

*Users Guide for*  
**15-in-1 Casino Plug & Play**

**WORLD SERIES**  
**OF**  
**POKER**<sup>®</sup>



Model No.  
VR15

Congratulations on your purchase of 15-in-1 Casino Plug & Play. You now can play 15 popular casino games in the comfort of your own home, without the complication and expense of separate video gaming equipment.

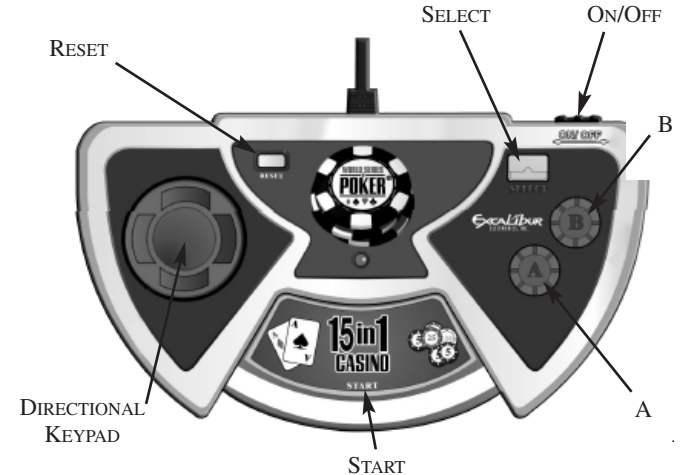
*Be sure to use the 15-in-1 Casino Plug & Play safely. Before starting, please read this manual thoroughly, especially noting safety, care, and battery information. Keep this manual for reference.*

## Installing 15-in-1 Casino Plug & Play

15-in-1 Casino Plug & Play requires four AAA batteries, not included. Find the battery compartment on the back of the unit. Use a small Phillips screwdriver to remove the screw. Lift off the battery compartment lid. Install the batteries, making sure to match polarity (+ and -) with the diagram inside the battery compartment. Place the tab of the battery compartment lid into its slot and close the compartment door. Replace the screw and tighten it carefully. Next, insert Plug & Play's double-ended A/V cord into the RCA A/V outlets of your television (match the yellow and white plugs to the yellow and white outlets). Set your television to VIDEO mode and flip the ON/OFF switch at the base of the controller to the ON position. If the Excalibur Electronics screen does not appear (see page 4), press the reset button. Please see additional Battery Information on page 38.

**15-in-1 Casino Plug & Play may lock up due to static discharge. If this should happen, press the button marked RESET on the front of the unit.**

## Layout of 15-in-1 Casino Plug & Play



### Functions of Buttons

*DIRECTIONAL KEYPAD:* Press to move the arrow icon over an area you wish to select.

*START:* Press to begin a game from the game screen.

*ON/OFF:* Press to turn 15-in-1 Casino on and off.

*RESET:* Press to reset 15-in-1 Casino and return to the main menu.

*SELECT:* Press for a shortcut that moves the cursor directly to the action icon in Roulette, Craps, Baccarat, Big Six and Pai Gow Poker.

*A:* In the game menu, press to activate a game; while playing a game, press to activate game functions.

*B:* Press to remove bets on Roulette, Craps, Acey-Deucey, Baccarat, Big Six, and Pai Gow Poker.

## Getting Started with 15-in-1 Casino Plug & Play

After turning on your 15-in-1 Casino Plug & Play, you should see the following screen (if you don't, press RESET):



Press START to bring up the game menu screen and use the DIRECTIONAL KEYPAD to navigate the three game menu screens. Use the START or A button to choose a game.

### Texas Hold 'Em Poker



#### ONSCREEN FUNCTION KEYS

**DEAL:** Choose this icon to deal a hand.

**BET:** Choose this icon to open the betting round.

**CHECK:** Choose this icon to pass the bet to the next player.

**CALL:** Choose this icon to match the bet of a preceding player.

**RAISE:** Choose this icon to match and raise the bet of a preceding player.

**FOLD:** Choose this icon to forfeit your hand. You lose all bets

and blinds played in the hand.

**ALL IN:** Choose this icon when you don't have enough chips to call the bet. You are betting all of your remaining chips. The betting ceases after that completed round, all five community cards are revealed, and the Showdown takes place.

**EXIT:** Choose this icon to exit the current game and return to the game menu.

### PLAYING TEXAS HOLD 'EM POKER

To begin the game, press A. On the Texas Hold 'Em opening screen, the cursor icon points to the DEAL icon on the screen.

The 15-in-1 Casino Plug & Play offers popular Limit Texas Hold 'Em, with blinds at \$5 and \$10 and limits at \$10 and \$20. Blinds are advance bets (automatically placed for the two players to the left of the dealer) that rotate to the left with each hand. Limits dictate how much can be bet at different points of the hand. In this game, \$10 is the bet amount in betting rounds one and two, and \$20 is the bet amount in betting rounds three and four. The goal of Texas Hold 'Em is to create the best five-card poker hand possible using your two Pocket or Hole cards (the two cards dealt to you) and the five community cards dealt throughout the hand.

