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SEGA™

GAME GEAR™

OFFICIAL SEGA SEAL OF QUALITY

CAESARS PALACE™



MANUAL

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EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain contitions may induce undetected epileptic symptoms even in persons who do not have a history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - **IMMEDIATELY** discontinue use and consult your physician before resuming play.



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Caesars Palace

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CAESARS PALACE

STARTING UP

1. Ensure that your Sega Game Gear power switch is turned OFF.
2. Insert the **CAESARS PALACE** cartridge into your Game Gear as described in your Game Gear instruction manual.
3. Push the power switch to the ON position. A few moments later the Sega logo will appear, followed by the **CAESARS PALACE** credits and animated title screens.
4. Press either START, Button 1 or Button 2 to enter **CAESARS PALACE**.

INTRODUCTION

Welcome to **CAESARS PALACE** video casino. There are no less than 10 different games to try, where the stakes can be high or low. The casino is split over a number of different areas, some accessed by escalators. Walk around the casino to find and play the games. Some areas are inaccessible until you have won a large amount of money. You begin the game with $5,000. How much you leave with depends on your own casino gaming skills and a small dose of lady luck!

CONTROLS



The controls vary depending on which game you have chosen to play. However, they all use the control pad to guide a hand around the various screens. Simply press the control pad in the required direction to move the hand. On some screens you will get help in moving the hand over the correct region, button or option.

When walking around the casino between games, you also use the control pad. When you are standing by a game you want to play, press Button 1 or Button 2 to select it. Some games need a dealer (e.g. Blackjack, Roulette, Craps). The game can only be played if a dealer is present at the table. If they aren't, come back later.

You will find the rules for each game described in full over the next few pages, along with their relevant controls. Have fun!

THE QUICK CASHIER (A.T.M.)

From the animated title screen, press START, Button 1 or Button 2.

Before you are given some money and enter the casino, a few details need to be entered into the **CAESARS PALACE** Quick Cashier computer (also known as an A.T.M.).



You will see a screen and the top of a keyboard below it. On the screen are three options:

Enter password, New Account and Cancel.

Each option has a red switch to the far right of the screen. They are used to select the options.

Enter Password

If you have played the game before, you will have written down an 8 character password. This password remembers how much money you had the last time you played. The flashing cursor at the bottom of the screen shows that the game is now waiting for you to select the characters from the keyboard below.

Use the control pad to move the hand around the keys on the keyboard. Press Button 1 to select a character and Button 2 to delete it if you make a mistake. The selected characters appear at the bottom of the screen above the keyboard. When you have entered all 8 characters, move the hand to the screen. It will be automatically moved over to the far right.

Move the hand over the top red switch, which is in line with the option 'Enter Password.' Press Button 1 to press the switch. This will enter your password. If all is well, you will then be asked for your first name. Use the keyboard as before to enter the name and then select the OK key on the keyboard to confirm it. If your password was not accepted, you will have to enter it again.

Having entered your name, you will be given your new password, so write it down somewhere safe. Move the hand over the screen and again the hand will move over to the red switches on the right. Press Button 1 to select OK and confirm that you are now ready to enter the casino.

(Note that the green arrows on the right edge of the screen point to the relevant red switches for that option. Any switches without an arrow will do nothing if selected).

New Account

New players (or players who have lost or forgotten their passwords) should move the hand onto the screen. It will automatically move over to the red switches on the right of the screen.

Move the hand over the second switch which is in line with the option 'New Account.' Now press Button 1 to select it. You will be asked to enter your first name. Use the hand to choose each letter in turn from the keyboard by pressing Button 1. If you choose the wrong letter press Button 2 to delete it, or choose the back arrow key in the bottom left region of the keyboard (next to the Z). Your name must be between 3 and 8 characters long. When you have finished, select the OK key in the bottom right region of the keyboard.

You are now given an 8 character password. Write this down somewhere safe. When you are ready, press the last red switch with Button 1 to choose OK. You will now enter the casino.

Cancel

This option will cancel anything you have done on this screen and take you into the casino. If you haven't entered any details you won't have any money at all from the Cashier! If you enter the casino with no money, or you lose all your money then you must find another A.T.M. This will allow you to open a new account.



If you access an A.T.M. when you still have money left, you will see a few different options available.

Balance, Password/Exit, Buy Scratcher

Balance

This will tell you how much money you have left.

