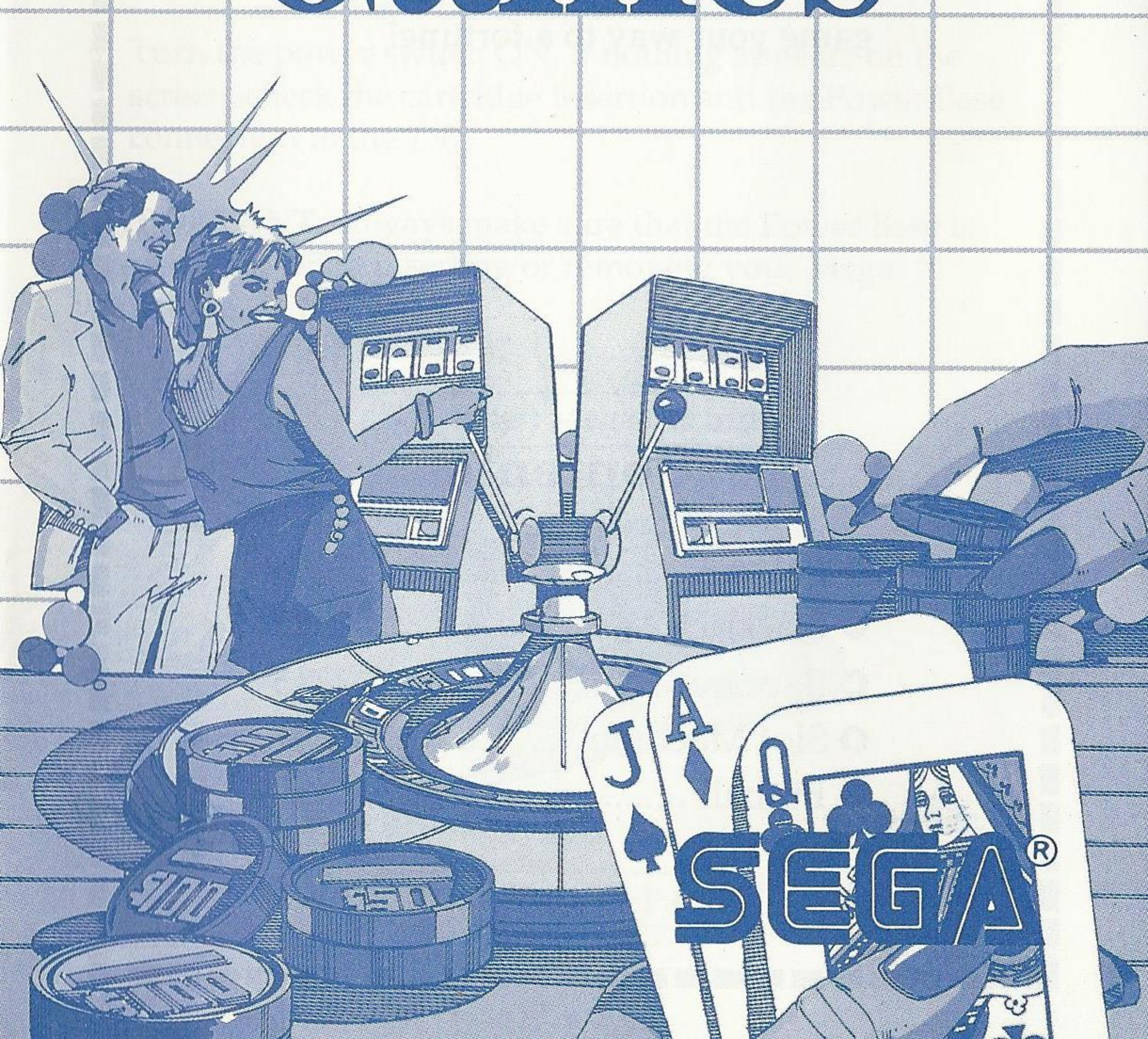
Casino Games™



Are you brave enough to stake a fortune on a turn of a card? Is lady luck smiling on you ... or hiding her face? Casino Games will test your luck, skill and bravado as you try to game your way to a fortune!

Contents

- Poker 6
- Blackjack 12
- Baccarat 15
- Slot Machine 17
- Pinball 19

Loading Instructions:
Starting Up:

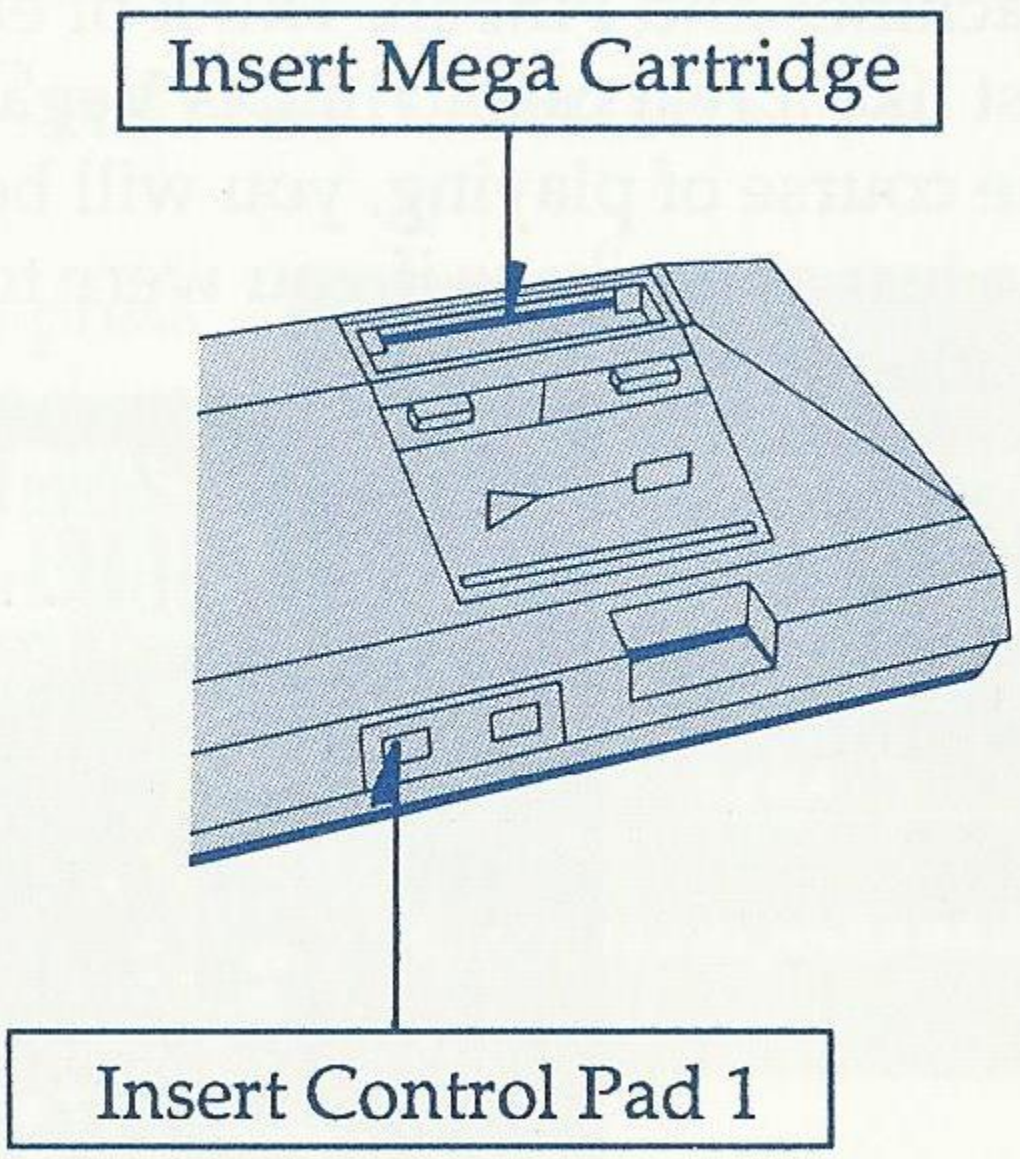
1. Make sure the power switch is OFF.

2. Insert Control Pad 1 into the "Control 1" input for a one-player game.

3. Gently insert the game cartridge into the Power Base. If the cartridge is properly aligned, it will easily slip into place.

4. Turn the power switch ON. If nothing appears on the screen, check the cartridge insertion and the Power Base connection to the TV.

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.



Casino Games™

Sit down, partner, and straighten out your tie. Or smooth down the folds of your dress if you're a gal. You're about to join the world of big stakes gambling! Blackjack. Poker. Baccarat. Slots. And if you get tired of gambling, you can even get in a few rounds of pinball!

If you're good enough, you'll make a fortune. Play your cards wrong or lose favor with lady luck though, and you could end up broke on the streets! But with this game, the lessons of learning never cost you a real dime!

Now place your bets. The dealer is waiting. Remember, you're here to be a winner. Never let them see you sweat!