Your position is the player at the bottom left of the screen, and you deal first (indicated by the yellow and white Dealer button to the bottom left of your cards). The cards are automatically dealt; yours are the only two face up. The betting round begins when the first player (human or computer) makes his play. When it is your turn to bet, a red icon flashing the word

TURN appears on your cards, and the cursor points to your play options at the bottom of the screen. Use the DIRECTIONAL KEYPAD on your controller to choose your play (BET, RAISE, CALL, or FOLD), and then press A. This begins the first round of betting.

The computer automatically gives you the correct options for play. For instance, in the first round, your options are CALL, RAISE or FOLD. The blinds are considered advanced bets. It's as if the small blind opened for \$5 and the big blind raised it to \$10. The next player (the first to play) must then call the \$10 bet, raise to \$20, or fold.

**PLAYING TIP: Texas Hold 'Em will automatically choose your best five-card hand from your hole cards and the community cards. Only the top five cards count toward your hand.**

After the first round of betting, the Flop (the first three community cards) is dealt. Another round of betting occurs, and then the Turn (the fourth community card) is dealt. After a third round of betting, the River (the fifth community card) is dealt. After a fourth round of betting, the Showdown occurs, and each player's cards are revealed. The player with the best hand wins the POT, which has been tallied throughout the game at the top center of the screen. The winnings will be automatically added to the winning player's STASH and the hand icon then points to the DEAL option. Press A to play another hand, or use the DIRECTIONAL KEYPAD to select EXIT. You win the game when you bankrupt the three computer players.

**WINNING TIP:**  
**When you've got strong pocket cards, bet aggressively before the Flop. This raises the value of the pot and flushes out weak hands.**

### Ranking of Hands

1. Royal Flush: Ten, Jack, Queen, King, Ace of the same suit.
2. Straight Flush: Straight (see #6 below) with all five cards in the same suit.
3. Four of a Kind: Four cards of the same rank.
4. Full House: Three of a kind plus a pair.
5. Flush: Five cards of the same suit. If there is more than one flush, the hand with the highest card wins.
6. Straight: Five cards in sequence. Cards can be in any suit. An Ace can be used in the highest straight (10, J, Q, K, A) and the lowest straight (A, 2, 3, 4, 5). If there is more than one straight, the hand with the highest top card wins.
7. Three of a Kind: Three cards of the same rank.
8. Two Pair: Two cards of the same rank plus two other cards of a different rank.
9. One Pair: Two cards of the same rank.
10. High Card(s): The highest card or cards.

**Some onscreen icons appear only when appropriate.**  
**For example, in Roulette, SPIN will not appear until you bet the minimum, and EXIT will appear only between games.**

## Blackjack



### *ONSCREEN FUNCTION KEYS*

*DEAL:* Choose this icon to deal a hand.

*CHIPS:* Choose the denomination of the bets you wish to make.

*HIT:* Choose this icon to take one card, increasing the value of the hand.

*STAND:* Choose this icon to receive

no more cards from the dealer.

*DOUBLE DOWN:* Choose this icon to double your bet on your first two cards.

*SPLIT:* Choose this icon to split two cards of the same value into two separate hands.

*INSURANCE:* Choose this icon if the dealer is showing an Ace and you want to bet that the dealer's hand is Blackjack.

*EXIT:* Choose this icon to exit the current game and return to the game menu.

### *PLAYING BLACKJACK*

Press A to begin the game. On the Blackjack opening screen, the arrow icon points to the first of three chips on the bottom right: 10, 20, and 100. Use the DIRECTIONAL KEY-PAD and the A button to make a bet between \$20 and \$250 (shown in the box at the upper left of the screen), which will be automatically deducted from the BANK at the top right of the screen and indicated in the BET box at the bottom left of the screen. When you are finished, use the DIRECTIONAL KEY-PAD and the A button to select DEAL.

The computer will tally the value of your two cards and display the numerical value to the left of your cards. The arrow icon is now at the bottom left of the screen, where your play choices are listed: HIT, STAND, or DOUBLE (Double Down). Use the DIRECTIONAL KEYPAD and the A button to choose a play.

If you HIT, a third card is drawn and your new card value is totaled in the box to the left of your cards. You may HIT as many times as you wish, until you Bust (reach a total value over 21, in which case you lose the hand) or you select STAND and the dealer's cards are revealed. Whoever's cards are closest to 21 without going over wins the hand.

If you STAND, you receive no more cards for the hand. The dealer's cards are revealed and the values of the cards compared. The player whose cards are closest to 21 without going over wins the hand.

**HINT: Like most casino dealers, the computer will always HIT at 16 and below and STAND at 17 and above.**

If you DOUBLE DOWN, you place an additional bet equal to your original bet in exchange for one card. The goal of doubling down is to draw 21 with the one additional card.