Password/Exit

If you want to quit playing (i.e. turn off your Game Gear) then you should select this option and write down your new password first. This will allow you to continue with the same amount of money next time you come back to the Casino. You will now return to the Casino. You can carry on from here, or turn off and play again another day. It's up to you.



Scratch Cards

Buy Scratcher

This is a quick and simple way to win some money. There are three different Scratcher cards available. The principle for each is the same. You must choose a box or series of boxes to scratch with a coin to reveal something underneath. If you reveal a bomb, then the card is rendered invalid and you have lost. You can have a look at the remaining unscratched boxes if you are curious once the game is over, by pressing Button 1 to 'Scratch All.'

Scratch card controls

Move the hand over the box you want to scratch using the control pad, then press Button 1 or Button 2 to scratch it.

The three Scratcher cards available are:

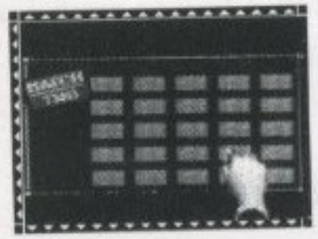
60 Yard Fight



You must scratch off one box from each yard line, starting in the bottom left hand corner on

the 10 yard line and working your way up to the 60 yard line. Under each scratch box is either an amount of money or a bomb.

Match Two



There are 25 boxes to scratch. You can scratch as many as you like until you either match up a pair or you uncover a bomb.

Triple Jacks



The dealer's hand is shown in the top left hand corner of the card. You must beat the total in his hand to win. There are various other combinations that will also win you money. These are shown in the top right corner of the card. If you beat the dealer you will win $150. If you get a pair, you win $200. If you get 3 of a kind (3 cards

the same, e.g. three 9's) then you win $300. If you get a straight (5 cards in order, regardless of their suits) then you win $400. If you manage to scratch out 3 Jacks then you win $5000!

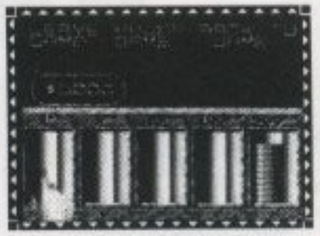
As with the other scratch card games, if you scratch a box to reveal a bomb then the game is over.

INSIDE THE CASINO

You must use the control pad to reach the tables or machines. Press Button 1 or Button 2 when you are standing next to the game you wish to play.

To leave any game you must press START and select the 'Leave table' option from the Chip Rack screen.

THE CHIP RACK



This is a screen that you will come back to often. You access it by pressing START during a game.

During the games, the money you bet with is referred to as coins. In reality they are casino gambling chips, and the different colors represent different amounts.

Chip Color	Value
White	$1
Red	$5
Blue	$25
Green	$100
Gold	$500

From here, you can see exactly how much money you have left. You can see the chips in piles of different values. You can pick up one of these chips by moving the hand over one of the piles and pressing Button 1 or Button 2. Why would you want to do that? Well, there are a number of games where you can place any amount of money (as long as it is not less than the minimum allowed bet or more than the maximum allowed). Such games include Roulette and Craps. By taking the money directly from the chip rack you can determine how much you want to bet each time you play.

At the top of this screen are three other options. Move the hand over one of them and press Button 1 or Button 2 to select them.

Leave table

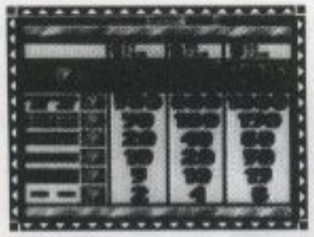
This allows you to leave the current game. You will then be able to walk around the casino and try your luck at another game.

Back to table

You can return to the current game and continue playing.

Now onto the games that **CAESARS PALACE** has to offer!

SLOTS



There are two different slot machines in the Casino - 'Home Run' and 'The Champions.' The winnings differ according to the machine and the amount of money being bet on each game.

The rules:

Before you choose to play, look at the sign above the machines to see how much money is required. The higher the cost, the higher the potential winnings!

After pressing Button 1 or Button 2 to play the slot machines, you will see a screen that shows the possible winning combinations (known in casinos as 'the payoff').

You can use the control pad to scroll around this screen to see them all. You don't have to remember all of them, as you can return to this screen between games if you want to look at it again.

When you are ready to play, press START, Button 1 or Button 2.

