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SEGA™

GAME GEAR™

Interplay™

CASINO FunPak™



INSTRUCTION MANUAL

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PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

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 conditions may induce previously undetected epileptic symptoms even in persons who have no 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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CASINO FUNPAK™

Interplay™

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CASINO FUNPAK™

Thank you for selecting the Sega Game Gear® Casino FunPak™. *We recommend that you read through this booklet thoroughly before beginning play to maximize your enjoyment of the game and then keep this booklet for reference.*

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please **contact the ESRB at 1-800-771-3772.**



HANDLING YOUR CARTRIDGE

This cartridge is intended exclusively for the Sega™ Game Gear™ System

- Do not bend it, crush it, or submerge it in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to reset yourself and the Sega cartridge.



GAME CONTROLS

Properly insert your *Casino Fun Pak* into the Game Gear and turn on the machine. After the Sega logo and the title screens appear, press START. You are now "in" the casino and you will be able to move the cursor throughout the casino using the CONTROL PAD. The *Casino Fun Pak* features five popular casino games (plus a Tournament mode): Roulette, Video Poker (5 card draw), Slots, Blackjack and Craps. You can access any one of these games by moving the cursor to the desired game's location in the Casino and pressing START. At any time during a game you can call up the Options window by holding down START and pressing 2. Here you will be able perform functions such as changing the music or quitting a game by pressing 2. You can exit the Options window by pressing START.



ROULETTE

How to Play



After choosing Roulette from the Casino screen, the Roulette table will appear and you will be asked to select the amount of your bet. To do this, push the control pad left or right to select the chip denomination. Push the control pad up or down to increase or decrease the number of chips in each column. For example, to place a bet amount of 125, the player moves the cursor to the 1's column and selects 5 chips, then to the 10's column and selects 2 chips, and finally to the 100's column and selects 1 chip. The chips are only deducted from the appropriate column when they are placed on the table. Press START when you are ready to place the chips. To place chips on the table, use the CONTROL PAD to move the cursor around the table and press 1 to "drop" the chips. Pressing 1 again will undo the previous chip placement. When all bets have been made and you are ready to spin the wheel, move the cursor to the SPIN space at the top of the screen and press 1. Alternately, you can use button 2 as a "shortcut" to spin the wheel.

Betting Options and Payoffs

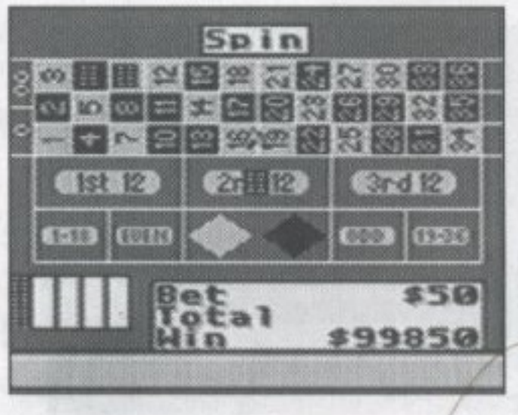
In Roulette, any time that you win a bet you will retain that original bet plus you will earn additional chips depending upon the odds of a specific bet. The following are the betting possibilities and their payoffs:

The Single Bet- To make this bet simply place your bet on any individual number on the table (1-36 plus the 0 or 00 spaces). If the chosen number comes up, you receive chips in the amount 35 times that of your original bet.



The Double Bet- This bet allows you to bet on two numbers simultaneously with the same chips. To place this bet, drop your chips on the dividing line between your two numbers so that the bet "touches" both numbers. The payoff for this bet is 17 times your original wager.

The Triple Bet- To place one bet on three numbers, place your chips on the line separating the numbered spaces on the board from the rest of the table. For example, if you wanted to place a bet on numbers 1,2 and 3, you put your bet on the line dividing the number 1 space from the space called "1st 12". By dropping your chips on this line you are indicating that you want to bet on all three numbers in that column (1,2 and 3). You can also place your bet at the top of any of the three columns of numbers indicating that you want to bet on any of the 12 numbers in that column. The payoff for this bet is 11 times your original bet.