Sometimes you will receive two cards of the same value (two sevens, two Queens, a King and a ten). In these cases there is a fourth option, which is SPLIT. If you split, the one hand is made into two separate hands. A second bet equal to your orig-

inal bet is placed on the other hand, and they are played as two separate hands (for example, one may lose and one may win).

**PLAYING TIP: Clicking a chip with the B button will reduce your bet by that denomination.**

Sometimes the dealer will show an Ace at the beginning of the hand. An inset screen will appear, asking if you want to buy INSURANCE. Insurance is a side bet equal to half of your original bet, placed on the assumption that the dealer has Blackjack. If he has Blackjack, the payout is 2-to-1, but you lose your original bet. If he doesn't, you lose your INSURANCE bet and play out the hand. Use the DIRECTIONAL KEYPAD and then A to accept or reject the INSURANCE bet.

The WINNER is the player with the hand closest to, without going over, 21. Winning a hand pays 1-to-1. If the dealer and the player have the same value, the hand is a Push and the player does not lose his bet. If you have Blackjack in your first two cards (an Ace and a face card or a 10), the payout is 3-to-2, unless the dealer also has Blackjack, in which case it is a Push.

**CARD VALUES:** Numerical cards have a value indicated by their number. Kings, Queens, and Jacks are worth ten. Aces can be worth one or eleven.

**WINNING TIP:**  
**Most professional Blackjack players consider Insurance a poor bet.**

## Pai Gow Poker

### ONSCREEN FUNCTION KEYS

**DEAL:** Choose this icon to deal a hand.

**CHIPS:** Choose the denomination of the bets you wish to make.

**RE-BET:** Choose this icon to make the same bet as in the previous hand.



**HOUSEWAY:** Choose this icon to have the computer create the best five-card and two-card hand for you.

**DONE:** Choose this icon to confirm your play and reveal the dealer's hands.

**EXIT:** Choose this icon to exit the current game and return to the game menu.

### PLAYING PAI GOW POKER

On the Pai Gow opening screen, the arrow icon points to the first of three chips at the bottom center of the screen: 10, 50, and 100. Use the DIRECTIONAL KEYPAD and the A button in any combination to make a bet between \$10 and \$250, which is automatically deducted from the BANK at the bottom right of the screen and indicated in the BET box at the bottom left of the screen. (In any hand following, you may choose the RE-BET icon beneath the chips to make the same bet). When you are finished, use the DIRECTIONAL KEYPAD and the A button to select DEAL. Seven cards are dealt face up. To play Pai Gow Poker, divide the seven cards into two hands (using the traditional poker rankings on page 8): five cards in the high hand and two cards in the low hand. Use the DIRECTIONAL KEYPAD and the A button to select the two cards you want to place in the

low hand. To remove cards from the low hand, use the DIRECTIONAL KEYPAD and the A button to select them again. Choose DONE to reveal the dealer's cards and determine the outcome of the hand.

**HINT: The high hand must outrank the low hand, or Pai Gow Poker will flash "ERROR." You must then make a legal hand.**

If you are unsure how to divide your hands, choose the HOUSEWAY icon at the bottom right of the screen and the computer will select the best combination for you. Then choose DONE.

**HINT: Pai Gow Poker is played with an entire deck of cards, plus one Joker as a wild card. The Joker can only be used as an Ace or to complete a Straight, Flush, Straight Flush, or Royal Flush.**

The goal of Pai Gow is for your low hand to beat the dealer's low hand and for your high hand to beat the dealer's high hand. If this happens, you win, and the payout is 1-to-1. If neither of your hands outrank the dealer's hands, you lose. If each of you win one of the hands, then the hand is a push and you keep your bet. A Copy occurs when one of your hands ranks exactly the same as the dealer's hand. If you win one hand and lose or Copy the other, this is considered a push, and you keep your bet. If you lose one hand and the other is a Copy, you lose the bet. A Double Copy occurs when both hands rank exactly the same as the dealer's. The dealer wins a Double Copy.

**WINNING TIP:**  
**The basic strategy for setting your hand is to make the highest two-card hand that is less than your five-card hand.**

## Video Poker



### *ONSCREEN FUNCTION KEYS*

*BET ONE:* Choose this icon to insert coins one by one.

*BET MAX:* Choose this icon to insert five coins at once.

*DEAL :* Choose this icon to begin the game, to accept your cards, or to replace the cards you released.

*EXIT:* Choose this icon to exit the current game and return to the game menu.

### *PLAYING VIDEO POKER*

On the Video Poker opening screen, the arrow icon points to the BET ONE icon at the bottom left of the screen. Use the DIRECTIONAL KEYPAD and the A button to bet one coin at a time, up to five coins, or select BET MAX to bet five coins at once. Next, choose DEAL .

Five cards will appear at the bottom of the screen. The goal is to create the best five-card poker hand possible, with one chance to replace some or all of the cards. The game will pay off for hands with a pair of Jacks or better. Refer to the screen above the cards for the payout of each hand. Refer to page 8 of



this manual for the ranking of poker hands. If you want to release cards, click the ones you want to keep. HOLD will appear above those cards. For a new hand, select no cards.