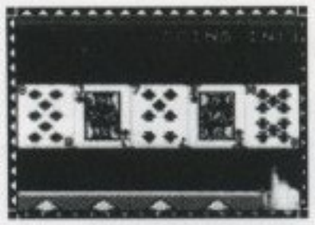
Slot machine controls

Move the hand over the coin slot to the right and press either Button 1 or Button 2 up to three times, dropping one coin in each time. The value of the coin you drop into the slot is determined by the stakes. For example, if the sign mentioned $25.00 then each coin is worth $25.00. The lowest stake you can place in this example is therefore $25.00 (one coin) and the highest is $75.00 (3 coins). You know when you have reached the upper limit as you won't be able to put any more coins into the slot!

Once the coin or coins have been inserted, move the hand over the lever to the right and press either Button 1 or Button 2 to pull it and start the machine rolling. After a short while each tumbler will stop in turn. Pay attention to the middle line. If you have a winning combination, a brief tune will play. To see how much you have won, press START to look at the Chip Rack, then either select 'Leave table' to quit this game or 'Back to table' to play again.

To review the possible winning combinations again, move the hand to the very top of the slot machine and the screen will re-appear. Press START, Button 1 or Button 2 to return.

VIDEO POKER



The rules:

After pressing Button 1 to choose video poker, you will see a screen that shows the possible winning hands.

Pair Jacks -

Out of your 5 cards, the lowest winning hand is one pair of Jacks and three other cards.

2 Pair -

Two pairs of cards (e.g. two 5's and two Queens) and one other.

3 of a kind -

Three cards of the same value (e.g. three 9's) and two others.

Straight -

A run of five cards in sequence, but not of the same suit. Aces can count as high or low.

Flush -

Five cards of the same suit, but not in sequence.

Full House -

3 of a kind plus one pair (e.g. three 6's and two 4's).

4 of a kind -

Four cards of the same value (e.g. four King's) and one other.

Straight Flush -

A run of five cards in sequence, all of the same suit but not 10, Jack, Queen, King, Ace.

Royal Flush -

10, Jack, Queen, King, Ace in order and all of the same suit.

Put in as many coins as you can afford, up to the limit of five. Now select the 'Deal' switch. Five new cards are dealt out. Select which cards you wish to hold onto by pressing the 'hold' button beneath each one. You can hold any number of cards (all of them, none of them or only some of them!) Once you are happy, select the 'Deal' switch again and the cards you decided not to hold onto will be discarded and new ones will be dealt in their place.

If you have a winning hand you will be told so, Otherwise, the game is over and you must put some more coins in.

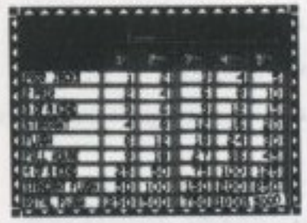
To review the possible winning hands again, move the hand to the top of the video poker machine and the screen will re-appear. Press START, Button 1 or Button 2 to return to the game.

Video Poker controls

Button 1 or Button 2 will drop coins into the slot if the hand is in the correct position.

Button 1 or Button 2 can press the 'Deal' or the 'Hold' switches.

VIDEO POKER PAYOFFS



BLACKJACK



The rules:

Blackjack is a simple card game played against the dealer (also known as the "House," as he represents the Casino). The object of the game is to get as close to a total of 21 in card value without going over. If you get closer to 21 than the

dealer then you win. If the dealer gets closer to 21, then you lose, and if you go over 21 then you automatically lose. If you get the same card values as the dealer, the hand is over. You neither win or lose.

Face cards are worth 10 points each (e.g. Jack, Queen or King). Aces are worth 1 or 11 points as the player wishes. All other cards are worth whatever number appears on the card (e.g. 6 is worth 6 points). A Blackjack is when a player or dealer has been dealt an ace and a face card (or a 10) making a total of 21 points with just two cards.

Before any cards are dealt, you must go to the chip rack (press START) and select the coin you wish to bet with. You cannot bet lower than the minimum allowed or higher than the maximum. Once you have the coin, return to the table and drop the coin in the betting circle on the table by pressing BUTTON 2. (If you don't choose a coin from the rack then the lowest bet allowed is chosen as the default for you).