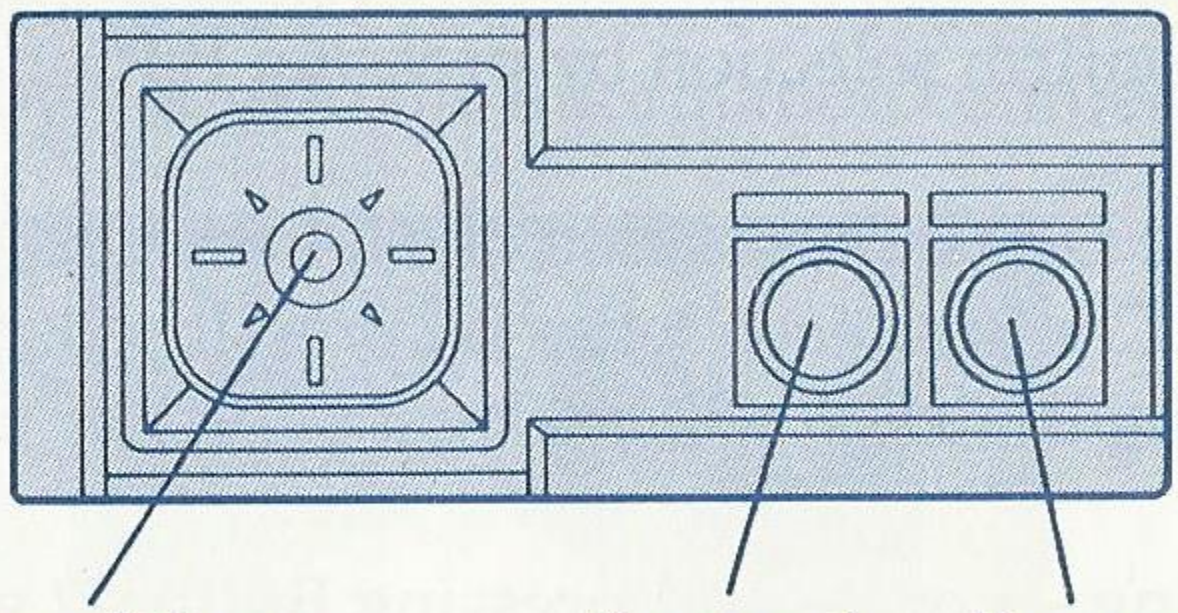
Introduction to Casino Games

Casino Games is five different games: Poker, Blackjack, Baccarat, Slot Machines and Pinball. Think of each game as being in a room, just like a real casino in Las Vegas, Reno or Atlantic City. In the course of playing, you will be able to go from game to game just as easily as if you were to walk out of one room into another.

The main object of Casino Games is to enjoy and have fun.



Taking Control



D-Button: Moves Cursor.
Raises, lowers bets.

Button 1: Cancels selections.
Takes you from a room to the selection screen.

Button 2: Confirms a selection.

Welcome Casino Games

At the title screen, press Button 1 to begin a game. You will enter a Name Registration screen. You can enter any name up to 10 characters in length.



To enter your name:

1. Use the D-Button to move the coin, and to select MR. or MS. Confirm selection by pressing Button 2.

2. Use the D-Button to select the letters you want in your name. Confirm each letter by pressing Button 2. Pressing Button 1 will backspace 1 letter for corrections.

3. Selecting –> or <– and pressing Button 2 will move you to the left or right.

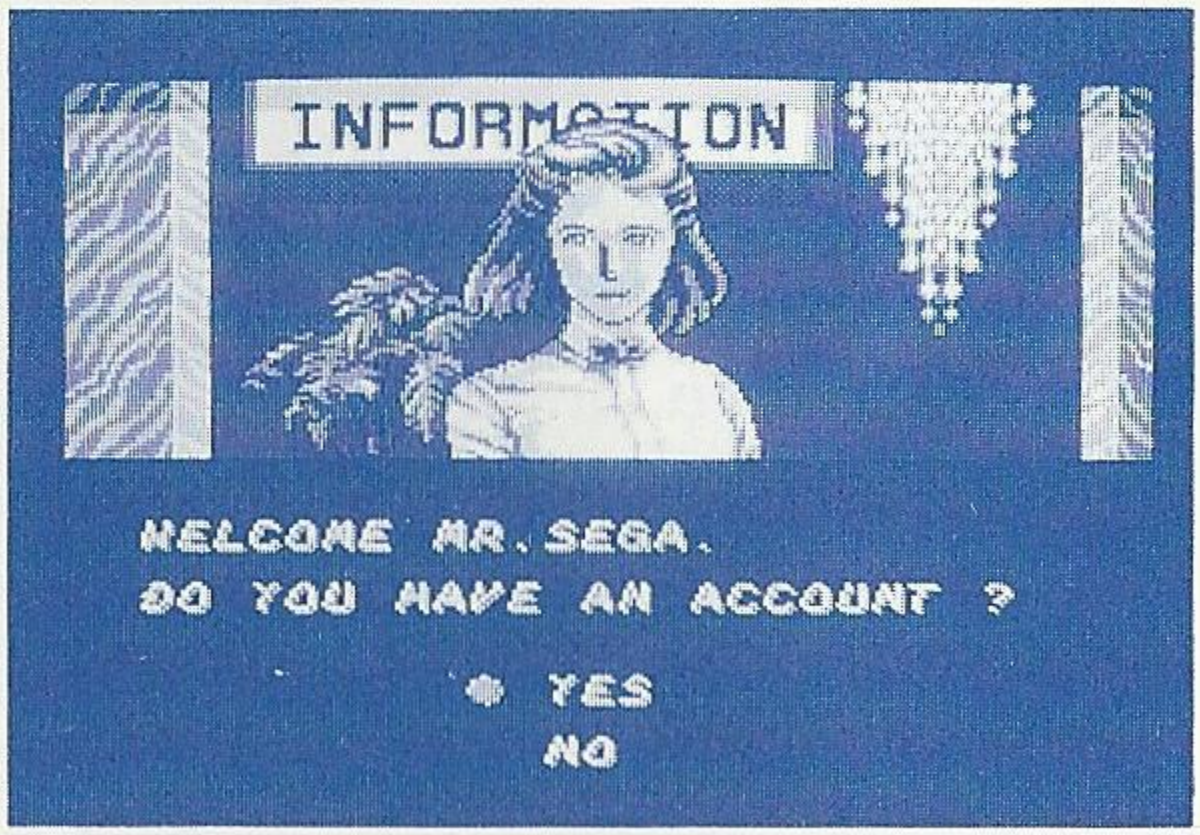
4. When done, move the cursor to (ENTER) and press Button 2. If you do not wish to enter a name, simply select (ENTER) and the computer will select a name for you.

Information Desk

When your name is entered, you automatically go to an information screen for an account check.

If you have played Casino Games before and have an account at Club Sega, you can get your money and start playing the games of your choice.

If you have never played Casino Games or have played and had so-so luck, answer NO and Sega will grubstake you with $500. Good Luck!



Opening an Account

If you have won more than $1,000 while playing, you can open an account by going to the information counter.



Go to the information counter by pressing Button 1 to remove you from the games. Select information and press Button 2. By following the instructions at the information window, you will get an account number. BE SURE TO WRITE IT DOWN! Entering it will put you back in the casino with all your money.

NOTE: To take money from your account, your name and account number you opened it with must match exactly.

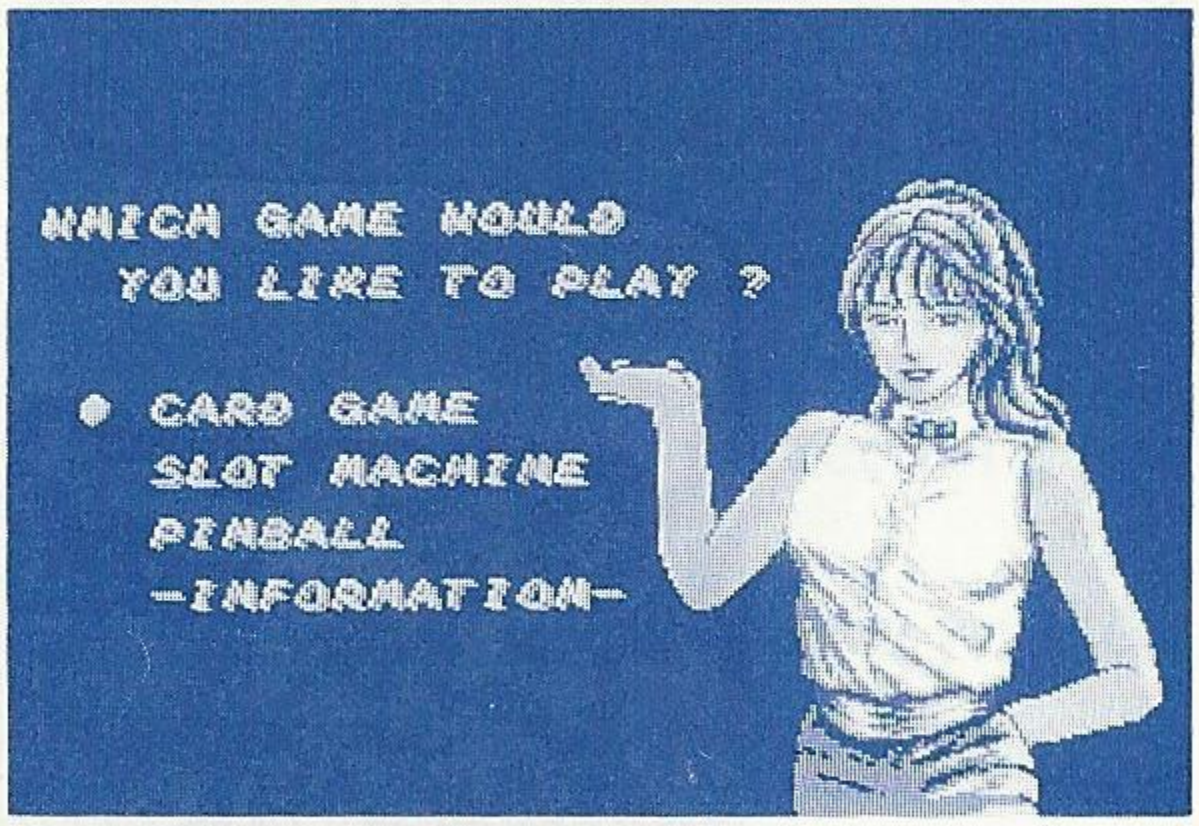
Game Over

There are two ways to end Casino Games. One is to go bankrupt. If this happens, the game ends and you must start from the beginning.

The other way to finish Casino Games is to make $1 million. You'll break the bank and walk away a winner!

Game Rooms

There are three game rooms in Casino Games; the CARD GAME room, SLOT MACHINE room and the PINBALL room. The CARD GAME room has three games; POKER, BLACKJACK and BACCARAT.