When you are satisfied, press DEAL. The bet is now final. If your cards form one of the hands found on the payout screen, YOU WIN flashes below the cards and the winning hand is highlighted. The payout (according to how many coins you bet) is indicated at the top right of the screen (PAID) and then moved into the BANK at the bottom of the screen. If you lost, YOU LOSE flashes below the cards. After a loss or a payout, the hand icon automatically returns to BET ONE .

**WINNING TIP:**  
**Always bet the maximum number of coins allowed.**

## Roulette



### *ONSCREEN FUNCTION KEYS*

*SPIN:* Choose this icon to spin the wheel after betting.

*CHIPS:* Choose the denomination of the bets you wish to make.

*EXIT:* Choose this icon to exit the current

game and return to the game menu.

### *PLAYING ROULETTE*

On the Roulette opening screen, the hand icon points to the 10 chip. Using the DIRECTIONAL KEYPAD and the A button, place your bets by first selecting the chip denomination you want to use (10, 20, or 100) and then moving the cursor to the

space where you want to place your bet. There must be between \$50 and \$500 on the table. The bets can be spread out in any way; you may place as many chips on one bet as you like, in any combination, by using the DIRECTIONAL KEYPAD and A buttons. The total bet amount for the table is tallied in the BET box below the wheel. To remove bets, move the cursor over the chip and press the B button. Press more than once to remove multiple chips.

**PLAYING TIP: The roulette table is split into two screens, which automatically replace each other when you move the hand icon to the left or right of the screen.**

Once you have placed your bets, choose the SPIN icon, or press SELECT to move the cursor immediately to SPIN. The wheel will spin and, as the wheel slows, a box will appear beneath the wheel, showing a close-up view of the ball and the numbers. Once the ball has landed on a number, the computer will pan the screen, searching for winning bets. If there are none, the hand icon returns to the 10 chip. If there are winning chips, they flash, and your total winnings are transferred from the BET box into the BANK. The hand icon will then return to the 10 chip, ready for the next bet.

**WINNING TIP:**  
**A box to the left of the Roulette table keeps track of the last five winning numbers.**

## TYPES OF BETS

### A. Straight Bet

This is a bet that the roulette ball will land on any single number, including 0 and 00. Place chip(s) directly on the number. This bet pays 35 to 1.

### B. Corner Bet

Electronic Roulette allows corner bets, where chip(s) are placed on the line(s) where four numbers converge. Each number in the four squares is part of the single bet. This bet pays 8 to 1.

### C. Column Bet

This bets on one of the three columns of numbers on the table. Place chip(s) in one of the three boxes marked "2 to 1." The 12 non-sequential numbers beside the box are included in the bet (except for 0 and 00). This bet pays 2 to 1.

### D. Dozen Bet

This bets on 12 sequential numbers. Place chip(s) in one of the boxes reading "1st 12" (1-12), "2nd 12" (13-24), or "3rd 12" (25-36). The bet includes all 12 numbers above the box. This bet pays 2 to 1.

### E. Low Bet and High Bet

This bets on 1-18 (Low bet) or 19-36 (High bet), excluding 0 and 00. Place chip(s) in the relevant box. This bet pays 1 to 1.

### F. Even Bet and Odd Bet

This bets on the 18 even numbers or 18 odd numbers on the table, excluding 0 and 00. Place chip(s) in the relevant box. This bet pays 1 to 1.

### G. Red Bet and Black Bet

This bets on the 18 red numbers or the 18 black numbers. Place chip(s) in the relevant box. This bet pays 1 to 1.

### H. 2-Number Bet

Chip(s) are placed on a line between two numbers. Each number is part of the single bet. This bet pays 17 to 1.

### I. 3-Number Bet

Chip(s) are placed on the middle of the line at the bottom of any stack of 3 consecutive numbers. For instance, a bet placed on the middle of the line at the bottom of the 7 zone wins on a 7, 8 or 9. Each number is part of the single bet. This bet pays 11 to 1.

### J. 5-Number Bet

A 5-number bet is placed by putting a chip on the intersection of the 0, 00 and 2 zones. The 0, 00, 1, 2 and 3 win. This bet pays 6 to 1.

### K. 6-Number Bet

A 6-Number Bet is placed by putting a chip on the bottom line of the number boxes, between two rows of 3 numbers. For instance, a bet placed on the line at the bottom of the 7 zone and the 10 zone in between the 7 and 10 wins on a 7, 8, 9, 10, 11 or 12. Each number is part of the single bet. This bet pays 5 to 1.

**15-in-1 Casino Plug & Play has an Auto Save function. When the TV is turned off and then on at a later time, the current game will resume.**

## Craps

### ONSCREEN FUNCTION KEYS



**ROLL:** Choose this icon to roll the dice after betting.

**CHIPS:** Choose the denomination of the best you wish to make.

**EXIT:** Choose this icon to exit the current game and return to the game menu.

### PLAYING CRAPS

On the Craps opening screen, the arrow icon points to the Pass Line. Using the DIRECTIONAL KEYPAD and the A button, place your bets by first selecting chip denomination (5, 25, or 100) and then moving the hand icon to the space where you want to place your bet.