Two cards are now dealt out to you and the dealer. Your two cards are dealt face up, but the dealer's first is dealt face down and only his second card is shown face up. If this second card is an Ace, then you are given the chance to buy some insurance, just in case the dealer has a Blackjack hand. Press Button 2 to buy insurance, or Button 1 to continue without it.

Once your two cards have been dealt, you must decided whether to 'hit' (ask for another card to add to those you already have) or 'stand' (leave your cards as they are).

The controls for Blackjack

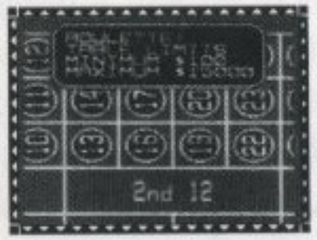
Press Button 1 at the start to ask the dealer to deal your two cards.

You must press Button 1 before you indicate a "Stand" or "Hit" signal to dealer.

Button 1 will tell the dealer you wish to 'stand'.

Button 2 will tell the dealer you wish to 'hit'. Another card will be dealt to you.

ROULETTE



The rules:

Like some of the other games in the casino, Roulette is a game that you play against the house. The object of the game is to bet on which slot (out of 38) the ball will fall into when the roulette wheel is spun.

The slots start at Green 0, then Green 00, then alternate red and black numbers 1 up to 36.

Firstly select the Chip Rack by pressing START then pick up a coin of the value you wish to bet with. Return to the game by pressing START, Button 1 or Button 2. (If you don't use the Chip Rack, the lowest bet allowed is chosen as the default amount for you).

To drop a coin anywhere on the table, press Button 2.

The odds are different for each type of bet you make. The longest odds (capable of winning you the most in one go) are on predicting the exact number and color. The odds for the following bets are shown in bold.

You can bet on a specific slot by placing your coin on that colored number on the table, e.g. black 22. (35 to 1)

You can also bet on two specific numbers by placing the coin on the dividing line between the two relevant numbers in the grid, e.g. red 13, black 14. (17 to 1)

You can even bet on a group of four specific numbers. By placing a coin in the middle of a cross section within the grid you can lay a bet on the four numbers surrounding it, e.g. red 1, black 2, black 4, red 5. (8 to 1)

You can bet on a wider number range, e.g. 1st 12 numbers, 2nd 12, 1 - 18 etc. by dropping your coin on that region of the table. (2 to 1)

You can bet on a horizontal line of numbers. As you can see from the table layout, there are 3 horizontal lines of 12 numbers each. Place your bet in the 2-1 area at the end of the relevant line. (2 to 1)

You can also bet on just the color, e.g. red or black by placing your bet on the diamond that shows red or black on the table. (1 to 1)

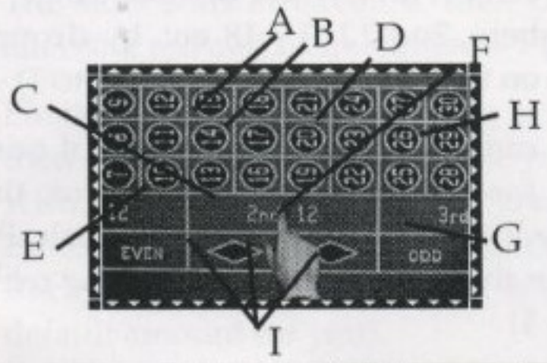
For betting on 3 or 6 numbers, please refer to diagram and payoff chart.

The controls for Roulette

Button 1 will tell the House to spin the wheel, regardless of whether you have made a bet or not. Press Button 1 again to stop the wheel.

Button 2 will deposit a coin on the Roulette table wherever the hand is positioned by the control pad. This will determine what you have actually bet on happening.

As usual, the START button will display your rack of chips.



	Type of Bet	Nickname for bet	Payoff
A	A single number	"Straight up"	35 to 1
B	Two numbers	"Split bet"	17 to 1
C	Three numbers	"Street bet"	11 to 1
D	Four numbers	"Corner bet"	8 to 1
E	Five numbers	None	6 to 1
F	Six numbers	"Line bet"	5 to 1
G	Column of twelve numbers	"Column bet"	2 to 1
H	Twelve numbers	"Dozen bet"	2 to 1
I	Red, Black, 1-18, 19-36, Odd or Even squares on the bottom of the table.		1 to 1

CRAPS



Betting on Craps offers a large and varied number of choices that at first seem bewildering. However, after a few games you will soon get used to the rules.

