



Mac

CAESARS PALACE®



MACPLAY™



A DIVISION OF INTERPLAY PRODUCTIONS

TABLE OF CONTENTS

Installation	4
Menus & Options	4
File Menu	4
New Game	4
Load Game	5
Save Game	5
Save Game As	5
Quit	5
Play Menu	6
Leave Table	6
Switch Chair	6
Modify Chair	6
Player 1, 2, 3 & 4 Observe	6
Options Menu	7
Fast Game	7
Sound	7
Settings Menu	7
Blackjack Settings	7
Draw Poker Settings	8
5-Card Stud Poker Settings	8
7-Card Stud Poker Settings	9
Baccarat Settings	9
Pai-Gow Poker Settings	9
Roulette Settings	9
Craps Settings	10
Video/Slots Settings	10
Help Menu	11



Computer Players	11
Number of Players	11
Map	11
Games in CAESARS PALACE®:	12
Blackjack	12
Draw Poker	15
Five-Card Stud	18
Seven-Card Stud	20
Pai-Gow Poker	22
Baccarat	23
Roulette	25
Craps	28
Video 21	31
Video Poker	32
Joker's Wild	34
Video Keno	36
Slot Machines	38
Fortunes of Gold	38
Seven Hills of Rome	40
The Mighty Gladiators	41
Credits	42

INSTALLATION

To install Caesars Palace®, double-click the “Caesars Palace Installer” file on the CD-ROM. Follow the instructions in the installer to place a full copy of Caesars Palace on your hard disk. A folder called “Caesars Palace” will be created at the place you indicate. Open this folder and double-click the “Caesars Palace” icon to play!

MENUS & OPTIONS

The menu bar in CAESARS PALACE can be accessed by clicking the mouse pointer on the the menu word.

FILE MENU **New Game**

You may begin a new game at any time while playing CAESARS PALACE — even when you are sitting at a table in the middle of a hand. (Of course, it’s not polite to leave a game before a winner is determined, but this is one of the advantages of playing CAESARS PALACE at home). Using this option will bring you back to the player information screen, where you may enter new names of other players that will be playing or a different name for yourself, if you wish to use an alter ego. When this option is used, the player’s names will be reset to the default values and each player will begin again with \$1,000.00.

Load Game

The Load Game option can also be utilized at any time in any place in the game. Of course, you must have already saved a game to re-load it.



Load Game dialog box

Save Game

When your game is saved, all the player's information and current bankroll balance is saved. The first time a game is saved, you will need to provide a file name. After your game has been given a file name, the save option will automatically save the changes that have been made to each player's balance since the last time it was saved under the same file name.



Save Game dialog box

Save Game As...

If you have already saved a game under one name and wish to save it under another, this option is used to enter a new file name.

Quit

You may quit the game at any time by using this option.



PLAY MENU

Leave Table

Use this option to leave the table you are currently playing and return to the CAESARS PALACE® main map. This may be done at any time. If you are in the middle of a hand or game, you may wish to wait until any winnings have been credited to your account before you leave. If a hand has already been started and bets have been placed, you will forfeit any money placed in the pot, your hand will be considered a “fold.”

Switch Chair

Because you may wish to play from a particular “position,” you may choose which seat to sit in. When the switch chair option is chosen, a menu will appear with a list of who is currently sitting in which chair. By entering a new number at each chair, you can change where each player sits.

Modify Chair

This option may only be used from the main CAESARS PALACE map. This command allows you to modify any player’s status. Computer players can be changed into human players and vice versa. You may also edit the amount of money any player has in their bank roll.

Player 1, 2, 3 & 4 Observe

If you wish to watch computer players duke it out and merely observe their techniques, you may set any player to “observe” status. When a player is in observe mode, they cannot play until their status has been changed.



OPTIONS MENU

Fast Game

The messages in CAESARS PALACE® may be displayed too slowly. To shorten the delay between each message, use the fast game option.

Sound

Turning this option “on” will play sound effects out of your computer’s internal speaker.

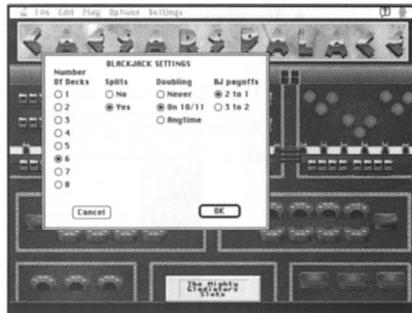
SETTINGS MENU

All of the settings in the various menus can be turned “on” or turned “off.” If the circle next to each option is filled, then the option is turned on and is in effect. If the circle is blank, the option is not being used.

Blackjack Settings

The settings that can be changed in Blackjack are:

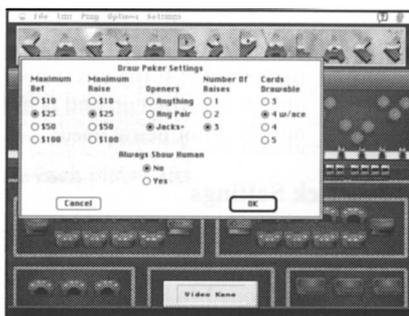
- The number of decks used by the dealer, anywhere from 1 to 8.
- The payoff for a natural blackjack, either 2 to 1 or 3 to 2.
- If splits are allowed or disallowed.
- If players can never double, double on 10 & 11 only, or double on any hand.



Draw Poker Settings

The settings that can be changed in Draw Poker are:

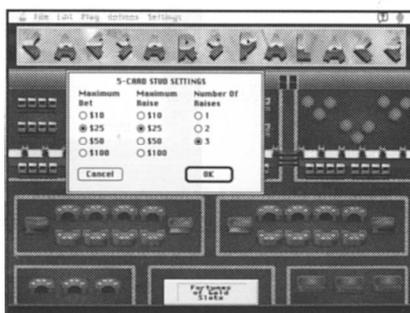
- *Maximum bet:* \$10, \$25, \$50, or \$100.
- *Maximum raise:* \$10, \$25, \$50, or \$100.
- *Number of raises allowed:* 1 through 4.
- *Number of cards drawable:* 3, 4, 4 in a hand that contains an ace, or 5 cards.
- *What is required to open the betting:* any hand, any pair, or a pair of Jacks or better.