There must be at least \$5 on the table. Up to \$500 can be placed on any betting position. There is no maximum amount you can put on the table. The bets can be spread out in any way; place as many chips on one bet as you like, in any combination, by using the DIRECTIONAL KEYPAD and A buttons. The total bet amount for the table is tallied in the TOTAL BET box. To remove bets, move the hand icon over the chip and press the B button. Press more than once to remove multiple chips. Once you have placed your bets, choose the ROLL icon. The dice will roll (in the box at the top right of the screen) and the computer

**HINT:** In order to initiate a Come Out roll, you must place either a Pass Line or Don't Pass bet.

will (1) remove losing chips, (2) remove winning chips and payout the winnings into the TOTAL, and (3) leave chips on the table that are ongoing bets.

The first roll in a new round of craps is called the Come Out roll. In this roll, you can place every kind of bet except the Come and Don't Come, Place, Buy, and Lay bets. To begin a round, a bet must be placed on the Pass Line or Don't Pass Line. On the Come Out roll, if a 7 or 11 (a Natural) is rolled, the round ends. If a 2, 3, or 12 (Craps) is rolled, the round also ends. If a 4, 5, 6, 8, 9, or 10 is rolled, that number becomes the POINT (indicated on the screen by a large ON icon), and rolling continues until either the point or 7 is rolled. Bets can be made between rolls.

#### WINNING TIP:

**If you're winning, raise your bets in a way that's comfortable to you. If you're losing, lower them.**

### TYPES OF BETS

#### A. Pass Line Bet

In the Come Out Roll, if you have placed a bet on the Pass Line, you win with a roll of 7 or 11, and lose if a "craps" number (2, 3, or 12) is rolled. If any of those numbers come up, the round is finished and the next roll will be a new Come Out Roll. If a 4, 5, 6, 8, 9, or 10 is rolled, that number becomes the point. After the point is established, to win the Pass Line bet you must roll the point number before you roll a 7. Pass Line bets that have not been lost or won cannot be removed. The Pass

Line bet stays in place until the point or a 7 is rolled. The Pass Line bet pays 1 to 1.

#### B. Don't Pass Bet

Betting Don't Pass is nearly the opposite of the Pass Line bet; you win if you roll 2 or 3 on the Come Out roll and lose with 7 or 11. Rolling 12 is a push. After the point has been established, 7 must be rolled before the point in order to win. If the point is rolled again before the 7, the Don't Pass bet loses. The Don't Pass bet pays 1 to 1.

#### C. Come Bet

The Come bet works exactly like a Pass Line bet, except that it can only be made after the point has already been established. Place the chip(s) in the Come box after the Come Out Roll. You win if the Come point is rolled before a 7 is rolled. You lose if a 7 is rolled before the Come point. When you roll 4, 5, 6, 8, 9, or 10 in the next roll, that number becomes the "come point" and the chip(s) in the Come box will be moved to the boxes at the top of the table corresponding to the come point: 4, 5, SIX, 8, NINE, or 10. The Come bet stays in place until the come point or 7 is rolled. If you roll the come point again before rolling a 7, you win the Come bet. The Come bet pays 1 to 1.

#### D. Don't Come Bet

The Don't Come bet works exactly like a Don't Pass bet, except that it can only be placed after a point has already been established. Place the chip(s) in the Don't Come Bar after the Come Out roll. If the next roll is a 2 or a 3, you win the Don't Come bet. You lose if the roll is 7 or 11. A roll of 12 is a push. When the next roll is 4, 5, 6, 8, 9, or 10, it becomes the "come point" and the

chip(s) in the Don't Come Bar will be moved to the boxes corresponding to the come point: 4, 5, SIX, 8, NINE or 10. The Don't Come bet stays in place until the come point or a 7 is rolled. If 7 is rolled, you win, and if the come point is rolled, you lose. The Don't Come bet pays 1 to 1.

#### E. Field Bet

This bets that the next roll of the dice will be 2, 3, 4, 9, 10, 11, or 12. Place the chip(s) in the Field box. If the next roll is 3, 4, 9, 10, or 11, the Field bet pays 1 to 1. If 2 or 12 is rolled, the Field bet pays 2 to 1. If 5, 6, 7 or 8 is rolled, the Field bet loses.

#### F. Place Bet

This bet works only after the point has been determined. Place the chip(s) in the Place Bets box under the corresponding number box: 4, 5, SIX, 8, NINE, and 10. You win if the number you bet on is rolled before a 7. If you bet on 4 or 10, the Place Bet will pay 9 to 5; 5 or 9 pays 7 to 5, and 6 or 8 pays 7 to 6. If 7 is rolled first, the Place bet loses.