CAESARS PALACE

Controls for craps

Button 2 to place a bet. Button 1 to throw dice.

The rules:

The object of Craps is similar to Roulette. You must bet on the outcome of a role of dice before they are thrown. Again you have to place your bet on a particular area of the table and this indicates what you are betting on happening.

Firstly, you need to select how much money you plan to bet. To do this, press START and select a coin from your rack of chips. (At the start of a game of Craps, the lower and upper betting limits are shown so you know the least amount you can play with and the most you can bet in one game).

Returning to the table you must now place your bet on the region of the table that indicates what you believe the outcome of the rolling dice will be. To do this you must understand what the different regions represent.

Following is a breakdown of the dice throw rankings:

Throwing a 2, 3 or 12 from the dice throw is called Craps and is a loser.

Throwing a 7 or 11 is called a Natural and is a winner.

Throwing a 4, 5, 6, 8, 9 & 10 are Point Numbers.

CAESARS PALACE

To win, the point number must be thrown again before a 7 is thrown.

The first roll of the dice is called a 'come-out' roll. A result of 7 or 11 is an instant winner. Results of 2, 3 or 12 are instant losers. If the result is any other number (i.e. the 'point numbers'), the game will continue without anyone winning or losing anything. If this happens, the dice continues to be thrown until the same 'point number' is rolled (which is a win) or until a 7 is thrown (which is a loser). Once a 7 has been rolled then the come out roll is over.

On the come out roll, you can bet on any of the following:

The Point Numbers (4, 5, 6, 8, 9 & 10)

These are located along the top of the Craps table. To win, the point number you have bet on must be rolled before the point number from the come out roll is rolled, or before a 7 appears.

The Field (2, 3, 4, 9, 10, 11, 12)

If the come out roll is one of these numbers, you win. If not, you lose.

The Pass line

This is located at the bottom of the table. A Pass line bet on a come out roll wins automatically on



a dice roll of 7 or 11. A roll of 2, 3 or 12 (Craps) and the Pass line bet is lost. Any other result (point numbers 4, 5, 6, 8, 9 or 10) will be the Pass line point. This must be thrown again before a 7 or Craps is thrown, or else the bet is lost.

The Don't Pass line

This is found above the Pass line on the table. This bet means that you don't believe the point will be made. On the come out roll, 7 or 11 loses, 2 or 3 wins (12 is a tie and you neither win or lose). Any other throw becomes a point number. For the Don't Pass bet to win, a 7 must be rolled before the point number is made.

Hardways

A Hardways bet is betting on the result of the dice being a pair of twos, threes, fours, or fives. On a come out roll, any bets placed on a Hardways pair will be left there until the point number is made or until a 7 is rolled, in which case it is lost. If the pair is rolled before either happens, then you win.

One roll bets

These are located beneath the Hardways bets on the table. This type of bet consists of a pair of ones, a pair of sixes, a roll of three, or a roll of ten by rolling a six and a four. This bet can be placed at any time and is won or lost on the next roll of the dice.



The odds (or payoffs) are as follows:

Any 7	If a 7 is rolled, you win 5 to 1
Any Craps	If 2, 3 or 12 rolled, you win 8 to 1
Aces	If 1-1 rolls, you win 31 to 1
Twelve	If 6-6 rolls, you win 31 to 1
Three Craps	If 1-2 rolls, you win 16 to 1
Eleven	If 11 is rolled, you win 16 to 1

All of the bets described so far are placed BEFORE the come out roll. The remaining areas can now be bet on after the come out roll:

Come

This is located beneath the 'point numbers' on the table, near the middle. You bet on the Come area once a pass line point has been established. This bet is placed against the result of the next roll of the dice. The same rules apply as those for a Pass Line bet.

Don't Come

Found in the top left hand corner of the table next to the 'point numbers,' this is the opposite of a Come bet. If come wins, Don't Come loses. A bet is placed here after the point has been established. The bet is against the result of the next roll of the dice.