5-Card Stud Poker Settings

The settings that can be changed in 5-Card Stud Poker are:

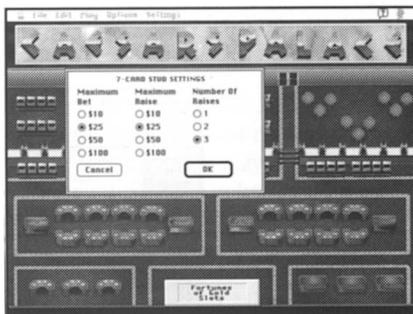
- *Maximum bet:* \$10, \$25, \$50, or \$100.
- *Maximum raise:* \$10, \$25, \$50, or \$100.
- *Number of raises allowed:* 1 through 4.



7-Card Stud Poker Settings

The settings that can be changed in 7-Card Stud Poker are:

- *Maximum bet:* \$10, \$25, \$50, or \$100.
- *Maximum raise:* \$10, \$25, \$50, or \$100.
- *Number of raises allowed:* 1 through 4.



Baccarat Settings

The setting that can be changed in Baccarat is:

- Number of decks that can be used, anywhere from 1 to 8 decks.

Pai-Gow Poker Settings

The setting that can be changed in Pai-Gow Poker is:

- High hands beat low hands turned off or on. Turned on, it is a common rule at many casinos.

Roulette Settings

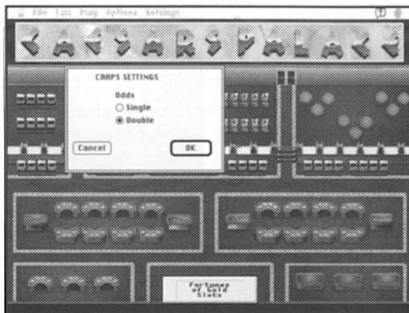
The setting that can be changed in Roulette is:

- “0” or “00” : some casinos use a table with just an 0, others use a table that has both. Set the option according to your preference.

Craps Settings

The settings that can be changed in Craps are:

- **Double Odds:** some casinos will give the player increased chances of winning money by allowing the player to double any “free odds” bets, known as doubling the odds. Single odds mean that you can only make a free odds wager equal to your original bet. Double odds mean you can bet up to twice the original bet.



Video/Slots Setting

The setting that can be changed in Video Poker & on the Slot Machines is:

- **Which player will play slots:** only one player can play a video or slot machine at one time. Using this option will determine which player will risk his bankroll.



HELP MENU

The help menu provides help for all of the menus available in CAESARS PALACE®.

COMPUTER PLAYERS

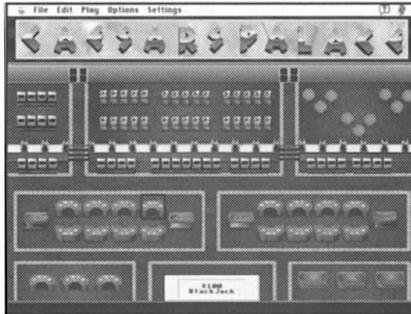
Each computer player can be configured for one to four levels. Level one is a novice and is fairly easy to beat. He is cautious in poker. Level two makes some good bets and will try to bluff occasionally. The level three player is a good player, and level four is the best.

NUMBER OF PLAYERS

Some games in CAESARS PALACE, such as blackjack, work well with just one player. The slot machines and video games in CAESARS PALACE can only be played by one player at a time. Others however, such as draw poker, cannot be played unless there are several players at once.

MAP

The main map in CAESARS PALACE is used to choose which game to play. Click below the table you wish to sit at. At the bottom of the screen is a dialog box which shows the name of the table you are highlighting, and any minimum bet allowed. Once seated, you may leave the table by using the Leave Table option under the Play menu.



Overview map of the casino



GAMES IN CAESARS PALACE®:

In many of the instructions for card games in CAESARS PALACE, the word "session" is used to denote a round of cards played. To place a bet, click the mouse pointer on the amount you wish to place as part of your bet. Each amount will be added to any money already placed in the betting area. If you wish to remove money from the betting area, use the menu UNDO option.

BLACKJACK

To Bet: Click on the dollar amount (\$1/\$5/\$25/\$100) you wish to add to your bet amount. The amounts you click on will be added together and shown at the top of the betting window. Once the maximum for the table has been reached, you will not be permitted to add to your betting amount. If you wish to subtract from the amount of your bet, click on the dollar amount with the mouse button. When your bet is the amount you desire, click the DONE button with the mouse.

To Hit: Click on the HIT button.

To Stand: Click on the STAND button.

Double: Click on the DOUBLE button. Your blackjack settings must allow for doubling. (See Blackjack settings Pg. 7)

To Split: Click on the SPLIT button. You must have a pair to split in blackjack, and your blackjack settings must allow for splitting.

One of the most popular casino games, blackjack is well-liked for both the amount of control the player has and the social aspects of the game. Although the rules vary from casino to casino, CAESARS PALACE has tried to stick with the most popular version.

Before any cards are dealt, each player places one bet equal to or greater than the minimum bet at that particular table. CAESARS PALACE has several different tables: \$1, \$5, \$25, and \$100. Once the minimum bet has been matched, the amount over the minimum can be increased in any increment. In blackjack, only one bet is made per game (not including splits or doubling down).