#### G. Buy Bet

This bets that a number (4, 5, 6, 8, 9, or 10) will be rolled before a 7. Place the chip(s) in the middle of the corresponding number boxes: 4, 5, SIX, 8, NINE, or 10. The Buy bet pays 6 to 5 on 6 and 8, 3 to 2 on 5 and 9, and 2 to 1 on 4 and 10.

#### H. Lay Bet

A Lay bet is the opposite of a Place bet. This bets that 7 will be rolled before a number (4, 5, 6, 8, 9, or 10). Place the chip(s) in the Lay Bets box above the corre-

sponding number boxes : 4, 5, SIX, 8, NINE, or 10. The Lay bet pays 5 to 6 on 6 and 8, 2 to 3 on 5 and 9, and 1 to 2 on 4 and 10.

#### I. Hardway Bet

This bets that you will roll 4, 6, 8, or 10 as doubles before rolling 7 or the number in the “easy” way. Rolling doubles is said to be rolling the number in the “hard” way (e.g. hard six : 3+3), while rolling 1+5 or 2+4 is the “easy” way (easy six). Place the chip(s) in the box containing the two illustrated dice corresponding to the number. Hard Six and Hard Eight pay 9 to 1. Hard Ten and Hard Four pay 7 to 1.

#### J. Seven Bet

This bets that the next roll of the dice will be 7. Place the chip(s) in the Seven box under ONE ROLL. If 7 is rolled, the Seven bet will pay 4 to 1.

#### K. Eleven Bet

This bets that the next roll of the dice will be 11. Place the chip(s) in the box containing the two illustrated dice that add up to 11. You can also place an Eleven bet by placing a chip on one of the Es to the left of the one-roll bets. If 11 is rolled, the Eleven bet will pay 15 to 1.

#### L. Craps 2 Bet

This bets that the next roll of the dice will be 2. Place the chip(s) in the box containing the two illustrated dice that add up to 2. If 2 is rolled, the Craps 2 bet will pay 30 to 1.

#### M. Craps 3 Bet

This bets that the next roll of the dice will be 3. Place the chip(s) in the box containing the two illustrated dice that add up to 3. If 3 is rolled, the Craps 3 bet will pay 15 to 1.

#### N. Craps 12 Bet

This bets that the next roll of the dice will be 12. Place the chip(s) in the box containing the two illustrated dice that add up to 12. If 12 is rolled, the Craps 12 bet will pay 30 to 1.

#### O. Any Craps Bet

This bets that the next roll of the dice will be craps (2, 3, or 12). Place the chip(s) in the Any Craps box. You can also place an Any Craps bet by placing a chip on one of the Cs to the left of the one-roll bets. If 2, 3, or 12 is rolled, Any Craps bet will pay 7 to 1.

#### P. Horn Bet

This is a 4-way bet that the next roll of the dice will be 2, 3, 11, or 12. In effect, it combines all three Craps bets and the Eleven bet. the Craps 2 bet will pay 30 to 1 on \$20, but you lose \$60 for the Craps 3, Craps 12, and Eleven bets. The Horn bet carries a minimum \$80 (\$20 for each bet). Place the \$80 chip in the Horn Bet box. If one of those numbers are rolled, the winning bet is paid according to the payout shown on the screen; but, you will lose on the other three bets.

#### Q. Big 6 and Big 8 Bets

These bet that the next roll of the dice will be 6 or 8. Place the chip(s) in the Big 6 or Big 8 box. Big 6 and Big 8 bets pay 1 to 1.

#### R. Odds Bets

An Odds bet is a backup bet on a Pass/Don't Pass Come/Don't Come bet already on the table, placed at two times the original bet. Pass Odds and Come Odds pay 2 to 1 on a roll of 4 or 10, 3 to 2 on 5's and 9's, and

6 to 5 on 6's and 8's. Don't Pass Odds and Don't Come Odds pay 1 to 2 on a roll of 4 or 10, 2 to 3 on 5's and 9's, and 5 to 6 on 6's and 8's.

## Slots



### ***ONSCREEN FUNCTION KEYS***

***INSERT COIN:*** Choose this icon to bet one \$5 chip and one payable. Press multiple times to bet more, up to the maximum of \$25 and five paylines.

***MAX BET:*** Choose this icon to bet \$25 and all paylines.

***EXIT:*** Choose this icon to exit the current game and return to the game menu.

### ***PLAYING SLOTS***

On the Slots opening screen, move the cursor to INSERT COIN or MAX BET. Inserting one coin will be the first payable, two coins will be the first and second paylines, and so on. When you select MAX BET, all five paylines are bet. The total bet will appear in the BET box to the right of the screen. Use the DIRECTIONAL KEYPAD and the A button to select SPIN.

The computer pays out according to the charts at the top left and right of the screen. If you hit any of the combinations, your total winnings are registered in the WIN box to the right of the screen and then transferred into your BANK at the bottom right.