Odds bet

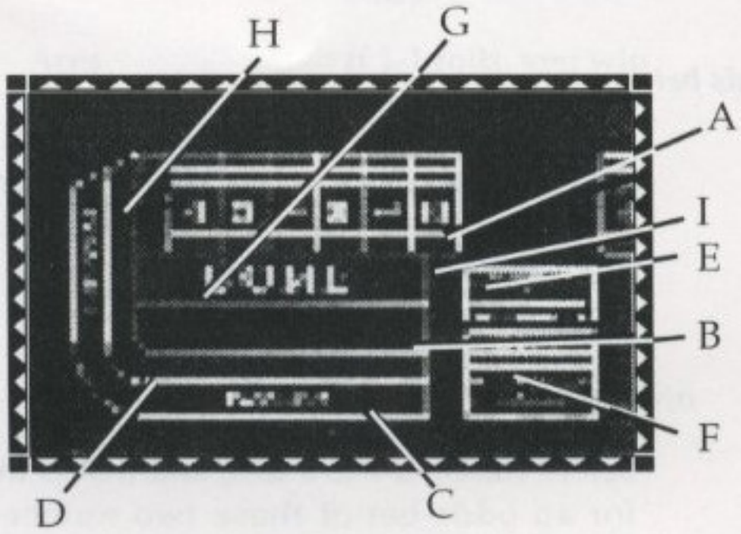
An "Odds-bet" is made after the point number has been established. Odds-bets are placed directly on top of the Pass Line. The advantage of an odds-bet is that you will receive a payoff that is directly taken from the actual odds of rolling a specific number.

For example, the odds of repearing a 6 or 8 before rolling a 7 is 6 to 5, and that is the payoff for an odds-bet of those two numbers. The remaining point numbers are as follows: 5 or 9 are paid 3 to 2, 4 and 10 are paid 2 to 1. The odds-bet is an additional bet that the point number will be reached before a 7 is rolled.

The odds-bet is one of the only bets the casino has no advantage in. Odds-bets are equal to your original bet unless you have configured Craps to allow double odds-bets, in which case it can be twice as much as your original bet.

Winning and losing at Craps

All lost bets are removed by the dealer from the table after the dice have been thrown. Any winnings are added to your chip stack automatically. To see how much you have, press START.



A: The Point Numbers
B: The Field
C: The Pass line
D: The Don't Pass line
E: Hardways
F: One Roll Bets
G: Come box
H: Don't Come box
I: Odds-bet

KENO



The rules:

You simply select how much you wish to bet and then choose up to 10 numbers. Numbers are drawn randomly after you have finished the bet. If you have matched up any of the numbers, you will be told.

Keno controls

Move the hand over the amount you wish to bet on (these are displayed along the top of the card) from $1 to $20 then press Button 1 or Button 2.

Move the hand over each number you wish to choose and press Button 1 or Button 2. If you change your mind over a number, simply press Button 1 or Button 2 again.

You can choose up to ten numbers. If you choose less, you must move the hand over to the far left of the screen to reveal the 'Done' and 'Exit' switches. Select 'Done' to indicate that you have finished and 'Exit' to leave the game and start the number draw.

KENO BOARD

1 Number Marked					
Matched	$1 Bet	$2 Bet	$5 Bet	$10 Bet	$20 Bet
1	$3	$6	$15	$30	$60

2 Numbers Marked					
Matched	$1 Bet	$2 Bet	$5 Bet	$10 Bet	$20 Bet
2	$12	$24	$60	$120	$240

3 Numbers Marked					
Matched	$1 Bet	$2 Bet	$5 Bet	$10 Bet	$20 Bet
2	$1	$2	$5	$10	$20
3	$42	$84	$210	$420	$840

4 Numbers Marked					
Matched	$1 Bet	$2 Bet	$5 Bet	$10 Bet	$20 Bet
2	$1	$2	$5	$10	$20
3	$3	$6	$15	$30	$60
4	$115	$230	$575	$1150	$2300

5 Numbers Marked					
Matched	$1 Bet	$2 Bet	$5 Bet	$10 Bet	$20 Bet
3	$1	$2	$5	$10	$20
4	$23	$46	$115	$230	$460
5	$500	$1000	$2500	$5000	$10000

6 Numbers Marked					
Matched	$1 Bet	$2 Bet	$5 Bet	$10 Bet	$20 Bet
3	$1	$2	$5	$10	$20
4	$3	$6	$15	$30	$60
5	$88	$176	$440	$880	$1760
6	$1500	$3000	$7500	$15000	$30000

7 Numbers Marked					
Matched	$1 Bet	$2 Bet	$5 Bet	$10 Bet	$20 Bet
4	$1	$2	$5	$10	$20
5	$20	$40	$100	$200	$400
6	$400	$800	$2000	$4000	$8000
7	$6000	$12000	$30000	$60000	$120000