The Quadruple Bet- By placing chips on the common corner of four numbers you will earn eight times that bet if one of those numbers comes up.

The Six Bet- This bet is made similarly to the Triple Bet except the bet is positioned so that it touches both numbers of two columns. For example, to bet on numbers 1-6, the chips must be on the dividing line between 1 and 4 but they also must be on the edge of the number field (touching the "1st 12" space). The payoff for this tactic is five times your original bet.

The Twelve Bet- To select twelve numbers at once, place your chips on any of the spaces marked 1st 12, 2nd 12 or 3rd 12. This wager pays 2 times your original bet.

At the bottom of the Roulette table there are six other

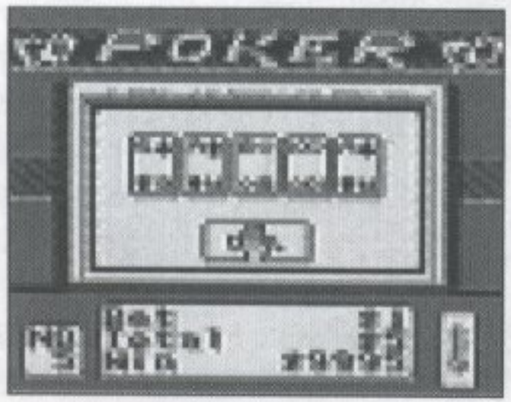


betting options which all pay even money. On the outer corners are two spaces which allow you to bet on 18 numbers at a time (1-18 and 19-36). You can also bet on numbers based on whether they are Even or Odd or Black or Red (white).

Each of these betting options represents a single bet. You can place up to six bets on any one spin, providing that you have enough chips to cover the wagers.

VIDEO POKER

How to Play



After choosing Video Poker, you will be asked to set your bet amount. Use the CONTROL PAD, to select either Raise or Lower Bet and use the 1 and 2 buttons to change the amount. Once you have decided on the bet amount, press START and the game play screen will appear. At this point, the CONTROL PAD can be used to move the cursor from card to card, the coin slot and the DEAL space. You can change the bet amount before the start of a hand (when all the cards are face down) by holding down START and pressing 1.

Move the cursor to the coin slot at the bottom of the machine (using the control pad) and press 1 to deposit coins. A maximum total of 5 coins may be deposited. Move the cursor to the DEAL space and press 1 to deal a new hand which will consist of five cards. Most likely you will want to improve your hand by getting rid of any useless cards. To do this, move the cursor to the cards you wish to keep and press 1 (if you have selected a card by mistake, press 1 again and the card will be deselected). After you have selected the cards to keep, move the cursor back to the DEAL space. Press 1 and new cards will be dealt to replace your discards. The cards that remain face up will be undisturbed by this second deal. Each hand can have only two deals and the resulting five cards represent the finished hand. After the second and final deal has been made, move the cursor to the SCORE space and press 1.



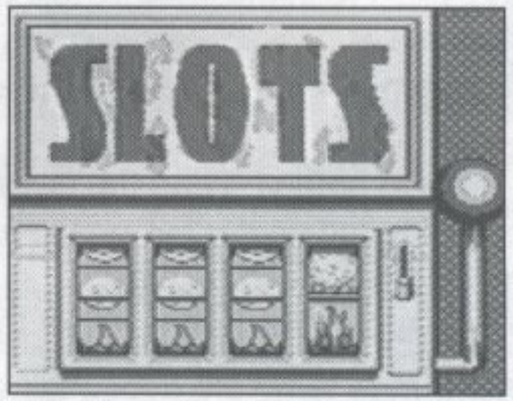
Poker Hand Rankings

In Video Poker, a hand is considered a winner if it contains at least one pair of Jacks or better (this pays even money). The next highest hand is Two Pair which pays two times the original bet. Three of a kind pays three times the bet, followed by a Straight (four times), a Flush (6 times), a Full House (9 times), Four of a kind (25 times), a Straight Flush (50 times) and a Royal Flush (250 times). A Royal Flush with five coins will pay 4000 times!