The object of the game of blackjack is to have the total point value of the cards dealt you exceed the point value of the dealer's hand without going over 21. If you go over 21 or "bust," you automatically lose, even if the dealer subsequently also goes bust. Players do not compete against each other. Each card counts the



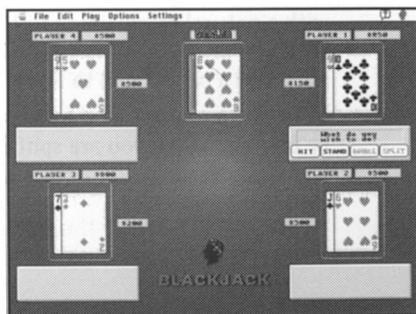
same as the pictured value, with all face cards (jacks, queens, and kings) counting as ten. Aces count for either 1 or 11, depending on how you choose to count them.

In a "hard" hand, the ace has been counted as a 1. In a "soft" hand, the ace can be counted as either a 1 or an 11. Hands without aces are also called "hard" hands. To make blackjack, however, an ace must be counted as an 11. In other hands, the ace can be used any way you choose.

If you have a hand with an ace and a three, this is considered a "soft" hand, as the ace can be counted as either a 1 or an 11 and the hand can be either a fourteen or a four. You would more than likely want a card drawn to improve the hand. If a 6 comes up, the ace will now be counted as an 11 for a total of twenty. If an 8 appears, you will count the ace as 1, giving the hand a total of twelve, and the chance to draw another card. In the case that two aces are in the same hand, each can be counted as a different value. Hands without an ace are called "hard" hands.

In Nevada, the dealer deals two cards face down to each player. The dealer himself gets two cards, one face up and one face down. After all the initial cards have been dealt, the dealer will check his face down card. If the dealer's hand is a blackjack, he will turn it up immediately and all player's hands are instantly considered losing ones.

A blackjack, also known as a "natural," is an ace and a king, queen, jack, or 10, making a total of 21 in two cards. Once a player has been dealt a blackjack, their hand is turned over immediately and they are paid $1\frac{1}{2}$ times their stake (or 2 to 1 depending on the option selected), whereas the dealer's blackjack wins only the player's bet. If the dealer and the player both have blackjack at the same time then the bet is a standoff (a push), and all other hands at the session are losing hands, including hands with a total of 21 with three or more cards. If the dealer has an ace showing face up, the dealer will offer each player an opportunity to purchase insurance that his hand is a blackjack.



To purchase insurance, you must pay half of your initial bet. If the dealer has blackjack, you will win double your insurance bet. If the dealer does not have blackjack, you will lose only the money you placed for insurance and the game will continue.

Once you've been dealt two cards, you have four choices: Hit (draw another card), stand (stay with the hand you've been dealt), split (when both cards are the same), or double down (double the initial bet). Your choice is made by clicking the mouse cursor on one of the buttons in the dialog box under your hand. Once the player to the right has stood or busted, the play goes on around the table to each of the other players.

You can continue to "hit" until you have reached 21, gotten as close as you can and wish to stand, or until you have "busted" and gone over 21, in which case your hand has lost.

CAESARS PALACE® allows one split of the cards on a pair. Should you receive a third matching card, you may not split again.

The dealer turns over both cards in his hand once all the other players in the game have made the decision to stand, or have busted by going over 21. The dealer then plays his hand out according to the this simple formula: he will stand on 17 or higher and will hit on 16 or less. This makes the player(s) the only one who can alter the play, and it is this that provides the challenge in blackjack.

If the dealer gets a total between 17 and 21, he pays out all those players whose hands exceed his, collecting from those whose totals are lower than his. Equal hands are a "push" and neither player wins or loses anything.

At the end of the session, you must click the mouse button to begin a new session of play.

The settings which can be changed in the Blackjack Settings option under the Settings menu are the number of decks of cards the dealers will use (one through eight decks), allowing or disallowing splits, when players can double (never, on a hand including 10 or 11, or any time), and what the payoff is for players with a natural blackjack (2 to 1 or 3 to 2). The defaults are set at six decks of cards, splits allowed, doubling on hands of 10 and 11 only, and a pay off of 2 to 1.

Notes: Once you make the decision to stand, the decision cannot be undone. When you are splitting aces, the dealer will only pay 1 to 1 if you reach 21 or blackjack.



DRAW POKER

Click on the ANTE button to place the ante amount in the pot.
Click on the WATCH button to observe the deal.

Open: To open the betting, click on the OPEN button. To open the betting, you must have a hand that meets the opening requirements set in your draw poker settings.

To Bet: Click on the dollar amount (\$1/\$5/\$25/\$100) you wish to add to your bet amount. The amounts you click on will be added together and shown at the top of the betting window. Once the maximum for the table has been reached, you will not be permitted to add to your betting amount. If you wish to subtract from the amount of your bet, click on the dollar amount with the mouse button. When your bet is the amount you desire, click on the DONE button with the mouse.

Pass: If you wish to pass the opening bet to the next player, click on the PASS button.

See: Click on the SEE button to call the bet(s) placed by other players.

Raise: Click on the RAISE button to see the bet(s) placed by other players and raise the bet the dollar amount you specify.

Fold: Click on the FOLD button to withdraw from the dealt hand.

Discard: Click on the cards you wish to discard. The cards you choose will have a yellow highlight on them. When you are finished choosing your cards, click on the DONE button with the mouse.



The best way to learn draw poker is to watch a game in play. Some terms which a beginner will want to understand are as follows:

Ante: The money that each player must put into the “pot” or “kitty” at the start of a session, before the cards are dealt. Players cannot participate unless they pay this ante. In CAESARS PALACE®, there are four tables with different ante: \$1, \$2, and \$5.

Open: When you make the first bet in a session, if you do not open, then you either pass or fold. In some variations, a player must have at least a pair of jacks or better to open the betting. This option can be configured in the Draw Poker option of the Settings Menu.

Check: When you choose this option, you give up the opportunity to bet and the turn goes to the next player around the table.

Call: To match the opening or previous bet. Calling the previous bet is called “seeing” the hand.

Raise: To match the opening or previous bet and increase the amount.

