

CAESARS PALACE™ VIDEO BLACK JACK INSTRUCTIONS

1. HOUSE RULES

You play against the dealer, trying to get your hand's "point total" as close to "21" as possible without going over "21".

Each card has a point value, based on its number. "Face" (picture) cards and 10's are worth 10 points. Aces are worth 1 or 11 points, at the choice of the player.

HIT/STAND

The player can take as many cards as he/she wants to reach 21. But the dealer must "hit" on 16 and "stand" on 17.

BUST

Any point total over "21" is an automatic loss (bust).

PUSH

In the event of a tie, where the dealer matches the player's point total, the hand is declared a PUSH, and the player's bet amount is returned to his score.

DOUBLE DOWN

After receiving your first two cards, you can "double down", which doubles your bet in exchange for one (and only one) additional card. If you choose to "DOUBLE DOWN", you must do so immediately after receiving your first two cards.

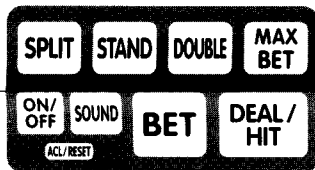
SPLIT

If your first two cards are the same value (for example, two sevens or two Jacks), you can split the hand into two separate hands. The amount originally bet is placed on both hands, doubling your bet. The hands will be seen one at a time, and referred to as SPLIT 1 and SPLIT 2.

WINNING COMBINATIONS

Winning combinations pay a set amount—but as in real Las Vegas video machines, the player's bet is not returned to him/her.

2. HOW TO PLAY



ON/OFF

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

SOUND

- to control sound: on or off.

BET

- to insert each coin. (Up to 3 coins or \$30 can be bet).

DEAL/HIT

- to have the dealer deal you your first two cards.
- for the dealer to "hit" you with additional cards with each press.
- to begin again with \$1000 if you run out of money.

STAND

- to tell the dealer you do not want any additional cards.

DOUBLE

- to "double down" or double your bet immediately after receiving your first two cards.

SPLIT

- to "split" your first two cards into two hands. This can only be done when your first two cards are the same value.

MAX BET

- to bet the maximum amount automatically (\$30 or 3 coins).
- Player still has the option to double this \$30 bet when "doubling down" or "splitting". The opening cards are then automatically dealt.

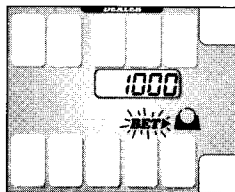
ACL/RESET

- to reset your game back to \$1000 if you tire of playing with cumulative score.

— also press to reset back to \$1000 if the unit ever malfunctions.

Press the ON button to turn on the unit. The current amount of money (score) is displayed. The first time you play, you begin with \$1000.

Press the DEAL/HIT button to begin the game. You then hear the dealer say, "PLACE YOUR BETS!"

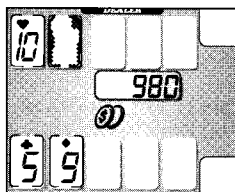


PRESS THE DEAL/HIT BUTTON TO BEGIN THE GAME. YOU WILL BE ASKED TO "PLACE YOUR BETS!"

Each press of the BET button inserts a \$10 coin. A maximum of three coins (\$30) can be bet.

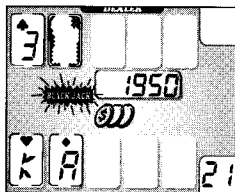
You can also press the MAX BET button to bet 3 coins, and with MAX BET, the dealer deals the opening cards automatically.

Once you have "placed your bet", press the DEAL/HIT button. The dealer then deals the opening cards (two cards for yourself and two for the dealer). The screen will display your cards and the dealer's "up" card.



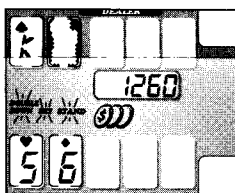
ONCE YOU HAVE PLACED YOUR BET, PRESS THE DEAL/HIT BUTTON AGAIN FOR THE DEALER TO DEAL THE OPENING CARDS.

If your first two cards are a "Face" card or a 10 and an ACE, you have BLACKJACK, and you win the hand (unless the dealer also has Blackjack on the first two cards).

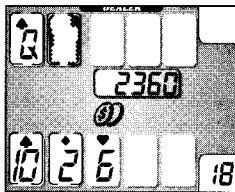


IF YOUR FIRST TWO CARDS ARE A "FACE" CARD OR A 10 AND AN ACE, IT'S A BLACKJACK!

You can either STAND (by pressing the STAND button) and stay with these two cards, or you can HIT to take additional cards. Each time you press the DEAL/HIT button, you will deal another card. You must get as close to "21" as possible without going over "21".

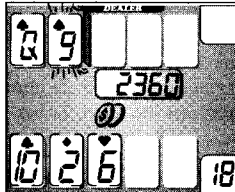


AFTER RECEIVING YOUR FIRST TWO CARDS, PRESS THE "DEAL/HIT" BUTTON FOR ADDITIONAL CARDS AND PRESS THE "STAND" BUTTON AT ANY TIME TO HOLD WITH THE CARDS YOU HAVE.



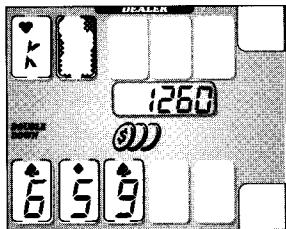
HIT AS MANY TIMES AS YOU LIKE, TRYING TO GET AS CLOSE TO "21" AS POSSIBLE—WITHOUT GOING OVER.

