

CAESARS PALACE™



INSTRUCTIONS

1. SLOTS RULES

You can bet from 1 up to 3 lines per spin:

—ONE LINE

LINE 1 (the middle row across)

—TWO LINES

LINE 1 (middle row across) + LINE 2 (the top line across)

—THREE LINES

LINE 1 (middle row across) + LINE 2 (top line across) + LINE 3 (bottom line across).

IF YOU BET ALL THREE LINES, YOU CAN ALSO WIN BY THE DIAGONALS.

After you press the lever, "values" in all nine of the slot machine's windows will spin. When the spinning stops, one value will appear in each window—BAR, BELL, ORANGE, PLUM, LEMON, or CHERRIES. If a line you bet has three of the same value in a row, you WIN money.

Before spinning, select how much you want to bet. For each spin, you can change the number of lines you wish to bet and the amount you wish to bet. When you win a bet, your payout is determined by your betting amount and the "payout" chart below:

3 BARS	PAYS 25 TO 1	(You win \$25 for every \$1 you bet.)
3 BELLS	PAYS 5 TO 1	(You win \$5 for every \$1 you bet.)
3 ORANGES	PAYS 4 TO 1	(You win \$4 for every \$1 you bet.)
3 PLUMS	PAYS 3 TO 1	(You win \$3 for every \$1 you bet.)
3 LEMONS	PAYS 2 TO 1	(You win \$2 for every \$1 you bet.)
3 CHERRIES	PAYS 1 TO 1	(You win \$1 for every \$1 you bet.)

REMEMBER, 3 IN A ROW WINS YOU NOTHING UNLESS YOU BET THAT LINE.

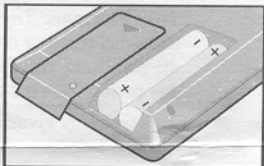
2. INSERTING THE BATTERIES

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



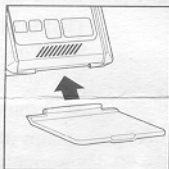
High temperature will destroy the unit. Do not leave unit in direct sunlight.



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.



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/OFF BUTTON TO TURN ON THE GAME.

You will hear an "On" beep and the cumulative score is shown. You can press the MAX SCORE button at any time before betting to examine the maximum score. If it is the first time you play the game or after the game

has been RESET, then you begin play with \$1000.

Before every bet, you will hear the encouraging words, "PLACE YOUR BETS!"

THEN PRESS THE LINE BUTTON TO DETERMINE HOW MANY LINES YOU WISH TO PLAY PER SPIN. (You can play 1, 2 or all 3 lines.)

Each press of the LINE button increases the number of lines you bet:

—If you play one line, you play the middle line across.

—If you play two lines, you play the middle line across and the top line across.

—If you play three lines, you play all three lines across—and you will also win on all diagonals.

THEN PRESS THE BET BUTTON TO DETERMINE HOW MUCH MONEY YOU WISH TO BET.

Each press of the BET button increases the number of dollars you bet:

(\$1 \$2 \$3 \$4 \$5)

WHATEVER DOLLAR AMOUNT YOU DECIDE BECOMES THE DOLLAR AMOUNT FOR ALL THE LINES YOU BET.

For example, if you bet \$3 and choose two lines, then your total bet is \$6 (three dollars on each of two lines). Another example: You bet \$4 and choose all three lines, then your total bet is \$12 (four dollars on each of three lines). If you bet the same \$4 and choose only one line, then your total bet is \$4 (four dollars on just one line).

THEN PRESS THE LEVER BUTTON TO SPIN THE SLOTS!

When the windows stop spinning, there will either be a BAR, a BELL, an ORANGE, a PLUM, a LEMON, or CHERRIES in each window. If you match three windows across IN A LINE THAT YOU BET, you WIN money. (Remember, if you bet all three lines, you also win if you match three in a row diagonally.)

KEEP IN MIND THAT YOU ONLY WIN MONEY FOR THREE IN A ROW FOR A LINE YOU BET.

For instance if you bet only line 1 (middle row) and get three in a row across line 2 (the top row), you don't win any money.

