

CAESARS PALACE™ DELUXE BLACKJACK INSTRUCTIONS

1. LAS VEGAS HOUSE RULES

Players play against the dealer, trying to get a point total as close to "21" as possible without going over "21".

If you go over "21", you automatically lose the hand.

"BLACKJACK" means having a point total of "21" with the first two cards you are dealt. (A + K, A + Q, A + J, A + 10).

Aces can count as one point or eleven points.

Picture cards (K, Q, J) count as 10 points. All other cards count their face value. For example, a "9" counts as 9 points and a "6" counts as 6 points.

"HIT" means you want to take another card.

"STAND" means you want to stick with the cards you have. Las Vegas rules demand dealer hits on 16 and stands on 17.

Dealer pays 3 to 2 on BLACKJACK.

Player can take out INSURANCE at the time initial two cards are dealt at cost of half of the original bet when dealer has Ace showing.

Player will see the dealer's top card but his "hole" card remains unseen until the end of the hand.

If a player wishes to increase his/her bet by SPLIT, DOUBLE DOWN or INSURANCE during a hand, he/she must have enough money in reserve to make the extra bet.

2. DELUXE ELECTRONIC FEATURES

REGULAR GAME

In a regular game, there are 3 players. If there's 1 real player against the dealer, then there are 2 computer players playing. If there are 2 real players against the dealer, then there is 1 computer player. In a regular game, you also have a choice of playing with 2 decks or 1 deck of cards.

QUICK GAME

In a quick game, there is 1 real player (you!) against the dealer. In a quick game, you automatically play with 2 decks of cards.

SPECIAL HELP BUTTON

Your game also features hints and strategy with the use of a HELP button. The hints will be both visual (on-screen indicators) and audible (actual speech).

3. HOW TO PLAY

ON/OFF

—to turn on the unit.
—to turn off the unit.
(game shuts off automatically after 2 minutes of no action)

BET

—to bet in increments of \$10 or \$100.

SOUND

—to control sound: on or off.

DEAL/HIT

—to confirm the game mode.
—to confirm your betting amount and deal the opening cards.
—to "hit" (receive additional cards).
—to start a new game if you ever run out of money.

ACTION

—to "stand" (not receive any more cards).
—to determine QUICK game or game with deck and player options.
—to determine number of decks used (2 or 1).
—to determine number and type of players.
—to toggle betting amounts between \$10 and \$100 increments.

INSURE

—to take out insurance (when dealer has Ace showing).

DOUBLE DOWN

—double your bet in exchange for just one additional card.

SPLIT

—to split your hand when first two cards have equal value.

MAX SCORE/SURRENDER

—if you wish to fold after seeing your two cards and the dealer's "up" card.
—to reset your bet amount to zero.
—to display the maximum score.

HELP

—to call for "hints" from the computer. Using this button will bring up visual and audio hints from the unit, depending on the situation. It can be pressed after the initial two cards are dealt to each player and after every subsequent card is dealt.

ACL/RESET

—to start a new game.

Press the ON button to turn on the game. The first time you play the game, you begin with \$1000.

"QUICK" appears on screen. If you want a QUICK game, this means you want a basic game of one human player in the first table position against the dealer, using 2 decks. If this is the game you wish to play, then simply press the DEAL button to begin play.

However, if you wish a choice between number of decks (2 or 1) and number of human and computer players, press the ACTION button to choose your specific options.

After you press the ACTION button, a default regular game of 2 decks with 1 human player (Player 1) plus 2 computer players is automatically selected for you.

However for more options, continue to press the ACTION button to step through the following choices:

—2 decks, 1 human player (Player 1) plus 2 computer players (this is the default option described above).

—1 deck, 1 human player (Player 1) + 2 computer players.

—2 decks, 2 human players (Player 1 and Player 2) + 1 computer player.

—1 deck, 2 human players (Player 1 and Player 2) + 1 computer player.

When you approve of one of the options above, press the DEAL/HIT button to confirm your selection. The opening cards will then automatically be dealt.

Player 1 is always in the first table position. Player 2 (if selected) will always be in the second table position.

BETTING

After the initial cards are dealt to begin each hand, you will hear a computer voice say, "PLACE YOUR BETS!" A blinking arrow appears over Player 1, indicating that it is his turn to bet. (After he bets, the blinking arrow moves on to the next player, who then places his bet, and so on.)