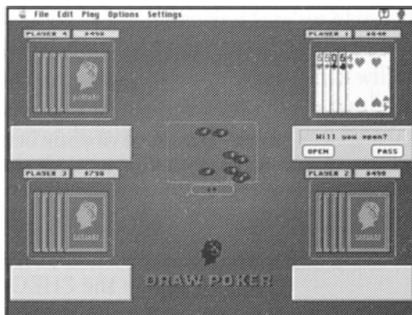
Fold: To surrender your hand and give up any money you have placed in the pot from the ante or in previous betting rounds.

When the cards are dealt, each player is given five cards, one at a time, face down. The player to the left of the dealer has the choice of opening or passing the bet to the next player. Choices are made by clicking on an amount and the DONE button, or by clicking on the call, raise, or check button.

If no player chooses to open, then there is no winner, and the money in the pot remains there, and new cards are dealt. Once the pot has been opened, the next player in turn may raise, call, or fold. If the pot is raised, the betting goes around a second time to the original opener or the last player to call before the raise. Players may opt to continue to raise until everyone has called the last bet, folded, or until three raises have been called. If at the end of the betting only one player remains, he is the winner.



Once the bets have been placed by each player in turn (depending on how you have configured the draw poker settings), you will be given the choice of discarding either three or four cards from your hand and receiving replacement cards from the dealer. If you do not wish to discard any cards, you can stand with the cards you have. After all players have discarded, the betting procedure is repeated. When either all players call or when three raises have been completed, any remaining players turn over their cards. Each hand is



compared and whoever has the highest hand wins the pot. If there is a tie, the pot is split. If all players fold except one, the remaining player is the winner and receives the pot without showing his hand.

Hands are ranked as follows: Royal Flush (Ace, King, Queen, Jack, and Ten in the same suit), Straight Flush (any five sequential cards of the same suit), four of a kind, Full House (three of a kind of one card, and a pair of another), Flush (five cards of the same suit), Straight (five cards in sequence), three of a kind, two pairs and one pair. In the case that all players have nothing in their hands, the highest card in each hand is compared. If there is a tie (i.e. two players have aces) then the second highest card is compared between the tying players only. This continues until all five cards have been compared. In the unlikely event that two players have the exact same hand, the pot is split.

At the end of the session you must click the continue button to begin a new session of play.

The options that you may change for draw poker are as follows: The maximum bet (\$10, \$25, \$50, \$100), maximum raise (\$10, \$25, \$50, \$100), number of raises (1-5), number of cards drawable (3-5), and what is required to open the bet (nothing, any pair, jacks or better). The defaults are: \$25 maximum bet and raise, 3 raises, 4 cards drawable with an ace, 3 cards drawable without an ace, and jacks or better required to open the betting.

FIVE-CARD STUD

Click on the ANTE button to place the ante amount in the pot. Click on the WATCH button to observe the deal.

Open: To open the betting, click on the OPEN button. To open the betting, you must have a hand that meets the opening requirements set in your 5-card poker settings.

To Bet: Click on the dollar amount (\$1/\$5/\$25/\$100) you wish to add to your bet amount. The amounts you click on will be added together and shown at the top of the betting window. Once the maximum for the table has been reached, you will not be permitted to add to your betting amount. If you wish to subtract from the amount of your bet, click on the dollar amount with the mouse button. When your bet is the amount you desire, click on the DONE button.

Check: If you wish to pass the opening bet to the next player, click on the CHECK button.

Fold: Click on the FOLD button to withdraw from the dealt hand.

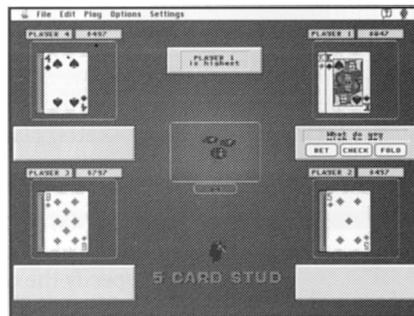
Call: To see the bet(s) placed by the other players, click on the CALL button.

Raise: To see the bet(s) placed by other players and raise the bet by the dollar amount you wish, click the RAISE button and specify the dollar amount for the raise.



In five-card stud, often referred to as simply “stud,” the play is slightly different than in draw poker. After the ante, each player is dealt two cards: one face up the other face down. A round of betting occurs between each of the next three cards, which are dealt face up. Rather than beginning the betting from the player to the left of the dealer, the initial bettor in five-card stud is determined by the player with the highest hand thus far. For example, in the first deal, the player with the highest card shown will be the first to bet. From then on, the player with the highest combination (pair, three of a kind, etc.) showing face up places the first bet for that round. Since human players need to see their “face down” cards, all cards dealt to you or human friends will be displayed face up. However, the computer players do not “see” the first card dealt to you, even though it is shown to you face up. The winning hands are exactly the same as in draw poker.

At the end of the session, you must click the continue button to begin a new session of play.



The settings that can be configured for five-card stud are: the maximum bet and raises and the maximum number of raises that can be done in each session. The defaults are: \$25 maximums on bets and raises, and 3 raises allowed.



SEVEN-CARD STUD

Click on the ANTE button to place the ante amount in the pot.
Click on the WATCH button to observe the deal.

Open: To open the betting, click on the OPEN button. To open the betting, you must have a hand that meets the opening requirements set in your 7-card stud poker settings.

To Bet: Click on the dollar amount (\$1/\$5/\$25/\$100) you wish to add to your bet amount. The amounts you click on will be added together and shown at the top of the betting window. Once the maximum for the table has been reached, you will not be permitted to add to your betting amount. If you wish to subtract from the amount of your bet, click on the dollar amount with the mouse button. When your bet is the amount you desire, click on the DONE button.

Check: If you wish to pass the opening bet to the next player, click on the CHECK button.

Fold: Click on the FOLD button to withdraw from the dealt hand.

Call: To see the bet(s) placed by the other players, click on the CALL button.