#### **WINNING TIP:**

**When you are on a winning streak, up your bet to the maximum for two or three spins.**

## 5 Card Draw



### ***ONSCREEN FUNCTION KEYS***

***DEAL:*** Choose this icon to start the game.

***BET:*** Choose this icon to place the first bet of the round.

***CHECK:*** Choose this icon to pass the bet to the next player.

***CALL:*** Choose this icon to match the bet of the preceding player.

***RAISE:*** Choose this icon to match and raise the bet of the preceding player.

***FOLD:*** Choose this icon to forfeit your hand. You lose all bets played in the hand.

***HOLD:*** After the first betting round, select the card to release the hold on any or all of your cards to make the best five-card poker hand possible.

***EXIT:*** Choose this icon to exit the current game and return to the opening screen. Press START to enter the game menu.

### ***PLAYING 5 CARD DRAW***

On the 5 Card Draw opening screen, the arrow icon points to the DEAL icon. A \$25 ante will automatically be placed for your five cards. When it is your turn to bet (indicated by the revolving playing card icon), use the DIRECTIONAL KEYPAD button and the A button to select the amount you wish to bet, between \$25 and \$250, and then choose CALL or RAISE. However, if you decide to CALL, CHECK, or FOLD, there is no need to enter a bet amount; just choose the appropriate icon.

Upon each turn, you have the opportunity to CHECK, CALL, RAISE, or FOLD, depending on the circumstances. Like Texas Hold 'Em, 5 Card Draw will only offer the available options for each turn.

After the first round of betting, the word HOLD will appear at the top of each card. Use the arrow icon to select card(s) to replace, in an effort to make the best five-card poker hand possible (see page 7 for a ranking of poker hands). Select the card again if you've made a mistake. You are not obligated to release any cards. Choose DEAL to replace the unheld cards and to begin the second betting round. At the end of the second betting round, the winner will automatically be awarded the pot and each player's hand displayed.

**WINNING TIP:**  
**If you don't have at least a pair, fold.**

## 7 Card Stud



### *ONSCREEN FUNCTION KEYS*

*DEAL:* Choose this icon to start the game.

*BET:* Choose this icon to place the first bet of the round.

*CALL:* Choose this icon to match the bet of the preceding player.

*RAISE:* Choose this icon to match and raise the bet of the preceding player.

*FOLD:* Choose this icon to forfeit your hand. You lose all bets played in the hand.

*ALL IN:* Choose this icon to place all of your remaining chips in the pot, enabling you to stay in the game even if you don't have enough chips to continue betting.

*EXIT:* Choose this icon to exit the current game and return to the game menu.

### *PLAYING 7 CARD STUD*

On the 7 Card Stud opening screen, the cursor points to the DEAL icon. Press the A button to place a \$25 ante. On the first deal, each player is dealt three cards; your three are face up, and the third of the other two players' is also face up. When it is your turn to bet (indicated by the revolving playing card icon), use the DIRECTIONAL KEYPAD button and the A button to select the amount you wish to bet, from \$25 to \$250, and then choose CALL or RAISE. However, if you decide to CALL, CHECK, or FOLD, there is no need to enter a bet amount. Upon each turn, you have the opportunity to CHECK, CALL, RAISE, or FOLD, depending on the circumstances. 7 Card Stud will only offer the available options for each turn.

After the first round of betting, a fourth card is dealt face up to each player. Another round of betting occurs, and then a fifth card is dealt face up to each player. After another round of betting, the sixth card is dealt, also face up. After another round of betting, the seventh card is dealt, face up to you and face down to the other players. A final round of betting occurs, and then the player with the best five-card poker hand (see page 8 for a ranking of poker hands) wins the pot.

**WINNING TIP:**  
**Antes are cheap—don't get attached to them. If you have a poor or mediocre hand, fold.**

## Acey-Deucey



### ONSCREEN FUNCTION KEYS

**DEAL:** Choose this icon to start the game.

**RE-BET:** Choose this icon to make the same bet as in the previous hand.

**EXIT:** Choose this icon to exit the current game and return to the game menu.

### PLAYING ACEY-DEUCEY

On the Acey-Deucey opening screen, the arrow icon points to the DEAL icon. Use the DIRECTIONAL KEYPAD and the A button to make a bet between \$10 and \$200 and then press DEAL. Two cards are dealt.

In Acey-Deucey, the object is to bet on the spread between the two cards. Payouts are listed in the yellow chart at the top of the screen. Following are the possible combinations:

- If you are dealt two consecutive (CONS) cards (5-6, J-Q, A-2) there is no spread and the hand is a push.
- If you are dealt a pair (4-4, K-K), a third card is automatically dealt. If that card is the same, you have a 3 of a Kind (K-K-K) and the payout is 11-1. If that card is not the same, the hand is a push.
- If you are dealt two cards not a pair and not consecutive, then the number of cards between them establishes the spread (for example, 2 and 4 have a spread of 1, 6 and Queen have a spread of 5). Note: In Acey-Deucey, Ace = 1, Jack = 11, Queen = 12, and King = 13. Acey-Deucey will mark the spread on the chart

at the top of the screen. At this point you may either raise the bet and press DEAL or simply press DEAL to collect your third card. If the card is within the spread, you win the specific payout marked on the chart at the top of the screen. If the card is the same as one of the cards or is outside the spread, you lose the hand.