Use the ACTION button to choose between bets in increments of \$10 or \$100.

Then use the BET button to place your bet. If you hold the BET button, it will increase the bet amount faster.

For example, if you wish to bet \$450, use the ACTION button to bet in \$100's, and then press BET until the \$400 amount appears on screen.

Then use the ACTION button to bet in \$10's and press until the screen shows \$450.

If you make a betting mistake, press the MAX SCORE/SURRENDER button to erase your bet so that you can select your betting amount over again.

Remember, you can only bet up to the total amount of money you have!

Once each human player "places their bets", the computer automatically deals two cards to all the players. Only one player's hand and the dealer's "up" card are shown. The other dealer's card is his "hole" card.

After receiving your two cards, the blinking arrow appears by Player 1's hand (that's you). Then you see your hand on the bottom of the screen. Then you play the hand, deciding whether to hit (take more cards), stand with the cards you have, or use one of your other player options (including calling on the HELP feature). If you hit and the card puts you over "21", you automatically BUST (lose the hand).

Take as many cards as you want to try to get as close to "21" as you can.

There are several playing options, which are described below:

HELP FEATURE

You can also press the HELP button after the first two cards are dealt (and after each subsequent card) to receive advice/hints from the computer and the best strategy for playing each hand.

The voice within your unit will speak to you WHEN YOU PRESS THE HELP BUTTON, giving you several pieces of advice, depending on your hand and what cards have been played:

"Stand!"

You will hear the HELP feature tell you to stand when it feels you should stick with the cards you have.

"Hit me!"

You will hear the HELP feature say "Hit me" when it feels you should draw another card.

"Double!"

You will hear the HELP feature advise you to "double down" by doubling your bet in exchange for one (and only one) additional card when it feels your first two cards in combination with the dealer's "up" cards gives you the best chance to double your money.

"Split!"

You will hear the HELP feature advise you to split your hand after you receive two identical cards (for example, two "3's" with your first two cards), when it feels splitting your hand will give you the best chance to double your money. When you split, you play two hands for double the initial bet.

INSURANCE

When the dealer shows an Ace, you can press the INSURANCE button if you think the dealer has Blackjack. An insurance bet is an additional bet of half your original bet. If you are right and the dealer does have Blackjack, then the dealer will return your original bet plus dealer also pays two times the amount of your insurance bet.

If the dealer does not have Blackjack, then you lose your insurance bet and play continues. PLEASE NOTE: The HELP feature will never advise you to take INSURANCE because this is contrary advice to most counting strategies.

SURRENDER

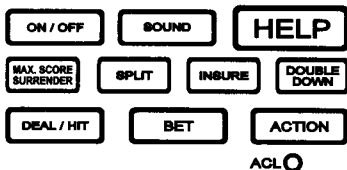
After seeing your first two cards and the dealer's "up" card, you might think your chances of winning are poor. You can "fold" and give up the hand by pressing the SURRENDER button. If you "surrender", you only lose half your original bet. But the option of "surrendering" is only available as a first option—once you make any other decision after receiving your first two cards, "surrendering" is no longer an option.

DOUBLE DOWN

You can "double down" on any two initial cards. This doubles your bet and you automatically receive one AND ONLY ONE additional card.

SPLIT

If your first two cards are of identical value, you can choose to split them, which gives you two hands. For instance, you can split two "3's". Your bet is doubled, too, because your original bet is placed on EACH of these two hands.



BLACKJACK

If you have Blackjack, dealer pays you 3 to 2.

If both you and the dealer have Blackjack, then the hand is a "PUSH", and nobody wins. Each human player plays his own hand when the blinking arrow moves to his position on screen. Only one player's hand is shown on screen at a time. After the blinking arrow moves around the table to all the players against the dealer, then the blinking arrow moves to the dealer's position, and the dealer plays his hand. Remember, you only play against the dealer and not against other players. Computer players and the dealer always take their cards automatically.

REMEMBER, YOUR UNIT CAN TALK:

"STAND"

heard when player presses HELP button and computer advises a player to stand (not take any additional cards).

"HIT ME"

heard when player presses HELP button and computer advises player to "HIT ME" (take additional cards).

"DOUBLE"

heard when player presses HELP button and computer advises player to "DOUBLE" his/her bet.

