spinning in the wheel.

When the wheel stops spinning, you will see where the ball stopped. For winning bets, the location of these bets will blink and you will hear a "winning" melody. Your winnings will be added to your score.



But if you lose all your bets on the spin, "LOSE" will appear on screen.

If you lose all your money, the GAME IS OVER.



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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