Select the type of game you wish to play with the D-Button and confirm the selection by pressing Button 2.

For card games, select the game you wish to play and confirm with Button 2.

Poker

The rules for Sega poker are the same as for draw poker. Each player is dealt five cards. Up to four of these cards may be exchanged for new cards. The best hand wins the game.

The game is played one on one; the player against the computer. You may select from four different computer opponents from the on-screen menu.

After selecting your opponent, press Button 2 to bring you to the card table.

In the course of playing, you will see various poker terminology on the subscreens. We're presenting them here so you can learn them before you start to play the game!



Poker Terminology

ANTE: The minimum amount of money you need to enter the game. After players "ante up," the cards are dealt.

BET: The wagers you place in the course of play. You are "betting" that your hand of cards is better than your opponent's.

PASS: A tactic to gain information about your opponent's hand. You "pass" to see how much they will bet.

FOLD: If you think your hand is too weak to win ... and you don't want to try to "bluff" or fool your opponent into quitting, you can fold the hand. But you lose the money you have already bet on that hand.

CALL: Matches the bet your opponent just placed.

RAISE: If you have a good hand of cards, you can "raise" or increase your bet. The amount you can raise is limited by the range within which you are betting.

STAND: This means you are not betting any more. You challenge your opponent to show you their cards.

Card Ranking:

Aces are the highest ... twos are the lowest.
ace, king, queen, jack, ten, nine, eight, etc.

Playing Poker

Place your ante before the cards are drawn. The amount of ante depends on how much money you own. The computer will decide this.

Examine your cards to determine if you wish to continue playing. If you wish to stop this hand, select fold.

If you decide to continue, select bet or pass and press Button 2.

If you select bet, then call, stand, and raise appear on the screen. Select one.

If you select pass, your opponent will bet first. Look at the amount of the bet and select call, raise or fold.

If you select raise, the screen will show the amount of money you have. Use the D-Button to increase the size of your bet and enter the bet by pressing Button 2.

If your opponent calls, you can raise. You are able to raise three times during a bet.

If your opponent selects call and you do not wish to raise, select stand. You will then be able to exchange cards you

don't want.

To exchange a card, move the triangular cursor to the card(s) you don't want and press Button 2 to highlight them.

Highlighted cards will be exchanged when you press Button 1.

Once cards are exchanged, select call, stand, raise or fold depending on how good your final hand is. Your opponent may still raise. You can also raise on top of this bet.

After cards are exchanged and betting goes around twice, both poker hands are shown and the highest hand wins.

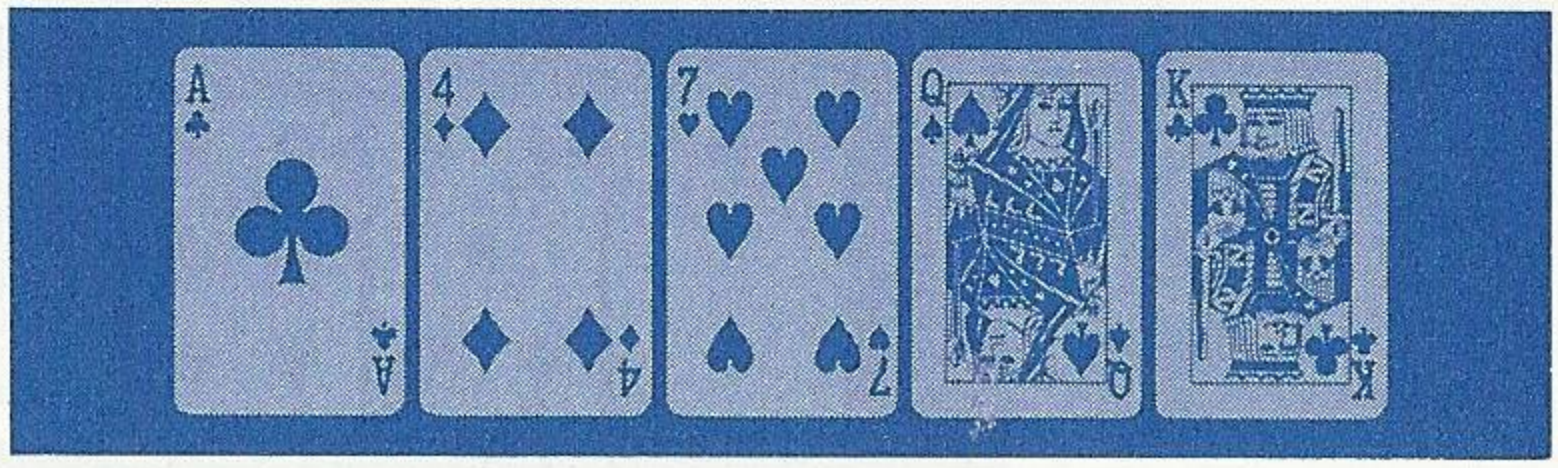
If you wish to exit the game or change opponents, wait until the hand you are playing is finished, then press Button 1. You will return to the game selection screen.

Poker Hands

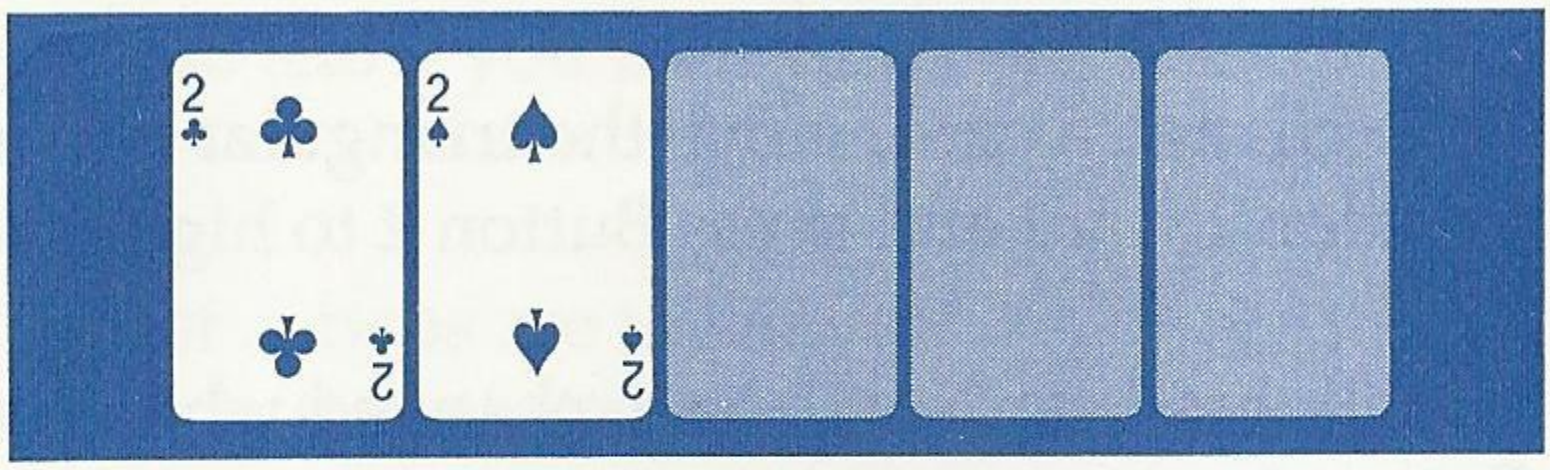
Winning or losing is determined by the ranking of the poker hands. If the hands are the same, the hand with the higher card values wins.

Here are the hands recognized in draw poker:

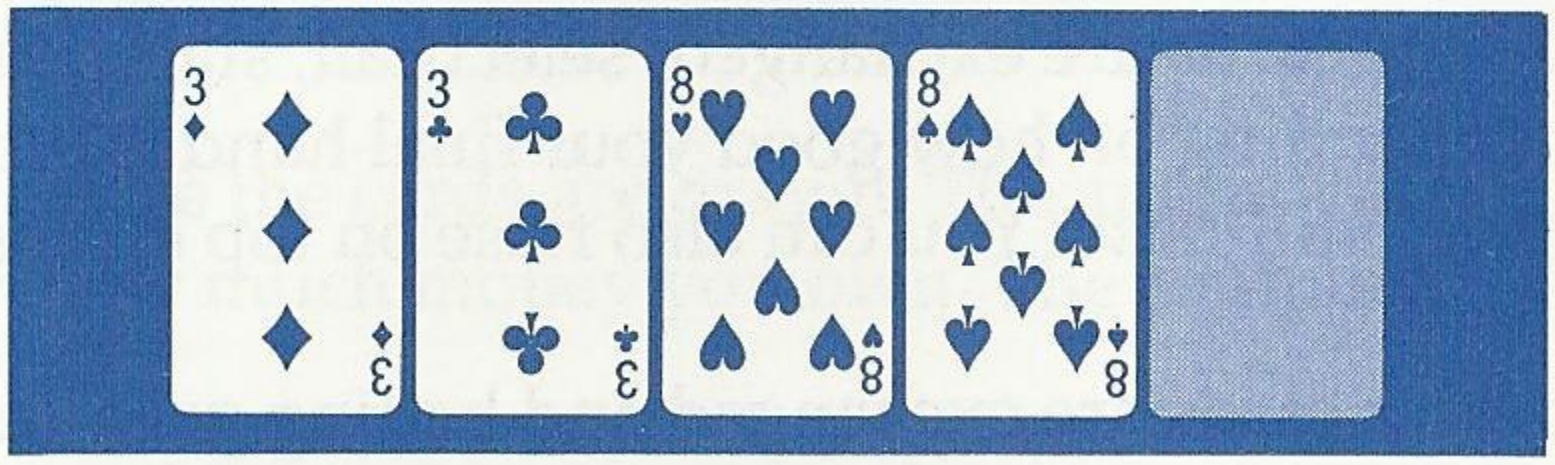
NO PAIR: All five cards are different.



ONE PAIR: Two cards have the same number value.