When you win a bet, "WIN" will appear on screen and you will hear a "WIN" melody.

Remember that the amount of money you win is determined by the payout chart:



3 BARS

PAYS 25 TO 1 (You win \$25 for every \$1 you bet.)



3 BELLS

PAYS 5 TO 1 (You win \$5 for every \$1 you bet.)



3 ORANGES

PAYS 4 TO 1 (You win \$4 for every \$1 you bet.)



3 PLUMS

PAYS 3 TO 1 (You win \$3 for every \$1 you bet.)



3 LEMONS

PAYS 2 TO 1 (You win \$2 for every \$1 you bet.)



3 CHERRIES

PAYS 1 TO 1 (You win \$1 for every \$1 you bet.)

After each spin, you will hear the words, "PLACE YOUR BETS!" again. You then choose the number of lines and the dollar amount you wish to bet over again.

Your CUMULATIVE score (how much you've won or lost) is retained—even when you turn off your unit. So when you turn your unit back on, your dollar amount from the time when you last played, will again appear on screen.

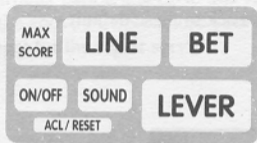
You can also press the MAX SCORE button at any time before a bet to view the highest total ever attained on your unit.

If you ever run out of money while playing, GAME OVER appears on screen. Press the LEVER button to begin again with \$1000.

You can also press the SOUND button to play in silence. Press it again to regain all the sounds of "Slots" at its Las Vegas best.

Press the ON/OFF button when you are finished playing. But don't worry if you forget because your slots machine turns itself off automatically after about three minutes of no action.

5. KEYPAD



ON/OFF

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

LINE

- to determine how many lines you wish to play for each spin up to 3 lines (LINE 1...LINES 1 AND 2...LINES 1, 2, AND 3...).

BET

—to determine how much you are betting on each line per spin in increments of \$1 (\$1...\$2...\$3...\$4...\$5).

LEVER

—to spin the nine windows.

MAX SCORE

—to examine the maximum winnings scored on your slots machine.

SOUND

—to control sound: on or off.

ACL/RESET

—to reset your slots machine (use only when the unit does not function properly).

6. SUMMARY

When you play the game for the first time, you begin with \$1000. Once you begin play, both your cumulative and max scores are retained.



Choose how many lines to bet. You can bet up to all three lines per spin. Press the LINE button to determine number of lines.

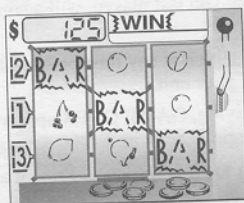
Then choose how much money you wish to bet. Press the BET button to determine your betting amount up to \$5. Your dollar amount is the same for every line you bet. So if you bet \$5 and have selected two lines, your total bet is \$10 (five dollars on each of two lines).





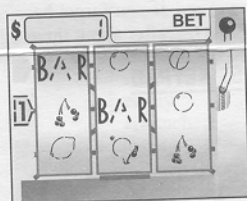
After deciding how many lines you wish to bet (LINE button) and the amount you wish to bet (BET button), then press the LEVER button to spin the slots!

When the windows stop spinning, there will be a value in each window. If you match 3 in a row across, you WIN. However, it must be a line that you bet. (3 in a row in a line you didn't choose wins nothing.)



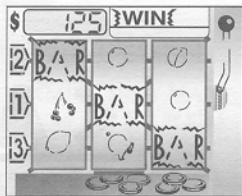
If you play all 3 lines, then you can also win for 3 in a row on diagonals. (In this example, you win as there are 3 bars in a diagonal.)

There is a default line selection of LINE 1 and a default BET selection of \$1. After each press of the LEVER button, the machine moves back to these default selections.



If you lose your bets, "LOSE" appears on screen.

If you win a bet, "WIN" appears on screen and you will hear a "winning" melody.



If you ever lose all your money, GAME OVER appears on screen. Press the LEVER button again to begin a new game with \$1000.

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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