Once you press the STAND button, the dealer will automatically play his hand, also trying to get as close to "21" as possible. Dealer's cards will all be shown on screen at this time.



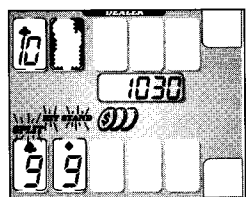
ONCE YOU PRESS THE "STAND" BUTTON, DEALER FLIPS HIS SECOND CARD OVER AUTOMATICALLY AND THEN PLAYS OUT HIS HAND. DEALER MUST HIT ON 16 OR BELOW AND MUST STAND ON 17 OR ABOVE.

You can DOUBLE DOWN by pressing the DOUBLE button immediately after receiving your first two cards. This doubles your bet—and you receive one (and only one) additional card.

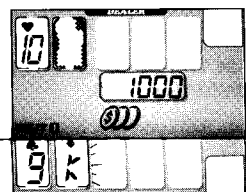


YOU CAN PRESS THE "DOUBLE" BUTTON TO "DOUBLE DOWN" IMMEDIATELY AFTER RECEIVING YOUR FIRST TWO CARDS.

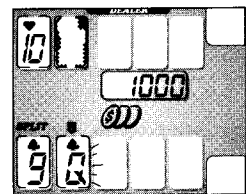
You can SPLIT if your first two cards are the same value (for example, two Fives or Two Kings) by pressing the SPLIT button. You then play two separate hands with each card, with your original bet being placed on both hands, which doubles your original bet. The hands are viewed one at a time, and referred to as SPLIT 1 and SPLIT 2.



YOU CAN PRESS THE "SPLIT" BUTTON TO SPLIT YOUR HAND IF YOUR FIRST TWO CARDS ARE THE SAME VALUE.

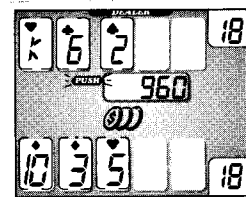


WHEN YOU "SPLIT", THE HAND WILL BE SEEN ONE AT A TIME, AS SPLIT 1...



...AND SPLIT 2.

If you WIN the hand, you will receive a PAYOUT based on the amount you bet. You will also hear a "winning" melody each time you win a hand. If you lose the hand, you will lose the amount bet. In the event of a tie (PUSH), your bet amount is returned to your score.



WHEN DEALER MATCHES YOUR POINT TOTAL, IT'S A TIE (PUSH), AND YOUR BET IS RETURNED TO YOU.

After a hand is complete, you will hear the dealer say, "PLACE YOUR BETS!" and player places his bet for the next hand.

As stated ABOVE, you hear a winning melody when you win a hand. You can SPEED UP THE GAME by stopping the melody and playing the next hand immediately by pressing the DEAL/HIT button as soon as you hear the "game winning" melody begin!

Whenever you turn off the game, your cumulative score to date is retained. So when you turn your unit back on, you resume playing with the amount of money accumulated.

If you get tired of playing with your cumulative amount of money won, press the ACL/RESET button to begin playing again with \$1000.

If you ever lose all your money, you receive a GAME OVER.

3. PAYOUTS

Winning combinations pay a set amount. You win the amounts listed in the chart below, but as is the case with real Las Vegas video blackjack machines, the bet amount is NOT returned to the player.

| | 1ST COIN | 2ND COIN | 3RD COIN |
|--------------|----------|----------|----------|
| WINNING HAND | 20 | 40 | 60 |
| BLACKJACK | 30 | 60 | 90 |
| DOUBLE | 40 | 80 | 120 |

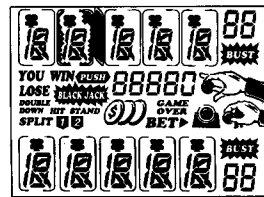
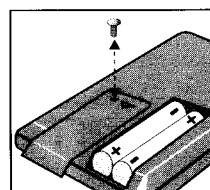
4. INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game.

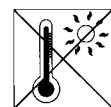
(To remove cover, unscrew the cover, then push the cover in the direction of the arrow.)

Insert two "AAA" batteries, LR03 or equivalent (included), making sure to align "+" and "-" as shown.

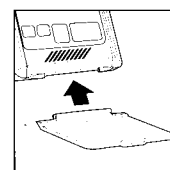
After battery insertion, the ACL/RESET button should be pushed only if the game doesn't work properly. Batteries installation should be done by adult.



5. CAUTION/DEFECT OR DAMAGE



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

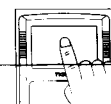


The keypad door on your game has been designed so that if it snaps off, it can be easily reattached without damage or breakage. If



Clean only with a piece of soft dry cloth.

the door comes off, simply snap it back into place and continue enjoying your game.



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

Do not mix old and new batteries.

Do not mix alkaline, standard, or rechargeable batteries.

Do not use rechargeable batteries.

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 ELECTRONICS, INC. REPAIR DEPT.
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, place of purchase and price paid. We will do our best to help.

6. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$12.00. Make check or money order payable to Tiger Electronics, Inc.

TEI 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.

All product returned **MUST BE SHIPPED PREPAID AND INSURED FOR LOSS OR DAMAGE** to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

1) Pack the product carefully in the original box or use a good-quality carton with packing materials.

2) Include a letter with a complete description of the defect, a check if product is within the 90-day warranty, and your printed name, address and telephone number.

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 damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

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980 Woodlands Parkway, Vernon Hills, Illinois 60061.
Tiger Electronics(UK) Ltd.
Belvedere House, Victoria Avenue
Harrogate, North Yorkshire HG1 1EL, England.

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