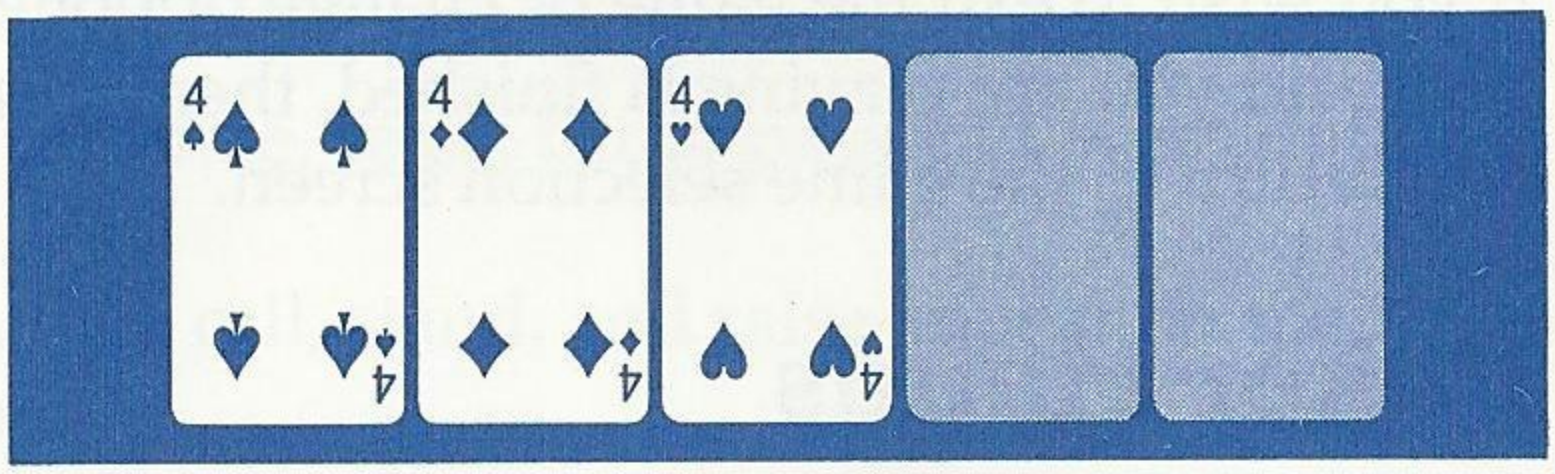


TWO PAIRS: Two sets of pairs.

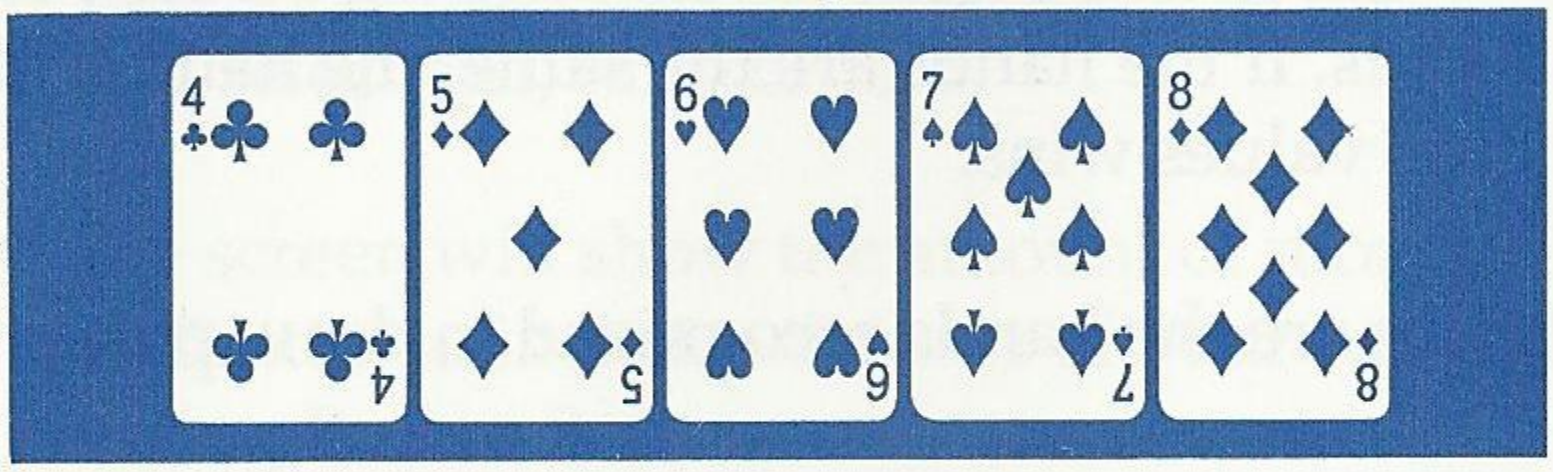


THREE OF A KIND:

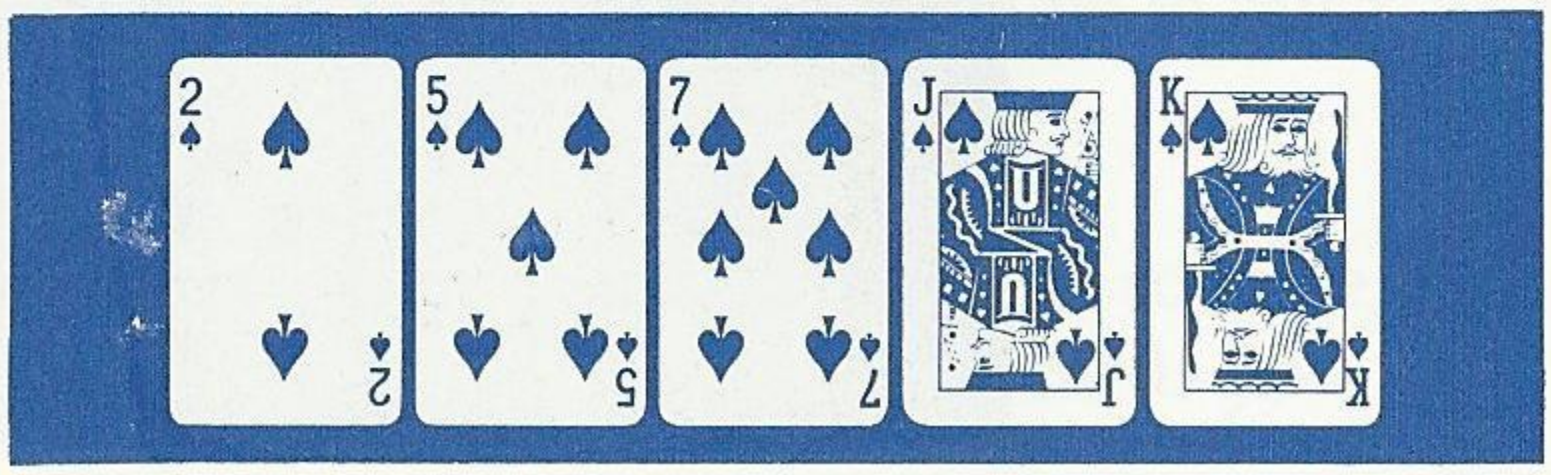
Three cards with the same number value.



STRAIGHT: Five cards in numerical sequence.

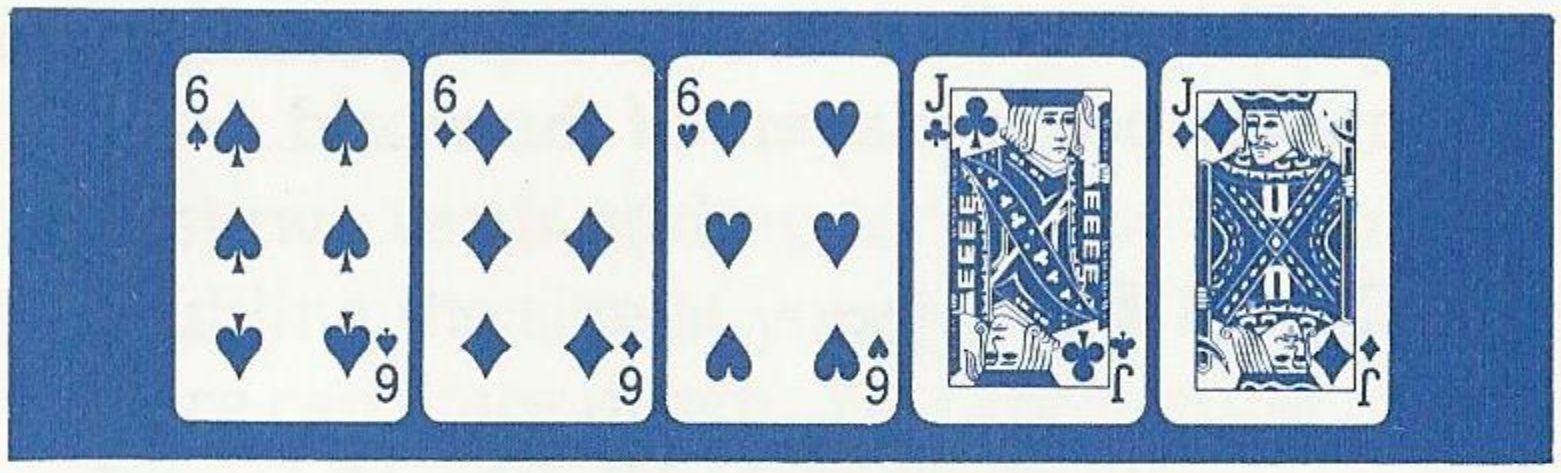


FLUSH: Five cards in the same suite.