SLOTS

How to Play

Select Slots from the Casino screen. To bet, move the cursor to the coin slot at the bottom of the machine (using the CONTROL PAD) and press 1 to select a row. You may bet on as many rows as you want (up to 5 including the two diagonals), by continuing to press 1 (to remove a bet from any row, press 2). After you have made your bet selections, move the cursor to the slot arm and press 1 to spin the reels.





BLACKJACK

How to Play

When Blackjack first appears you will be asked to set your bet amount. Set your bet using the same procedure as with Roulette (see page 4). After setting your bet amount, press START, followed by 1 and the first hand will be dealt. Your cards are displayed at the bottom of the screen, while the dealer's cards appear at the top. You can change the bet amount between hands by holding both START and pressing 1 before any cards have been dealt.



How to Play Blackjack

The object of Blackjack is to beat the dealer's hand by holding the best possible cards that total 21 or less. A "blackjack" is any hand that totals 21 with just two cards and it is an automatic win. If a hand counts to more than 21, the player has "busted" and has lost (in the event of a tie between dealer and player, the bet is considered a "push" and is cancelled). A normal win pays you even money while a blackjack pays you 1 1/2 times your original wager. The numbered cards are counted at face value while face cards are worth 10. Aces can be counted as either one or eleven at the player's discretion.

Each hand begins with two cards dealt to both you and the dealer. Both of your cards will be exposed while the dealer has one card showing and the other face down. Each hand can be played numerous ways and your options will appear just to the left of the card "tableau". Use the CONTROL PAD to move the cursor up and down these options and press 1 to employ one of these functions. These game play possibilities are

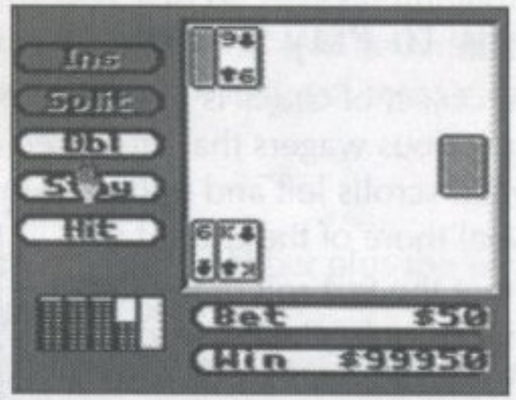


directly dependent upon the hand that has just been dealt. As a result, those options which are not available to you on any given hand will be darkened and unavailable for selection at that time.

Hitting—Once your cards have been dealt, you will be able to ask for as many cards as you like in an attempt to get as close as possible to 21. To take an additional card, select the *Hit* option, located on the bottom of the game play options on the left side of the screen.

Staying- After you have received the desired number of cards, select the *Stay* option . Your hand is now complete and you will find out if you have won your hand after the dealer's hand is played out. The dealer begins by uncovering the hidden card and will continue to hit as long as the count is 16 or less. When the count reaches 17 or more the dealer must stay and the hand is over.

Doubling- If you are dealt a hand that you feel has an especially good chance of winning, you may wish to double your bet by selecting the *Dbl* option. After using this option your wager is doubled and you will receive one card to complete your hand (you will not be allowed to take additional cards).



Splitting- Whenever your are dealt two cards that have equal value you will be given the option to split these cards into two hands and play them separately against the dealer (this gives you the possibility of winning twice on the same deal) To do this, click on the *Split* option and your cards will be split and arranged into two hands (one hand will appear above the other on the screen). You will build on the bottom hand first (indicated by a pointer) and play on the top hand after selecting *Stay*. When you



split cards you are essentially playing two hands so two bets are required. If your original bet was $10 and you split the cards, an additional $10 is placed on the split hand, allowing you to win $20 if both hands are winners.