"SPLIT"

heard when player presses HELP button and computer advises player to "SPLIT" (double bet by splitting two cards of equal value into two separate hands).

"OHHH"

heard when player loses.

"PLACE YOUR BET"

heard when computer asks you to place your bet.

HAPPY MELODY

heard when player wins.

When a hand is complete, then BET appears on screen again, and once again you will hear the computer voice say, "PLACE YOUR BETS!" Then betting starts over again.

The cards will automatically reshuffle themselves when necessary. Frequency of shuffling depends on the number of decks chosen for the game.

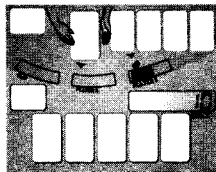
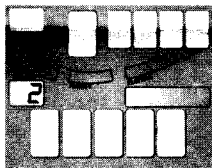
When you shut off the unit (or when the unit shuts off automatically), the hand you are playing is erased but the cumulative score for Player 1 is always retained. When you turn the game back on, you must once again choose between a QUICK GAME or a REGULAR GAME (with player and deck options).

GAME OVER

If you ever lose all your money, you receive a GAME OVER. Then press the DEAL button to start a new game.

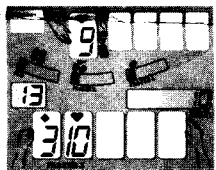
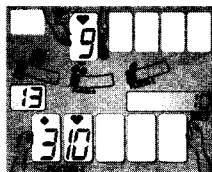
4. SUMMARY

There are always 1 or 2 real players playing against the dealer. In a QUICK game, it's 1 real player against the dealer. In a regular game, it's 1 real player and two computer players against the dealer or 2 real players and 1 computer player against the dealer.



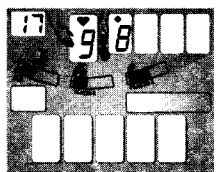
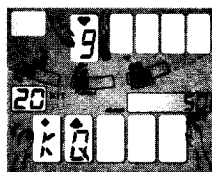
After choosing players, a blinking arrow appears on the top of Player 1's hand. That means it's time for Player 1 to place his bets. After Player 1 bets, the blinking arrow moves to Player 2, and then after he bets, the blinking arrow moves to the computer player.

After all players have placed their bet, the dealer automatically deals two cards to each player.



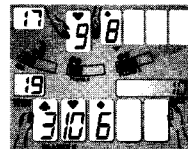
Then the blinking arrow appears on Player 1's hand again. Now Player 1 can see his hand on the bottom of the screen. Then Player 1 begins playing his hand.

After Player 1 completes his hand (by choosing to "stand" with the cards he/she has or by going over "21"), the blinking arrow moves to Player 2, and Player 2's hand appears on the bottom of the screen. When Player 2 completes his hand, the blinking arrow moves on the computer player.



After all real players and the computer player have completed their hands, all arrows will shut off. Then the dealer automatically plays his hand.

After the dealer completes his hand, then each of the player's hands will appear one by one again on the bottom of the screen to compare against the dealer—and to see who has won, lost, or pushed.



5. WIL SHRINER TAPE

The HELP button is just the beginning in perfecting your Blackjack skill. Your unit also comes equipped with a WIL SHRINER videotape to take you through the most effective strategies of becoming a winning Blackjack player!!!

VIDEOTAPE

The videotape that comes with Deluxe Blackjack is a standard VHS videotape and can be played in any VHS videorecorder.

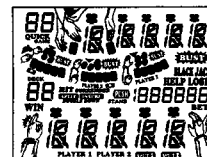
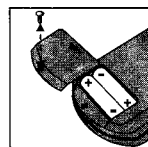
The videotape and videorecorder should be operated by an adult.

6. INSERTING THE BATTERIES

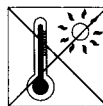
To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, unscrew the cover, then push the cover in the direction of the arrow.)

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

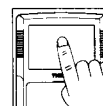
After battery insertion, the ACL/RESET button should be pushed only if the game doesn't work properly. Batteries installation should be done by adult.



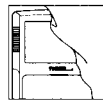
7. CAUTION/DEFECT & DAMAGE



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.

Do not mix old and new batteries.

Do not mix alkaline, standard, or rechargeable batteries.

Do not use rechargeable battery.

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 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 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 the 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 U.S.A.

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 beyond 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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