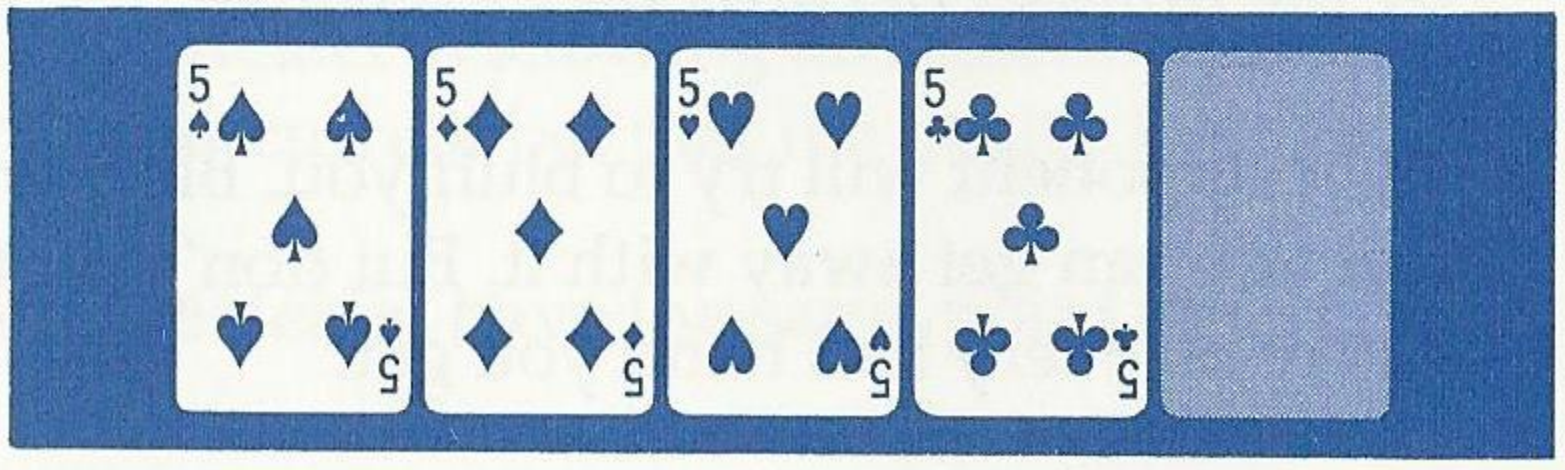


FULL HOUSE:

A combination of one pair and three of a kind.

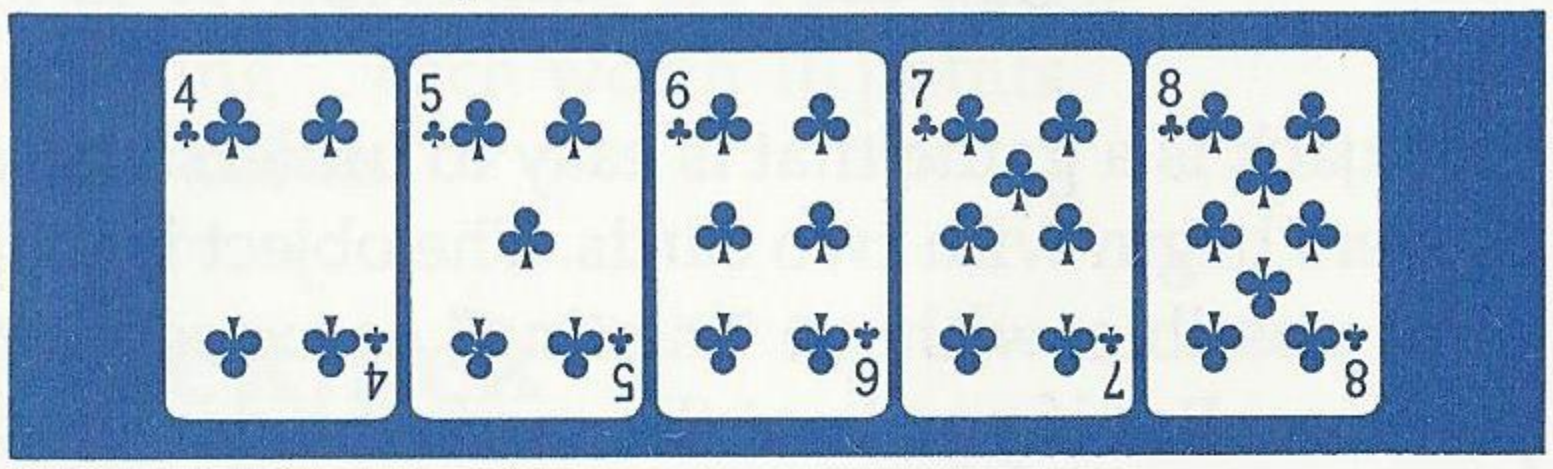


FOUR OF A KIND: Four cards of the same numerical value.



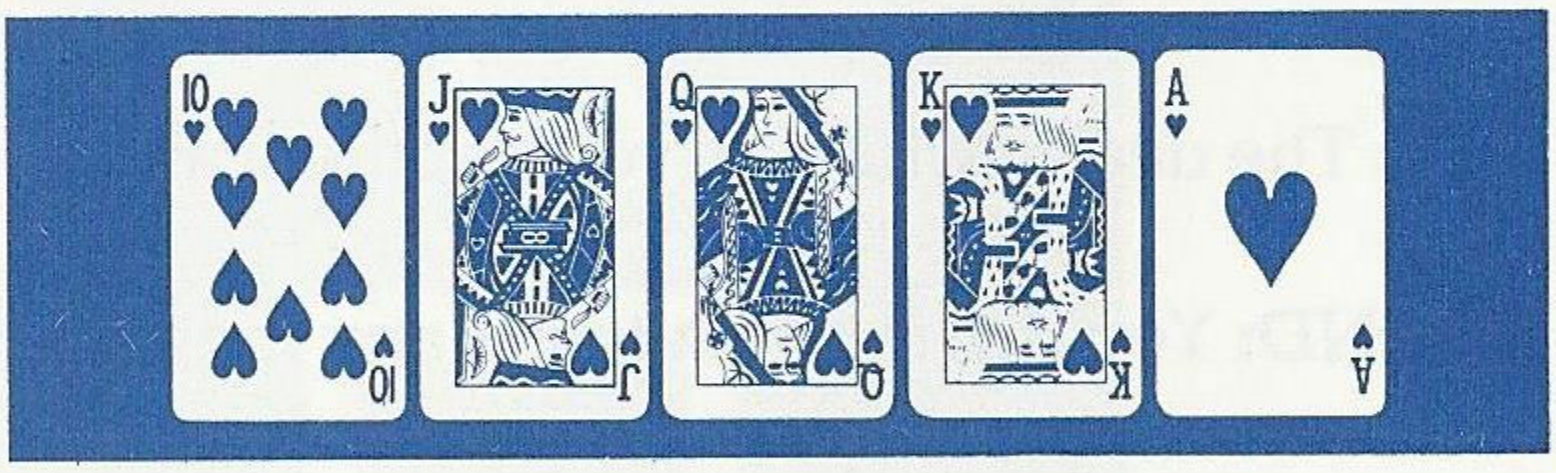
STRAIGHT FLUSH:

Five cards in numerical sequence, in the same suite.



ROYAL FLUSH: 10, Jack, Queen, King, Ace in the same suite.

A very rare poker hand!



When both players have no pair, the player with the highest value card wins.

Sometimes if you have a bad hand, you can fool your opponent into thinking you have a good hand by betting aggressively. This is called BLUFFING! It's considered a fine art by the master poker players of the world.

Poker Hints

- Try to guess what kind of poker hand your opponent has by the number of cards they exchange.
- Your opponent will try to bluff you. Bluff whenever you feel you can get away with it. But don't bet too aggressively on every bad hand you get!

Blackjack (Twenty One)

Blackjack is a game that is easy to understand and play. Players begin with two cards. The object is to get as close to 21 as possible, without "busting" or exceeding 21. If you bust, you lose. But if you beat the cards the dealer is holding, you win!

Here is some of the terminology used in Blackjack:

HIT: The dealer will give you another card.

STAND: You do not wish to get any more cards.

NATURAL: If the first two cards you get are an Ace and a ten-value card, (10 , Jack, Queen, King) you have a "natural" 21 or Blackjack. The dealer will pay you automatically!

SPLIT: If you have two cards of the same point value, such as 6, 6 or 8, 8, you may split your hand and take hits on each one. You also must double your bet.

DOUBLE: If your first two cards add up to 9, 10 or 11, you may "double" by doubling the size of your wager. The dealer will give you one more card face down. You are betting that you will get very close to 21 with that last card.

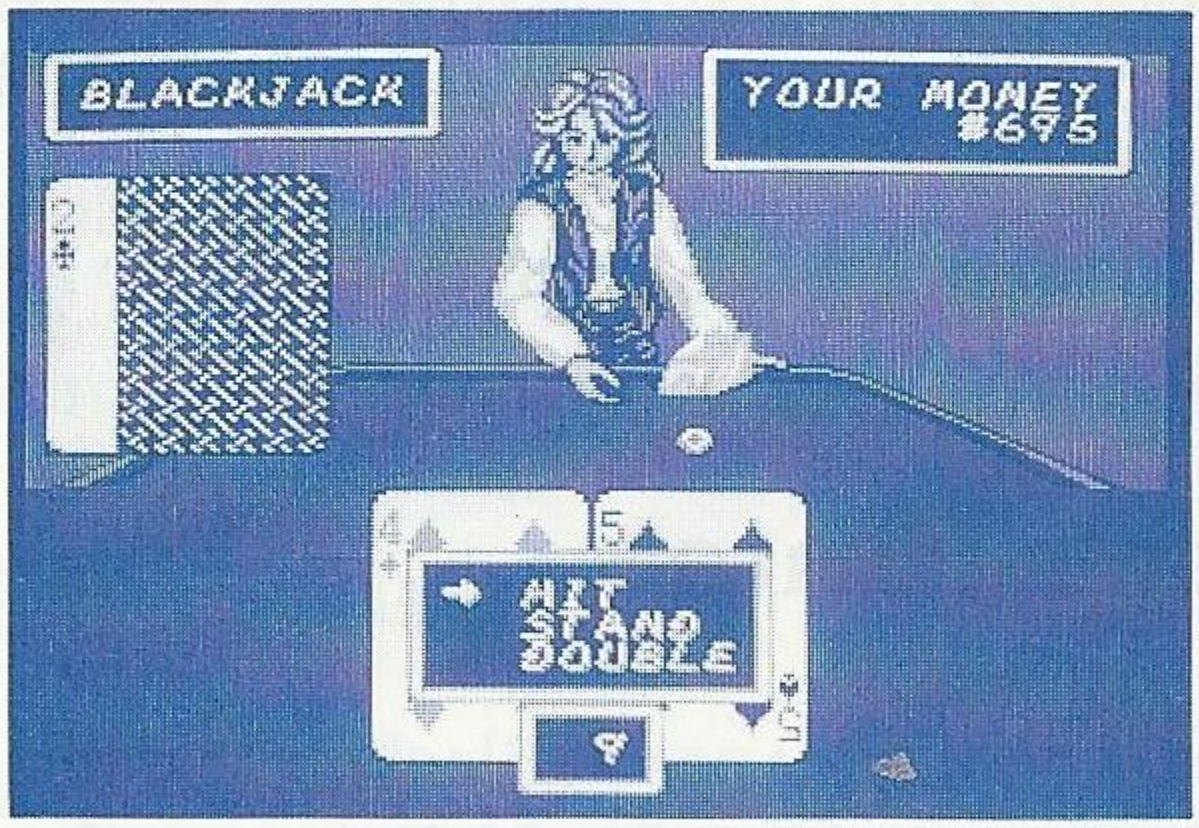
INSURANCE: If the dealer is showing an Ace, insurance is a bet worth 50% of your current bet that the dealer has "21."