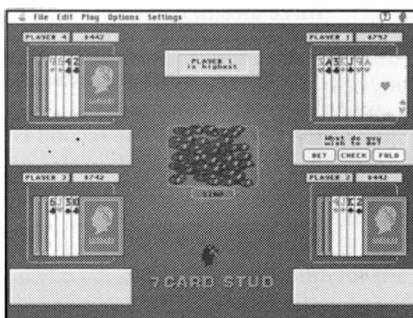
Raise: To see the bet(s) placed by other players and raise the bet by the dollar amount you wish, click the RAISE button and specify the dollar amount for the raise.



Seven-card stud is played almost entirely the same way as five-card stud. After the ante each player is dealt two cards, one face up and one face down. Like five-card stud, there is a round of betting between each of the next five cards dealt.

When all the betting rounds have been completed and all players have seven cards, each player removes two cards from his hand, leaving five cards to be compared to the other hands in the game. In CAESARS PALACE[®], you may choose the cards you wish to keep in your hand by clicking on them with the mouse button. Since human players need to see their “face down” cards, all cards dealt to you or human friends will be displayed face up. However, the computer players do not take the first card dealt to you as being part of your hand.

The winning hands are exactly the same as in draw poker.



The settings that can be configured for five-card stud are: maximum bet and raises and the maximum number of raises which can be done in each session. The defaults are: \$25 maximums on bets and raises, and 3 raises allowed.



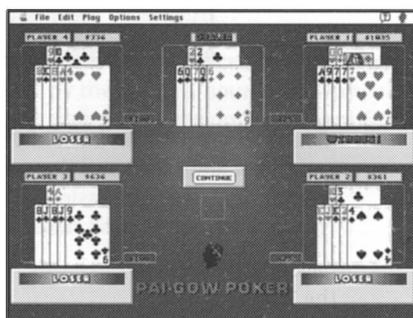
PAI-GOW POKER

To Bet: Click on the dollar amount (\$1/\$5/\$25/\$100) you wish to add to your bet amount. The amounts you click on will be added together and shown at the top of the betting window. Once the maximum for the table has been reached, you will not be permitted to add to your betting amount. If you wish to subtract from the amount of your bet, click on the dollar amount with the mouse button. When your bet is the amount you desire, click on the DONE button.

Unlike all of the other poker games in CAESARS PALACE®, Pai-Gow Poker pits you against the dealer only. Bets are made one-time only before cards are dealt.

The dealer deals seven stacks made up of seven cards each on the center of the table. Once done, the computer automatically rolls three dice to determine which stacks are divided to you and the dealer.

Two groups must be created from the seven cards dealt to you. The first is five cards that form the best poker hand possible from the seven cards. The second is the last two cards which also form the best poker hand (in this case, a pair is the best) possible.



The object is to make the best two poker hands.

If both your hands beat the dealer's two hands, you win! If both your hands are beaten by the dealer, you lose your bet. If there is a split, where one hand wins and one loses, a "push" occurs and you neither win nor lose your bet. In the case of a tie, the dealer wins.

Unique to this variation of poker is the addition of one joker to the deck of 52 cards. This joker can be used as an Ace or as a missing card in a straight or a flush.

The setting that can be configured for Pai-Gow poker is a High Beats Low rule turned on or off. It is a common rule that your high hand must be better than your low hand. If this option is turned on, you will hear a beep should you try to create a low hand which does not meet this criterion and the action will not be allowed. The default for this option is on.

BACCARAT

To choose who you will be betting for, click on either the **PLAYER** button or the **BANK** button, depending on who you have selected. To observe the hand, click on the **OBSERVE** button.

To Bet: Click on the dollar amount (\$1/\$5/\$25/\$100) you wish to add to your bet amount. The amounts you click on will be added together and shown at the top of the betting window. Once the maximum for the table has been reached, you will not be permitted to add to your betting amount. If you wish to subtract from the amount of your bet, click on the dollar amount with the mouse button. When your bet is the amount you desire, click on the **DONE**.

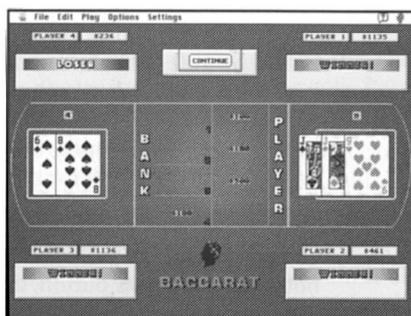
As in Pai-Gow Poker, bets in Baccarat are placed before any cards have been dealt. The dealer handles everything for the two hands: the "Banker" and the "Player." You may place your bet on either the player or the banker, whichever side you believe will win the hand.

Play is as follows: Two cards are dealt to the Player and the Banker. The object of the game is for either the Banker or the Player to get as close to 9 as possible by adding the values of the cards dealt. Only the last digit of the number is considered. All cards count as their face value except face cards, which are counted as zero.

For example: a hand composed of a 4 and a 5 would count as 9. A hand consisting of a 6 and an 8 would count as 4 (the total is 14, but only the last digit, a 4, is counted.)

You will look to see what cards are in the “player’s” hand. If they total 8, called a “la petite,” or 9, referred to as a “la Grande,” they can be compared immediately against the Banker’s hand. The higher hand wins. In a tie, both players push.

If the Player has less than 8 for a score, the Player must pass, at which time the Banker will examine his cards. If the Banker’s cards are 8 or 9, the Bank wins.



In the case that neither the Player nor the Banker has 8 or 9, the play continues to a second round. In this stage, the Player’s hand is determined by the following:

If the Banker or the Player has 1-5 or 10, he draws a card.

If the Banker or the Player has a 6 or 7 as a score, he must stand.

You can determine how many decks of cards are used in Baccarat in the Baccarat settings under the Settings menu.



ROULETTE

To place your bet, click on the PLAY button. To cash in your chips, click on the CASH IN button. To observe the play, click on the WATCH button.