Insurance- If the dealer has an Ace showing, there is the possibility that the hidden card is a 10. To protect yourself against a dealer's blackjack you have the opportunity to take insurance in this instance. An insurance bet is one half your original bet. If you select *Ins* (the upper-most option on the left side of the screen) and the dealer does in fact have a blackjack, you will receive two times your insurance bet but you lose the original bet. In essence, you break even in this case. If the dealer does not have blackjack, you lose your insurance bet, but you then play your hand as usual.

CRAPS

How to Play Craps

The object of Craps is to win as much money as possible by placing various wagers that are based on the outcome of dice rolls. The screen scrolls left and right to reveal more of the Craps table. Before the first roll of the dice, you can only place bets on the *Pass* and *Don't Pass* lines. It is most common to place your wager on the *Pass Line*. Set your bet using the same procedure as with Roulette (see page 4). Once the bet amount is set, there are only certain bets that a player can place at the start of play. These are: Pass, Don't Pass, Big 6 & big 8, Field, Place, Lay, and Center bets (bets on the right side of the table). Once the game is under way, the player is free to place bets anywhere on the table.



With this initial Pass Line bet, you are a winner if either a 7 or 11 appears on the dice and you lose if either a 2,3 or 12 is rolled. If any of these numbers are rolled, the turn is over and a new turn can begin. Any other rolled number becomes the "Point". After the first or "Come Out" roll, it is still possible to win by rolling the Point again. A turn continues with as many dice rolls as necessary to hit the Point or "Crap-Out" by rolling a 7 which is a loss with a Pass Line bet.

A maximum of 6 bets is allowed on the table at any one time. After the bets are placed, click on the roll button or press button 2. An animation plays of a hand shaking dice. This can be aborted by pressing any button during the animation, or skipped altogether by selecting "Animation off" from the Option menu.

Once the dice have been rolled, the outcome is displayed to the Left of the Roll button. Any winning bets will be paid off immediately and announced with a message. Losing bets will be removed from the table. Those bets that haven't won or lost will remain on the table.

Betting Possibilities and Payoffs

In Craps, all winning wagers return your original bet plus the winnings according to the odds of a specific bet.

Pass Line Bet- This bet must be placed on the Pass Line before the Come Out roll. As mentioned above, this bet is an automatic winner if a 7 or 11 is rolled on the Come Out. It is also a winner if the Point is rolled before a 7 on the rolls following the Come Out. It is an automatic loss if a 2,3 or 12 is rolled on the Come Out or a 7 is rolled on any roll after the first roll. This bet must remain on the table until it either wins or loses (the payoff is even money).

Don't Pass- Place this bet on the Don't Pass Bar located just above the Pass Line. Like the Pass bet, this

wager must be placed before the Come Out roll but beyond that it functions as basically the opposite of the Pass bet. It is a loss if a 7 or 11 is rolled on the first roll or the Point is rolled on subsequent dice rolls. It wins with a 2 or 3 on the Come Out and the bet remains on the table if a 12 is rolled. It also wins if a 7 shows up on any roll after the first one. This bet must remain on the table until it either wins or loses (the payoff is even money).

Come Bet- This bet is almost identical to the Pass Line bet. The difference is that the Come bet is placed only after the Point has been established. From this point the bet functions independently of any Pass Line bet you may already have placed on the table. As with the Pass Line bet, the roll following the Come bet wins if it is a 7 or 11 and loses with a 2,3 or 12 . Any other number that shows up becomes the Come Point and the chips are moved to the numbered box that corresponds to that Come Point. To win this bet, the Come Point must be rolled before a 7 appears. Once placed on the table, the Come bet cannot be removed until it either wins or loses (the payoff is even money).