8 Numbers Marked					
Matched	$1 Bet	$2 Bet	$5 Bet	$10 Bet	$20 Bet
5	$8	$16	$40	$80	$160
6	$90	$180	$450	$900	$1800
7	$1600	$3200	$8000	$16000	$32000
8	$20000	$40000	$100000	$200000	$300000

9 Numbers Marked					
Matched	$1 Bet	$2 Bet	$5 Bet	$10 Bet	$20 Bet
5	$3	$6	$15	$30	$60
6	$44	$88	$220	$440	$880
7	$300	$600	$1500	$1500	$6000
8	$4000	$8000	$20000	$40000	$80000
9	$25000	$50000	$125000	$250000	$300000

10 Numbers Marked					
Matched	$1 Bet	$2 Bet	$5 Bet	$10 Bet	$20 Bet
5	$1	$2	$5	$10	$20
6	$22	$44	$110	$220	$440
7	$132	$264	$660	$1320	$2640
8	$960	$1920	$4800	$9600	$19200
9	$3800	$7600	$19000	$38000	$76000
10	$40000	$80000	$200000	$300000	$300000

HORSE RACING

The rules:

Video Horse Racing allows you to bet on a horse race generated by computer. You can bet on one, two or three horses at once.

There are four options available to you once you have logged on:

Place bet, View stats, Run race and Log out.

Place Bet

Move the hand to the screen. A number of switches to the right are revealed. Press the switch in line with 'Place Bet' with Button 1 only.

A new screen is shown, asking you what type of bet you want to place.

Single

You must first choose a horse to bet on. You are then shown a new screen. A single bet is placed on one horse to either Win, Place, or Show. To Win, the horse must come in first. Place means it will finish in first or second place. Show means it will come in first, second or third place.

Quiniella

This is a bet placed on two horses. Choose two horses in the normal way. You win if both horses finish in the top two places, regardless of the order you chose them.

Trifecta

This is a bet placed on three horses, who must finish first, second and third place in the order that they were selected.

No matter which type of bet you choose, you will have to enter how much money you want to bet by using the numeric keypad near the bottom of the screen. When you have finished, select the DONE switch or press the OK key on the keypad.

You go back to the main menu, keep selecting Done/Exit.

View Stats

From here you can choose a horse and see how many races it has run, as well as how many it has finished as winner, or how many it finished in a place or show position. The PAGE DOWN and PAGE UP switches allow you to see any of the other available horses if the list is too long to fit on one screen.

Run Race

This will start the race. The results are shown on the screen. Any winnings are automatically added to your chip stack.

HIGH ROLLERS

There are two areas off limits to most people. These games are for very high stakes and are for 'high-rollers' only. You will know when you qualify for entry, as the guard will let you pass.

2 PLAYER MODE

Connect your Game Gear to Game Gear cable before you plug in your cartridges. When you are ready, both players should turn on their Game Gears.

Enter your details as normal on the A.T.M. (Quick Cashier Computer). When you enter the Casino, you will see two men. The one wearing the white shirt is you, and the one wearing the pale blue shirt is the other player. (This applies to both players).

You can now both wander about the Casino, and participate in the same games of Roulette, Craps, Blackjack, Keno or Horse Racing. Various messages will pop up during these two player games depending on the game.

In **Blackjack**, one player will play his hand whilst the other waits and watches. The other player will then play his hand. The results (who won and how much money they have) is announced at the end.

In other games, like **Roulette** or **Craps**, both players can place their bets at the same time but the spin of the wheel or the throwing of the dice won't begin until both players have placed their bets and are ready to continue.

When you look up your balance on an A.T.M., both your current balance and your opponent's is shown.

2 Player Challenge Mode

To add a competitive element, Challenge Mode becomes a contest to see who can win $50,000 first in the Casino within the time limit.

NOTE: If one player turns his/her Game Gear off during a 2 player game, this will reset the remaining Game Gear and return it to the start.

CREDITS

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HANDLING THIS CARTRIDGE

This Caesars Palace Cartridge is intended exclusively for the Sega™ Game Gear™ System.

** Do not bend it, crush it, or submerge it in liquids.*

** Do not leave it in direct sunlight or near a radiator or other source of heat.*

** Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.*

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