To Bet: Click on the dollar amount (\$1/\$5/\$25/\$100) you wish to add to your bet amount. The amounts you click on will be added together and shown at the top of the betting window. Once the maximum for the table has been reached, you will not be permitted to add to your betting amount. If you wish to subtract from the amount of your bet, click on the dollar amount with the mouse button. When your bet is the amount you desire, place your bet by moving the mouse cursor to the number, or group of numbers on the table and click with the mouse button. When you are finished placing bets, click on the DONE button.

Invented in France in the 19th century, Roulette is the game that truly symbolizes casinos and gambling. The object is simple enough, just guess which number the spinning ball will end up on by the time it completes its journey. The method gamblers use to guess the winning number varies from carrying a lucky rabbit's foot to keeping track of every number that comes up as a winner. The odds however are the same each time the wheel is spun — no previous results can alter them.

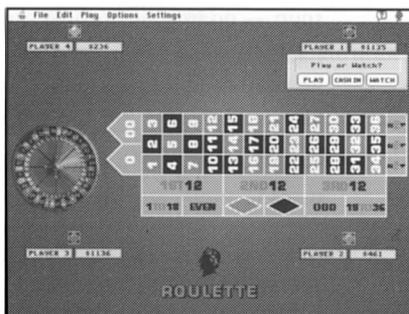
Each player in the game is given a unique color to differentiate between each player's bets. The game is played against the house only. No bets take place between players. After all the betting is completed, a ball will be rolled around the roulette wheel. It will eventually stop on a compartment on the wheel. Each compartment is numbered. There are two types of wheels: one with 37 compartments numbered 0-36 and another with 38 compartments numbered 0-36 with an additional slot marked with two zeros ("00"). The 38-numbered wheel is the most common in the United States. There are eighteen numbers that are black, eighteen that are red and two (if you are playing with the double zero) that are green.



Placing a bet on a number on the betting area shows that you believe that number will be the winner. There are eleven different kinds of bets that you can make: the color red or black, whether the number will be odd or even, whether the number is from 1-18 or 19-36, a column of twelve numbers, a number group of twelve, six, five, four, three, or two numbers, or a single number.

All bets at the roulette wheel are divided into two categories: “inside” and “outside” bets. Inside bets are placed by fixing your chip on a single number or on the lines of the boxes to signify a group of numbers from two to six. These bets must meet the table minimum. Outside bets are in the sections that pay 2 to 1 or 1 to 1. Each outside bet must be at least equal the table minimum.

Each human player in CAESARS PALACE® will be given a choice of watching, cashing in, or playing the game. When you choose to play, simply click on the play button with a mouse click. Next you’ll need to determine your bet — remember, each bet must be at least the table minimum! Moving the mouse cursor over the betting area, you will be able to place your bet almost anywhere. Look in the dialog box just under the betting area for a description of the actual bet that would be made if the mouse was clicked. Should you accidentally make a bet you did not intend to, use Z (command-Z) to “undo” the bet.



Payoffs are as follows:

Where on Board	Nickname for bet	Payoff
A single number	“Straight up”	35 to 1
Two numbers	“Split bet”	17 to 1
Three numbers	“Street bet”	11 to 1
Four numbers	“Corner bet”	8 to 1
Five numbers	None	6 to 1
Six numbers	“Line bet”	5 to 1
Column of twelve numbers	“Column bet”	2 to 1
Twelve numbers	“Dozen bet”	2 to 1
Red		1 to 1
Black		1 to 1
1-18 square		1 to 1
19-36 square		1 to 1
Odd		1 to 1
Even		1 to 1

You may change the table to use a “0” or both the “0” and the “00” in the Roulette Settings under the Settings menu.

CRAPS

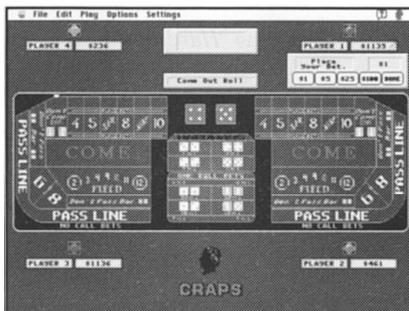
To Bet: Click on the dollar amount (\$1/\$5/\$25/\$100) you wish to add to your bet amount. The amounts you click on will be added together and shown at the top of the betting window. Once the maximum for the table has been reached, you will not be permitted to add to your betting amount. If you wish to subtract from the amount of your bet, click on the dollar amount with the mouse button. To place your bet, click on the area of the table you wish to bet. Bets can't be subtracted once placed on the table, to redo all your bets use command-Z, to clear your bets, start again. When you are finished placing your bets, click on the DONE button with the mouse button.

The object of craps is to bet on the roll of the dice you believe will be made. The game is played with two six-sided dice. Any number between 2 and 12 can result from the throw.

Before the game begins, each player will be given a chance to place bets. Click on an amount in the gray window and then place a marker on the table by clicking on the area you choose to bet on. Should you make a mistake and wish to remove a bet, you can undo it by clicking on the area you placed the bet on with the mouse button.

There are three groups of results in craps:

On the first or "come-out" roll a result of 2, 3, or 12 from the dice throw is called craps and is a loser. A result of 7 or 11 is called a natural and is a winner. 4, 5, 6, 8, 9, & 10 are point numbers, and to win, the result must be repeated before a 7 appears.



If the result is any of the other numbers, there are no winners or losers. When this occurs the dice are continued to be played until either the same point-number is rolled (which is a win) or until a 7 is rolled (which is a loser). The dice will continue to be rolled until a seven appears.