Don't Come- Place this bet in the area marked DON'T COME BAR in the upper left corner of the Craps table. This wager functions like the Come bet in that it can only be placed after the Point has been established and the next roll (assuming it is not an automatic winner or loser) following placement of the bet becomes the Come Point. At this point, the Don't Come bet functions similarly to the Don't Pass bet—you are betting that a 7 will show up before the Come Point. A 2 or 3 is an automatic win on the first roll after the bet and if a 12 is rolled the bet remains on the table. If a 7 or 11 show up on the first roll after placement of the bet, it is an automatic loss. Once placed on the table, the Don't Come bet cannot be removed until it either wins or loses (the payoff is even money).

Free Odds Bet (Pass & Come) - The Free Odds bet is also referred to as "backing" a bet that you have already placed on the table in an effort to earn a bigger payoff if the Point (or Come Point) is rolled. In both the Pass and Come bets, the Free Odds wager is placed next to the existing bet only after the Point (or Come Point) has been established. In both instances you are betting additional money that the Point (or Come Point) will be rolled before a 7. For the Free Odds Come bet, it is important to note that the Free Odds portion of the bet is not in effect on a Come Out roll—only the original Come bet is active. For example, you have a Come bet on the 6 and have backed it with more chips (Free Odds Come). The original Point is rolled and the Pass and Don't Pass bets are paid out. The next roll is the Come Out roll and a 7 appears. The Come bet is lost but the Free Odds Come bet is returned to the player.

The amount of money that can be wagered on a Free Odds bet is twice the amount of the original bet. If your Point is 4 or 10, the payoff will be 2-1. For Points 5 & 9, the payoff is 3-2. And for points 6 & 8, the payoff is 6-5. If your wager is not evenly divisible by the payoff, the remainder of the wager will be paid out at even money (i.e. 1-1). For example, a Free Odds bet of $13 on point 6 would payoff the first $10 at true odds (6-5) and the remaining $3 at even odds (1-1) for a total of $28.

Also remember that the Free Odds bet can be placed or removed at any time between rolls

Free Odds Bets (Don't Pass & Don't Come) - These bets are placed in the top row of boxes above the 4, 5, 6, 8, 9, and 10 anytime after the Point has been established. With this bet you are betting additional money that a 7 will be rolled before the Point (or Come Point). Since a 7 is the most common roll, the odds are in favor of the Don't Pass/Don't Come bettor after the point is established. Therefore, you must bet more money than you will win with this Free Odds bet.

Place Bet - Place bets are positioned at the bottom, center of the boxes marked 4, 5, 6, 9, and 10. You'll notice that the cursor, when moved up from this position, moves slightly to the left. This is where the Free Odds Come bets are placed. This bet can be made at any time, however, it does not become an active bet until a Point has been established. With the Place bet, you are wagering that whichever number you have chosen to bet on (4,5,6,8,9 or 10) will be rolled before a 7. Unlike other Craps bets this bet can pay out numerous times on the same turn because you win money each time the number you have bet on is rolled (as long as the 7 does not show up on the dice first). There is no limit to how much money you can place on each number and the payoffs are as follows: 4 & 10: **9-5**, 5 & 9: **7-5** and 6 & 8: **7-6** (if amount cannot be paid off evenly at these odds, the remainder is paid out at even money). As with the Free Odds bets, the Place bets can be removed from the table or added to at any time between dice rolls.



Lay Bet - Lay Bets are actually placed above all of the marked betting areas—above the 4, 5, 6, 8, 9, and 10. Lay bets can be placed at any time (it becomes active only after the Point has been established). A 5% commission is paid to the house with a minimum of $1 (commission comes out of your account not your bet). With the Lay bet, you are wagering that a 7 will be rolled before the number you have "marked" (4, 5, 6, 8, 9 or 10) with a bet. Essentially, this bet functions as the opposite of the Place bet as you are actually betting against the number that is marked. If you have selected the 4 or 10 the payoff is 1-2, with a 5 or 9 the payoff is 2-3 and with a 6 or 8 the payoff is 5-6. The Lay bet can be removed or added to at any time between dice rolls.