PUSH: If you and the dealer have the same point total, it is a "push" or tie.

Card Values:

Ace ... worth 1 or 11, depending on your hand.
10, Jack, Queen, King ... each worth 10 points.
2 – 9 ... worth face value.

Playing Blackjack



Select Blackjack from the card game menu and press Button 2.

At the Blackjack table you will see a betting screen displaying the minimum and maximum you can bet. Pressing Button 2 again will allow you to bet. Use the D-Button to increase the amount you wish to wager. You cannot go below the minimum, expect by losing enough money to put you into a lower betting category.

When the amount you wish to bet is correct, press Button 2. You will receive two cards. Select either hit, stand, split or double from the menu, depending on how many points you have in your cards.

If you have two Aces, they will be split automatically and you will receive 1 card for each Ace.

Selecting hit will give you an additional card. You can hit until you are satisfied with your point total or until you bust. The player with the point total closest to 21 wins, unless you or the dealer busts, or unless you both draw or tie.

If the dealer has an original two card total of 16 or less, she must take a hit. If the dealer is holding 17 or more, she must stand. Split, double and insurance can be selected after reviewing your cards and what the dealer is showing.

To leave the Blackjack table, press Button 1 to get you back to the game selection screen.

Blackjack Hints

No matter how good you are at Blackjack, some luck is involved. Here are some broad guidelines on when to take a hit:

If the dealer is showing a 6 card or less in value and you have 12 – 16, don't take a hit.

If you have 3 – 11, take a hit.

If the dealer is showing a 10 value, take a hit.

Double against everything but a dealer 10 or Ace.

Insurance is anyone's bet!

Splitting and doubling can make you a lot of money ... or cost you a lot! Use them wisely.

❂ Baccarat

Baccarat is the favorite game of that famous secret agent, 007! It is the easiest card game to play.

The game is decided by a one digit total of two or three cards. The highest score you can get is 9. The smaller your total, the less chance you have of winning.

The game is controlled automatically. After you place your bet, the dealer gives you two cards and herself two cards. If necessary, a third card is drawn for you or the dealer.

Scoring Baccarat

The highest point total you can get in Baccarat is 9. Here is how the cards total in points:

Ace = 1 point.
2 – 10 = Face value.
Jack, Queen, King = 0.

Since 9 is the highest point total you can have, ten values are subtracted from the total value of your cards.
For example, a point total of 7, 17 or 27 would be worth the same ... 7 points!

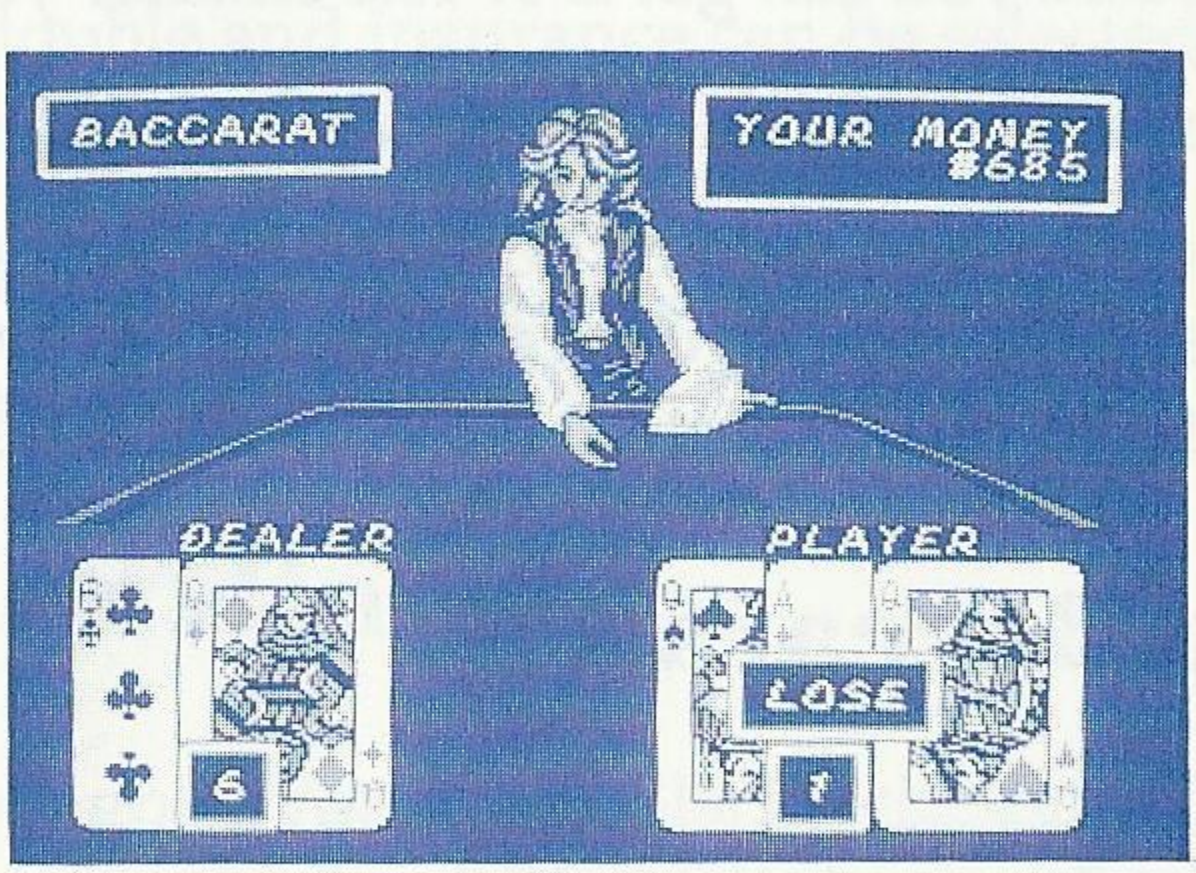
Baccarat Terminology

STAND: Does not draw the third card.

NATURAL: If the point total of your first two cards is 8 or 9, you have a "natural" and no third card is drawn for your opponent. They must play their original total against your natural.

DRAW: Take a third card.

Playing Baccarat



Select Baccarat from the card game menu and press Button 2.

At the table, you will see the minimum and maximum bet displayed. Press Button 2 to have the cards dealt. At the prompt, use the D-Button to display the amount you wish to bet and press Button 2.

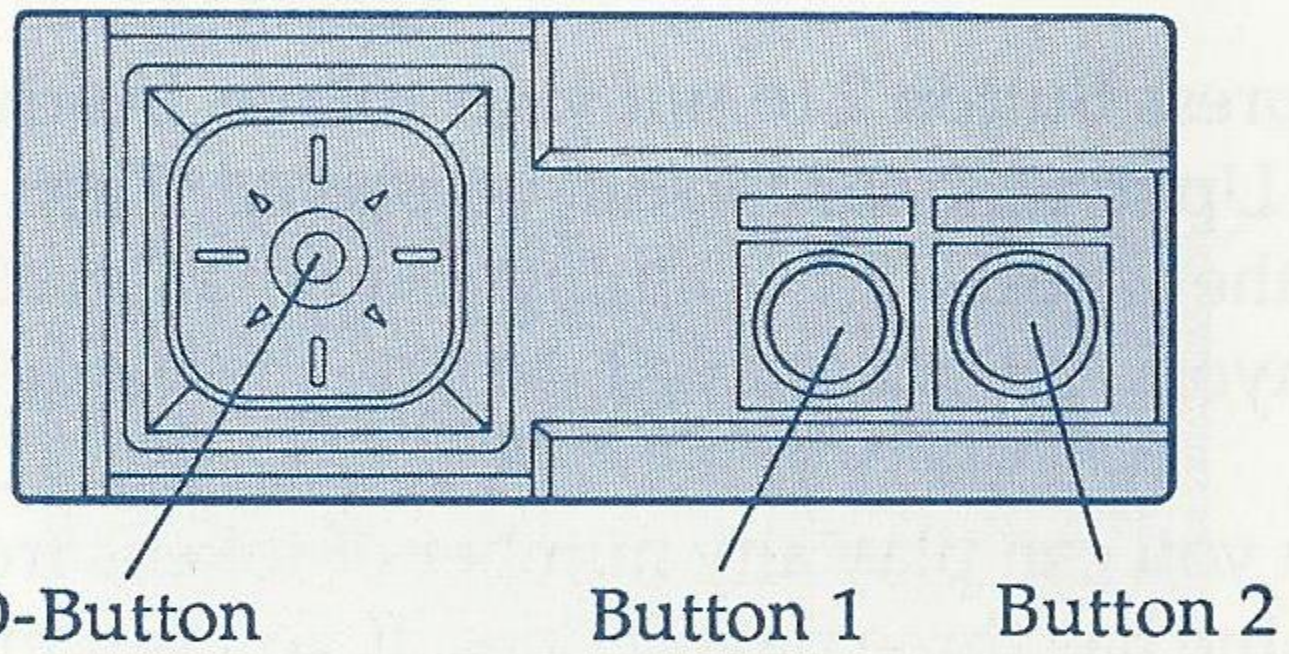
After your bet is placed, the cards are turned and play proceeds automatically. After the winner and loser are determined, you proceed to the next round.