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

- The “*point numbers*” (4, 5, 6, 8, 9 & 10) located on the upper portion of both sides of the Craps table. Regardless of the point that is rolled on the come-out roll, you will win if the number you bet on is rolled before the point number is made or a seven appears and you lose.
- The “*Pass*” line located toward the bottom of each side of the table. A pass line bet on the come-out roll will only win on a seven or an eleven. Any roll that results in a point number leaves the pass line bet where it is. A roll of 2, 3, or 12 is craps, and the pass line bet is lost. After the come-out roll when a point number is trying to be rolled, the pass line bet wins when the point is rolled and loses if seven appears.
- The “*Don’t Pass*” line, located just above the pass line on both sides of the table. This bet means you don’t believe the point will be made. Once the point number is determined, should a seven appear, you win.

You may bet on the following at any time:

- The “*Field*” located roughly in the center of both sides of the table. This is betting on a roll of 2, 3, 4, 9, 10, 11 or 12. If the come out roll is one of those numbers, you win. If not, you lose.
- Any “*Hardways*” combination, which are located in the center of the table. A Hardways bet consists of a pair of threes, a pair of fours, a pair of twos or a pair of fives. On a come-out roll, any bets placed on a Hardways pair will be left there until the point number is made, a seven is rolled or the dice come up with the “easy way” combination (for example 6 & 2, 5 & 3, are “easy” 8’s), in which case the bet is lost. If the pair is rolled before any of these happen, you win!
- Any “*One Roll Bets*,” located below the Hardways bets. This kind of bet consists of a pair of ones, pair of sixes, a roll of three, or a roll of ten by rolling a six and a four. This bet is only good for one roll regardless of when it is placed.



A white marker appears on your screen when the come out roll has gotten a point number and is trying to repeat it. The white marker will be placed over the number that is the point number. The point number is also shown in the gray dialog box above the craps table. If the point number is not trying to be matched a black marker will appear on the number.

After the come-out roll, the remaining areas you may bet on are:

- The come-box, located in the center of both sides of the table. A come bet is made after the come-out roll, before the dice match the point or crap out. Whatever roll was made just before the come bet is the roll the come bet will win on. For example, if the come-out roll is a four, and the roll before the come bet was a five, another roll of five before a four or seven is made will win the come bet amount.
- The don't come box, located at the top right and left sides of the table. A don't come bet is the opposite of a come bet. It is made after the come-out roll, and bets on the dice NOT matching the point before crapping out.
- An odds-bet is made after the point number has been established. Odds-bets are placed directly behind the pass-line bet area, but out of the pass-line area. 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 repeating a 6 or 8 before rolling a seven is 6 to 5, and that is the payoff for an odds-bet on 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.

You can set Craps to handle your winnings two ways. One is to have your winnings placed in your bank roll, with the original bet being left on the table. The other is to have both your winnings and bet put into your bank or both left on the table. The default is both winnings and bet being placed in your bank. You may also allow or disallow odds bets and double odds bets.



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Once you are finished, the dealer will either add cards to his hand or stand. Whoever is closest to 21 wins. If the dealer busts by going over 21, the player wins. All wins are a 3 to 1 payoff.

You may determine which player is matching wits against the dealer in Video 21 by using the Who Plays option under Video/Slots settings under the Settings menu. Only one player may play a video/slot machine at one time.

VIDEO POKER

Before betting, you must choose the denomination of your "coins." They are \$1, \$5, \$25, or \$100 coins.

To Bet: Click on the coin insert area of the screen. Click once to drop one coin, twice to drop two coins, and three, four or five to drop the corresponding amount of coins you wish to risk. The cards are dealt when five coins are inserted or when you click on the DEAL button.

Hold: Click on the HOLD button that appears beneath each card you wish to hold.

Draw: To draw more cards, click on the DEAL button.

Like Video 21, Video Poker is a chance for one player to play against the dealer only. You may bet 1-5 coins by clicking on the coin insertion area (located on the right side of the screen). If you do not wish to bet 5 coins, click on the "deal" button when you have inserted as many coins as you want. Bets are placed before five cards are dealt to you and the dealer. Once you see your cards, you choose which cards to keep, clicking on the hold button under each card you wish to keep. Should you make a mistake, clicking on the hold button again will toggle it off. When you have which cards you are keeping, press the "deal" button to get new cards to replace those that have been discarded.



After you have received new cards, both hands are compared and whichever is greater wins. The better your hand is, the bigger the payoff will be. At the same time, the more money you bet to begin, the greater the amount you win. Payoffs are shown below.

Hand	1 Coin	2 Coins	3 Coins	4 Coins	5 Coins
Pair of Jacks or better	1	2	3	4	5
2 Pair	2	4	6	8	10
Straight	3	6	9	12	15
Flush	4	8	12	16	20
Full House	6	12	18	24	30
4 of a kind	9	18	27	36	45
Straight Flush	25	50	75	100	125
5 of a kind	50	100	150	200	250
Royal Flush	250	500	750	1000	1250

You may choose which player plays against the dealer for the best hand in the Video/Slot settings under the settings menu. Only one player may play Video Poker at any given time.



JOKER'S WILD

Before betting, you must choose the denomination of your "coins." They are \$1, \$5, \$25, or \$100 coins.

To Bet: Click on the coin insert area of the screen. Click once to drop one coin, twice to drop two coins, and three, four or five to drop the corresponding amount of coins you wish to risk. The cards are dealt when five coins are inserted or when you click on the DEAL button.

Hold: Using the mouse button, click on the HOLD button that appears beneath each card you wish to hold.

Draw: To draw more cards, click on the DEAL button.

This game is a slightly modified version of draw poker, very much like Video Poker, the major difference being that a joker has been added to the deck. You may bet 1-5 coins by clicking your mouse button on the coin insertion area (located on the right side of the screen). If you do not wish to bet 5 coins, click on the "deal" button when you have inserted as many coins as you want. Bets are placed before five cards are dealt to you and the dealer. Once you see your cards, choose which cards to keep by clicking on the hold button under each card you wish to keep. Should you make a mistake, clicking on the hold button again will toggle it off. When you have decided which cards you are keeping, press the "deal" button to get new cards for those that have been discarded.