Big 6 & Big 8 - These bets are located side by side at the bottom left corner of the table and are marked "6" and "8". You can place money on the Big 6 or Big 8 spaces at any time but they do not go into effect until the Point has been established. These bets function exactly like a normal Place bet on the 6 or 8 except that the pay-out is even money. These bets can be removed or added to at any time between dice rolls.

Field Bet - The Field is located between the Don't Pass Bar and the Come area. You are betting that the next roll will be one of the Field numbers (2, 3, 4, 9, 10, 11 or 12) and this bet can be placed at any time. The payoff for numbers 3, 4, 9, 10 and 11 is even money, a 2 pays out at 2-1 and a 12 pays 3-1. This is a one-roll bet, so it either wins or loses on the roll following placement of the bet.

Craps Eleven - This bet is placed on the spaces marked "CE" on the far right of the table. This is a one-roll bet and can be placed at any time. With Craps Eleven, you are betting that the next roll will either be a Craps (2, 3 or 12) or 11. The payoff is 3-1.

Any Seven - Place this bet in the box marked "Seven" after scrolling to the right side of the table. This is also a one-roll bet and can be placed at any time. You are wagering that the next roll will be a 7 and the resulting payoff would be 4-1.

Any Craps -The Any Craps space is situated in the bottom of the box that has the Any Seven bet at the top. This is a one-roll bet and can be placed at any time between dice rolls. You are betting that the next roll will be a Craps (2, 3, or 12). The payoff is 7-1.

Two or Twelve- Place this bet above the Any Craps box with the corresponding dice symbols. These are one-roll bets and can be placed at any time. The payoff for these bets is 29-1 as you are gambling that the next roll is going to be a two or twelve.

Three or Eleven -These bets function exactly like the Two or Twelve bets as you are betting that the next



roll will be either a three or eleven. These are also one-roll bets and the payoff is 14-1.

Hardways- The Hardway wagers are the four bets symbolized by the dice, located just below the Any Seven bet. With the Hardway bets, you are betting that the roll will be doubles (excluding 1's and 6's) before either a 7 or a non-doubles combination of your number comes up (a 4 & 2 before a 3 & 3). These bets can be placed at any time and the payoffs are as follows: double 2's and 5's - **7-1** and double 3's and 4's - **9-1**.



TOURNAMENT PLAY

This play option is located just to the left of the Roulette table on the casino screen. In the tournament mode, you will be able to play all of the games available on the Casino FunPak while your earnings carry over from one game to the next. You may play any one of the games as long as you want before moving on to the next game in the tournament. Once you have achieved satisfactory winnings, you can move on to the next game by accessing the options window and selecting NEXT GAME. This will take you to a new game with the winnings from your previous game carrying over to your account for the new game.

The overall object is to win as much as possible over the course of the tournament by skillful (and lucky) play in each of the casino games.



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Interplay Productions

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If the Game Cartridge should fail after the original 90-day warranty period has expired, you may return the Game Cartridge to Interplay at the address noted below with a check or money order for $15.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you should enclose the defective Game Cartridge (including the original product label) in protective packaging accompanied by: (1) a $15.00 check, (2) a brief statement describing the defect, and (3) your return address. *If replacement Game Cartridges are not available the defective Pak will be returned and the $15.00 refunded. Due to the nature of batteries, the battery back-up in any Game Cartridge can only be warrantied for a period of one year from date of purchase.*

If you have a problem with your Game Cartridge, you may wish to call us first at (714) 553-6678. If your Game Pak is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the Game Pak with a description of the problem and $15.00 to:

WARRANTY REPLACEMENTS
Interplay 17922 Fitch Ave., Irvine, CA 92714

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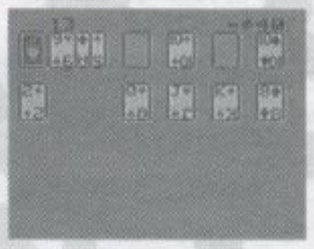
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12 DIFFERENT GAMES







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