To leave the Baccarat room, press Button 1 after the end of a round to return to the game selection menu.

Since the game advances automatically, there are no helpful hints. Just watch your money closely!

Slot Machines

Sega's famous one-armed bandits are easy to play! Select Slot Machine from the menu and press Button 2. This will bring you to the slot machine room.



D-Button: Moves cursor to make selections.

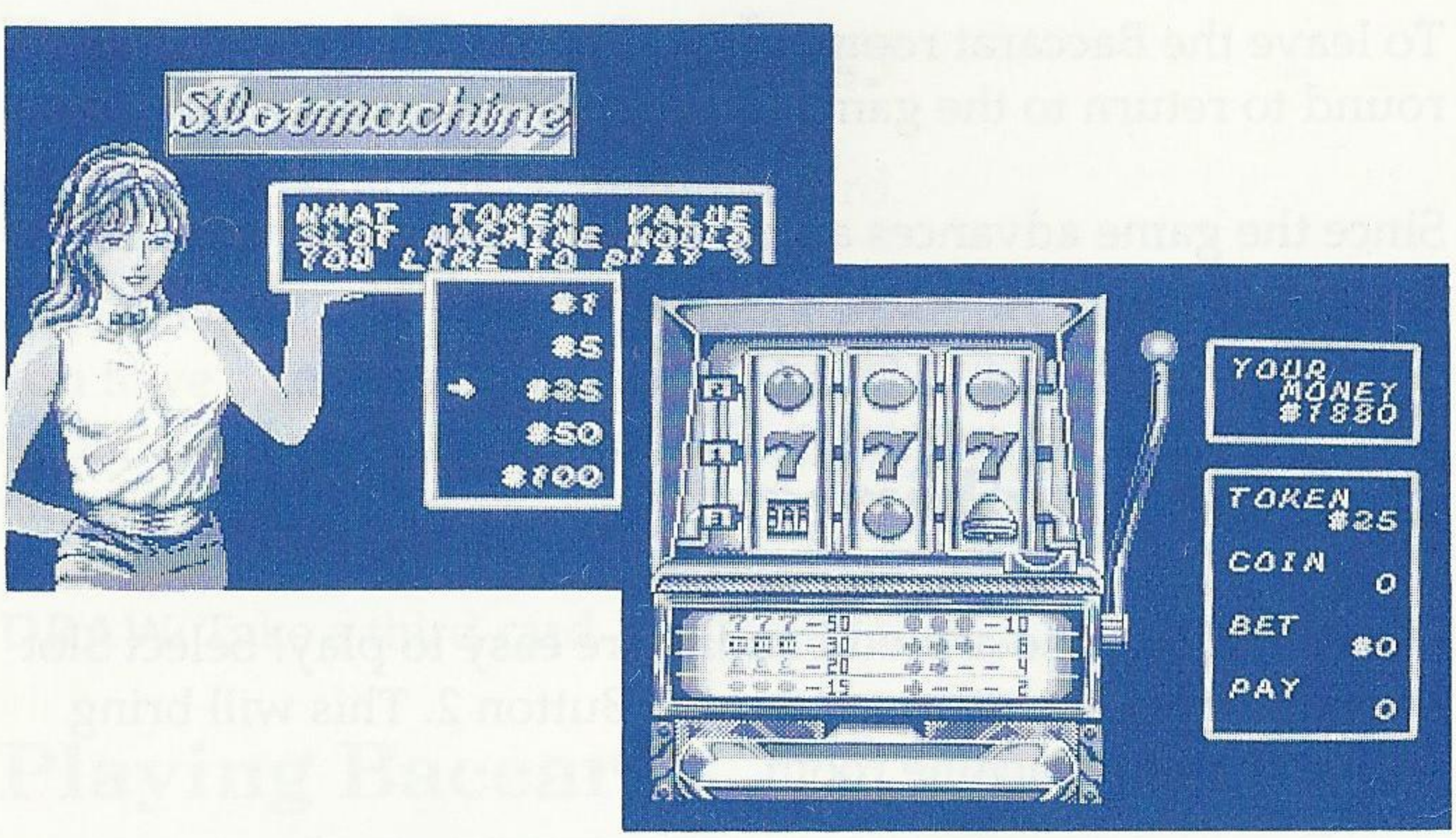
Button 1: Cancels selection.

Button 2: Confirms selection.

Playing Slot Machines

Select Slot Machine from the game selection menu and press Button 2. Before playing you must select the denomination of chips you wish to play in.

Choose the correct token with the D-Button and press Button 2 to begin.



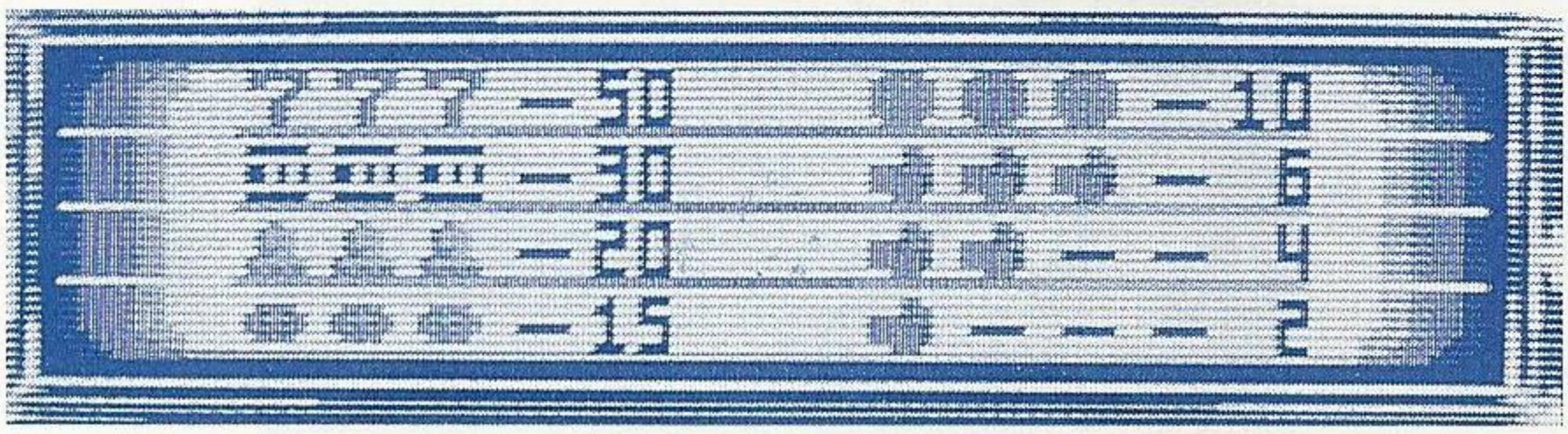
To play, press Button 2 to put your tokens inside the slot machine. Up to nine tokens can be played. Then press Button 1 to spin the wheels. If a winning combination turns up, you get the payoff ... if you played the line that won!

Although you can play any number of tokens from 1 – 9, the slot machine has three payoff lines. If you put in two tokens and the game places a winning combination on the third line, you will not get the payoff. The machine will only pay off on lines that are lighted. So your best bets will be made in multiples of three.

If you make an off bet, e.g. 4 tokens, the additional coins will be applied to the next following line. So on a 4-coin bet, line one would pay double, while lines two and three would pay only what is listed on the machine.

Winning Combinations

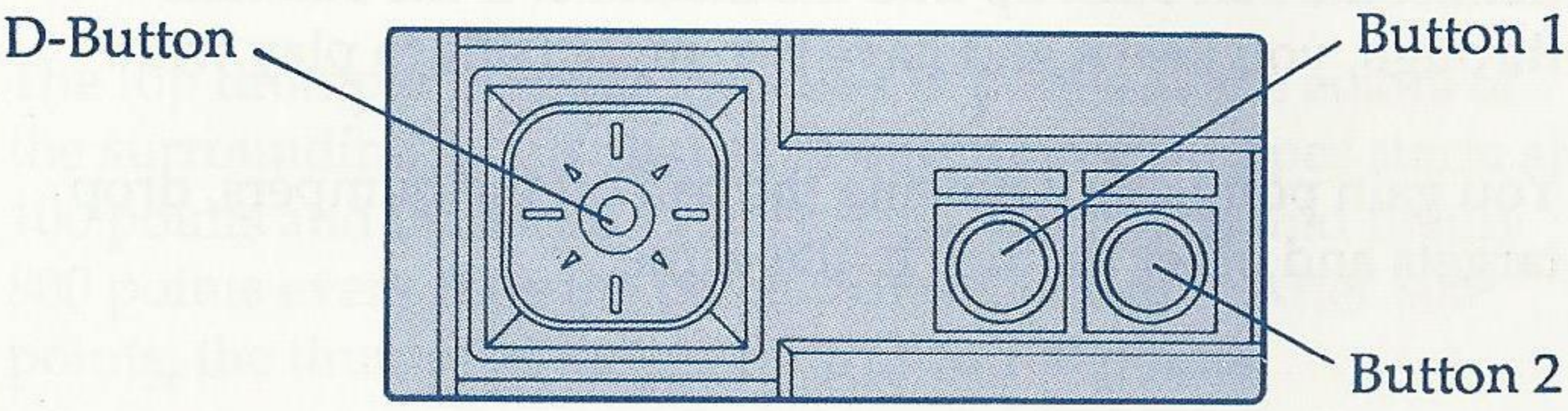
Here are the combinations the slot machine pays off on.