The joker can be used for anything. If you have a joker in your hand, the video machine will calculate the best way to use it automatically. After you have received new cards, both hands will be compared and whichever is greater wins. The better your hand is, the bigger the payoff will be. At the same time, the more money you bet to begin with, the greater the amount you win. Payoffs are shown below.

You may configure who plays Joker's Wild against the dealer in the video/slot settings under the settings menu. Only one player may play Joker's Wild at any given time.

Hand	1 Coin	2 Coins	3 Coins	4 Coins	5 Coins
2 Pair	1	2	3	4	5
Three of a kind	2	4	6	8	10
Straight	3	6	9	12	15
Flush	4	8	12	16	20
Full House	6	12	18	24	30
Four of a kind	9	18	27	36	45
Straight Flush	25	50	75	100	125
Five of a kind	50	100	150	200	250
Royal Flush	250	500	750	1000	1250



VIDEO KENO

Before betting, you must choose the denomination of your "coins." They are \$1, \$5, \$25, or \$100 coins.

To Bet: Click on the coin insert area of the screen. Click once to drop one coin, twice to drop two coins, and three, four or five to drop the corresponding amount of coins you wish to risk. If you drop less than five coins in, click on the PLAY button to choose your numbers. After you inserted five coins, the PLAY button will automatically be chosen.

Choose

Numbers: To choose your numbers, click on one to ten numbers with the mouse button. When you have finished choosing your numbers, click on the RACE button.

Players can speed up the action of Keno with Video Keno. The object of the game is to pick anywhere from one to ten numbers out of a group of eighty numbers (1-80) that you believe will be selected. Each number you choose is called a "mark." for each race, the computer will randomly select twenty numbers. If any number marked off by you matches one of these twenty numbers, it is referred to as a "hit."

The payoff in Video Keno is based upon the number of marks made against the number of hits matched up. For example, if you picked 9 numbers, and 3 of them matched, you would not win. However, if you chose 4 numbers and all 4 matched, then you would win big!



To play, you wager between one and five coins before the game begins. Click on the coin insertion area with your mouse button to enter your coins. When you are ready, or when you have bet 5 coins, press the “play” button. Then click on the numbers you wish to “mark.” Each number you mark will be highlighted. Should you make an error, you may click on it again to unmark it. The numbers marked can be changed at any time before the race by using the “clear” button. The Hit-To-Payoff status is shown on the right hand side of the screen.



When you have completed your marks, click on the “Race” button to start the computer number selection. The computer-selected numbers will be shown in a different color than your original marks. After the race, you will receive any payoffs due you. You may start a new race using the same numbers or pick new ones by clicking on the “Clear” button.

Only one person may play Video Keno at any given time. You can choose which player will test his skill in the Video/Slot settings under the Settings menu.

SLOT MACHINES

Before betting, you must choose the denomination of your "coins." They are \$1, \$5, \$25, or \$100 coins.

To Bet: Click on the coin insert area of the screen. Click once to drop one coin, twice to drop two coins, and three, four or five to drop the corresponding amount of coins you wish to risk.

Pull Arm: When you have entered five coins, the arm will automatically be pulled for you or, you can click on the arm with the mouse button when you are ready to pull.

Fortunes of Gold

Click with the mouse button when you're done betting, click on the arm on the right hand side of the screen to start the machine. One to three coins can be bet. Fortunes of Gold consists of four reels with big red, blue and yellow number 7's. Payoffs are paid on the center line only. The payoff is dependent upon which combination appears and how much you have bet.



Payoffs are:

	1 Coin	2 Coin	3 Coin
Four Red 7's	2000	5000	JACKPOT!
Four Blue 7's	200	400	600
Four Yellow 7's	100	200	300
Any 3 Red 7's	100	200	300
4 Cherries	20	40	60
Any 3 Blue 7's	20	40	60
Any 3 Yellow 7's	10	20	30
Any 2 Cherries	5	10	15
Any 1 Cherry	2	4	6



You can choose which player runs the risk of amassing a “fortune” or losing it all in the Video/Slots settings under the Settings menu.



Seven Hills of Rome

One to three coins may be bet on the Seven Hills of Rome slot machine. When you are finished betting, click on the arm on the right hand side of the machine. This slot machine consists of three reels with big number 7's, triple bars, double bars, single bars and blank spaces. Each coin you bet will activate a line which payoffs are made from. The first coin activates the center line. The second bet activates the top line, and the third coin activates the bottom line. Payoffs are determined by the result on the machine. Payoffs are:

Payoff	
3 Red 7's	1000
3 Blue 7's	100
Any 7's	100
3 Triple Bars	50
3 Double Bars	20
3 Single Bars	10
Any Bars	10

You can choose which player will play Seven Hills of Rome in the Video/Slots settings under the Settings menu.



The Mighty Gladiators

The “biggest” slot machine, the Mighty Gladiators allows the player to bet 1 to 5 coins at one time. When you are done betting, click on the arm on the right of the machine.

If you bet 5 coins, the arm will automatically be pulled for you. The Mighty Gladiators is made up of three reels displaying cherries, lemons, oranges, grapes, melons, bars and bells. Each coin bet activates another line that can payoff depending on the combination of symbols made once the machine stops spinning. The first coin pays off on the center line, the second coin activates the top line, the third coin activates the lower line, the fourth coin activates a diagonal line from the upper left to the lower right and the fifth coin activates the upper right to lower left diagonal line. Payoffs are:

	Payoff
3 7's	200
3 Bars	100
3 Melons	100
3 Bells	20
3 Grapes	15
3 Oranges	10
2 Cherries (in the first & second position)	5
1 Cherry (in the first position)	2



You can choose which player will play Seven Hills of Rome in the Video/Slots settings under the Settings menu.

CREDITS

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Quality Assurance	Michael D. Gater, Justin Norr, Michael Glosecki, Noah Tool, Tim Williams, Todd Weakley, & Top Star Computer Service, Inc. & Interplay Productions, Inc.



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