Pinball

You don't need chips or tokens to play pinball. Its a good way to relax from the tension and action of money gambling!

Playing Pinball



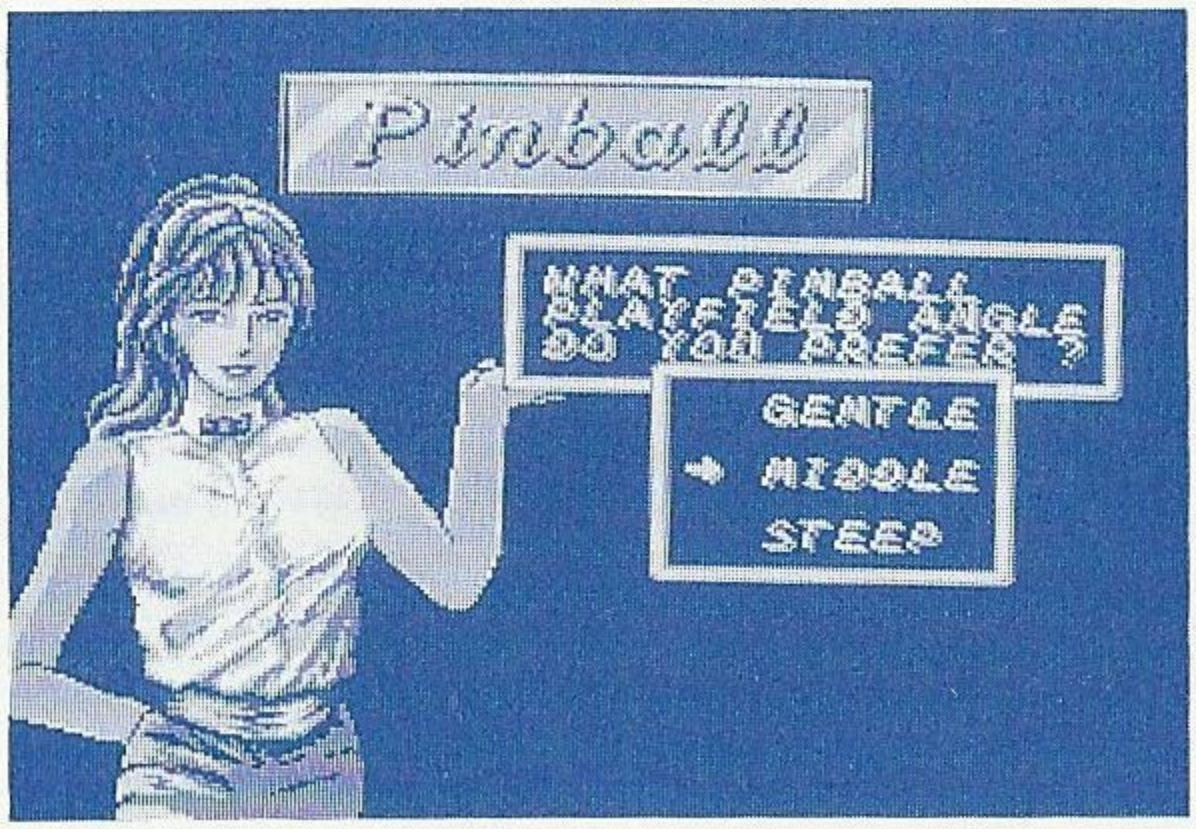
D-Button: Controls left flipper.

Button 1: Shoots balls. To use English.

Button 2: Controls right flipper.

After selecting Pinball from the game selection menu, you must select the grade or angle of the pinball game you wish to play.

Use the D-Button to select from GENTLE, MIDDLE or STEEP. Press Button 2 to begin playing.

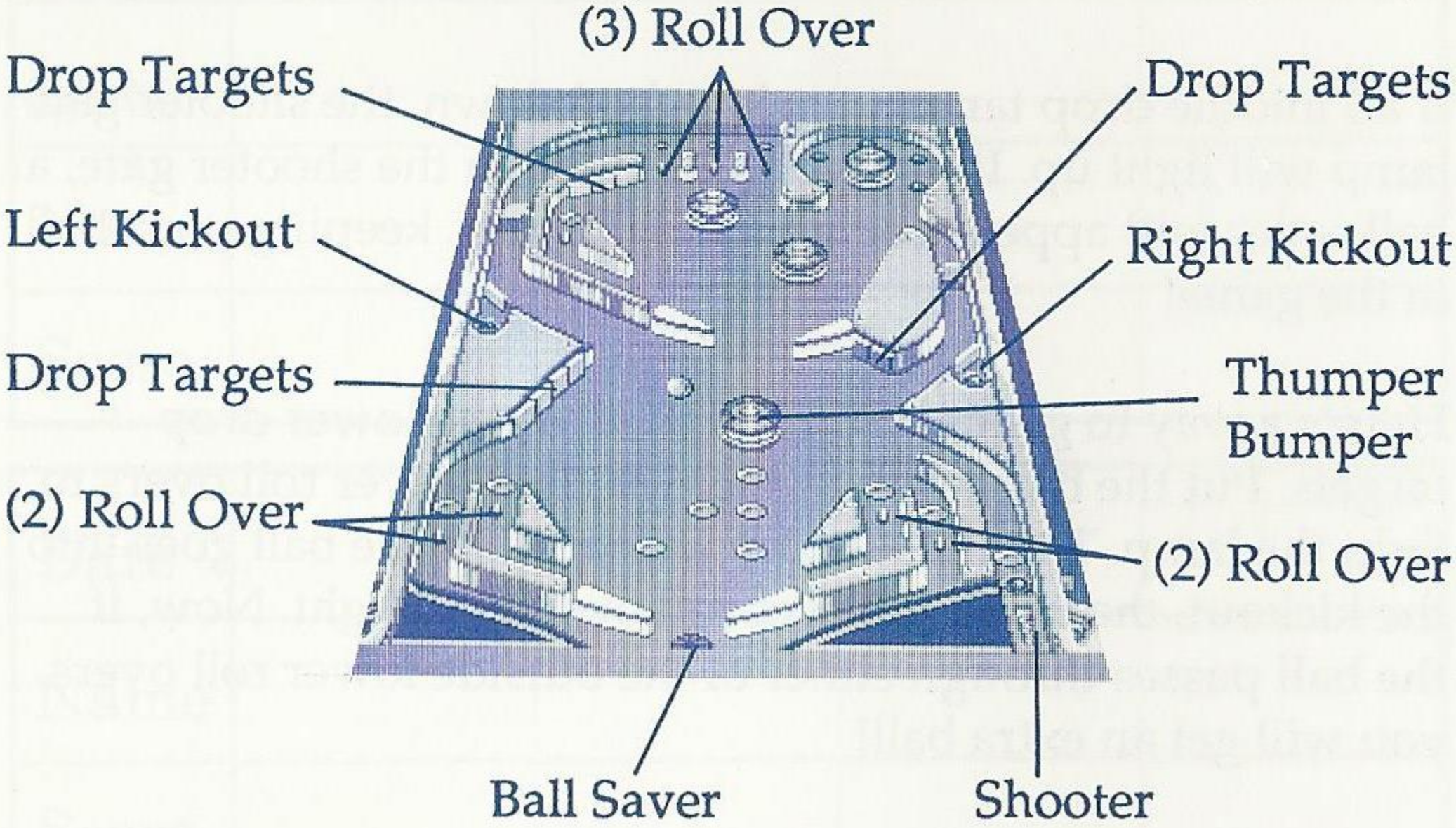


When the pinball machine appears, you can launch the ball by pressing Button 1. Watch the power meter on the right side of the machine. Use it to judge the force the ball will have when in enters the machine.

The D-Button and Button 2 are for your flippers. Use them to deflect the ball back up into the machine. If the ball falls through, you lose it and have two more balls to play with.

You gain points by bouncing the ball off the bumpers, drop targets and other fixtures in the game.

The Pinball Machine



Scoring at Pinball

You receive points every time the ball hits a bumper or drop target. However, there are ways to increase your score even more!

The top thumper bumper increases in points as the colors of the surrounding lamps change. The thumper bumper starts at 100 points and increases to 200 points, 400 points and finally 800 points every time the ball touches the lamps. After 800 points, the thumper bumper returns to 100 points.

When all three upper drop targets are down, the roll over lamp just below them will light up. When the ball passes the roll over, the right kickout will open. If the ball goes into the

kickout, the points at the thumper bumpers will increase by 100 points. Thumper bumper points can increase up to 1,000 points in this manner.

If all middle drop targets are knocked down, the shooter gate lamp will light up. If the ball goes through the shooter gate, a ball saver will appear between the flippers, keeping your ball in the game!

Here's a way to get extra balls. Hit all of the lower drop targets. Put the ball through the two right lower roll overs to light the lamp. The left kickout will open. If the ball goes into the kickout, the two left lower roll overs will light. Now, if the ball passes through either of the outside lower roll overs, you will get an extra ball!

To multiply points, pass the ball through the top three roll overs. Each time you do so, the roll over will light. When all lamps have lighted, a bonus indicator will light. Each time all three roll overs are touched, this lamp will light, up to a multiple of six times the present score.

Pinball Hints

- Press Button 1 for some body English while playing. But remember that too much English will cause the machine to tilt!

- Flipper control is everything. Hit too soon and the ball return will be weak. Hit too late and the ball will go off on a poor angle. Learn what timing is best for the table grade you play.

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty
Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™ /Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.
This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA
Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*
Sega's service center is located at the following address:

Sega of America, Inc.
Warranty Repair
573 Forbes Blvd.
South San Francisco, CA 94080

Limitations On Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations of exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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