**WINNING TIP:**  
**The payout is largest on the smallest spreads—  
 so if you want to take a chance, raise!**

## Baccarat



### ONSCREEN FUNCTION KEYS

**DEAL:** Choose this icon to start the game.

**RE-BET:** Choose this icon to make the same bet as in the previous hand.

**EXIT:** Choose this icon to exit the current game and return to the opening screen. Press START to enter the game menu.

### PLAYING BACCARAT

On the Baccarat opening screen, the arrow icon points to the first of three chips at the bottom center of the screen: 25, 50, and 100. Use the DIRECTIONAL KEYPAD and the A button in any combination to make a bet between \$25 and \$250. Select PLAYER, TIE, or BANKER to place your bet. Press DEAL to begin the game.

The PLAYER and the BANKER each receive two cards face up. In Baccarat, regardless of suit, the Ace is worth 1, 2



through 9 are worth their face value, and the ten, Jack, Queen, and King are all worth zero. Each player's hand, consisting of either two or three cards, will be a value between zero and 9, as value of the cards is the total value of the right hand digit. For example, an 8 and a 7 totals 15, so therefore the hand would have a value of 5. A Jack and a 6 has a total value of 6, as the Jack is worth zero. The winning hand closest to a value of 9.

A third card is sometimes drawn according to the following rules:

- If either the Player or the Banker has a total of an 8 or 9, they both stand.
- If the Player's total is 5 or less, the Player hits. Otherwise, the Player stands.
- If the Player stands, the Banker hits on a total of 5 or less.

The user can bet on the Player, the Banker, or Tie. In the case that the user bets on the Player and wins, the payout is 1 to 1. A win by the Banker is a loss and a Tie is a push. In the case that the user bets on the Banker and wins, the payout is 1 to 1 (minus a 5% house commission). A win by the Player is a loss and a Tie is a push. In the case that the user bets on a Tie and a Tie occurs, the payout is 8 to 1. If there is no tie, then the user loses the bet.

**WINNING TIP:**  
**To make the most of a streak, use a scorecard to keep track of which player won the last hand. When you're ready to make a bet, place it on the hand that won most recently.**

## Big 6

### *ONSCREEN FUNCTION KEYS*



*SPIN:* Choose this icon to spin the wheel after betting.

*RE-BET:* Choose this icon to make the same bet as in the previous hand.

*EXIT:* Choose this icon to exit the current game and return to the game menu.

### *PLAYING BIG 6*

On the Big 6 opening screen, the arrow icon points to the first of three chips at the bottom center of the screen: 5, 25, and 100. Use the DIRECTIONAL KEYPAD and the A button in any combination to make a bet between \$10 and \$200, placing the chips on the bets below the wheel, putting all the money on one bet or spreading it among several. The seven betting options below the wheel list the payout as well as the bet. When you have finished betting, press SPIN. If the wheel lands on one of your bets, you win and the payout is made. If you lose, you can RE-BET or place new bets.

**WINNING TIP:**  
**To play longer, spread out your bets. To try to win quickly, concentrate your bets on the largest payouts.**

**PLAYING TIP:** Clicking a chip with the B button will reduce your bet by that denomination.

## Deuces Wild Video Poker

### ONSCREEN FUNCTION KEYS



**BET ONE:** Choose this icon to insert coins one by one.

**BET FIVE:** Choose this icon to insert 5 coins at once.

**DEAL:** Choose this icon to begin the game, to accept your cards, or to

replace the cards you released.

**EXIT:** Choose this icon to exit the current game and return to the game menu.

### PLAYING DEUCES WILD VIDEO POKER

On the Deuces Wild opening screen, the arrow icon points to the BET ONE icon at the bottom left of the screen. Use the DIRECTIONAL KEYPAD and the A button to bet one coin at a time, up to five coins, and select DEAL. Or select BET 5 to bet five coins at once, and select DEAL.

Your cards will be dealt automatically. The goal is to create the best five-card poker hand possible, with one chance to replace some or all of the cards. Deuces are wild cards. Refer to the screen above the cards for the payout of each hand. Refer to page 8 of this manual for an explanation of poker hands.

If you want to replace all your cards, press DEAL to receive five new cards. If you want to hold cards, use the DIRECTIONAL KEYPAD and the A button to select which cards to keep. As each is selected, HOLD will appear above the card. Select the same card again to deactivate the card. When you are satisfied, press DEAL to replace the cards and finalize the bet. If your hand contains one of the combinations found on the above

screen, YOU WIN flashes below the cards and the winning hand is highlighted on the payout screen. The payout (according to how many coins you bet) is indicated at the top right of the screen (PAID) and then moved into the BANK at the bottom of the screen. If you lost, YOU LOSE flashes below the cards. After a loss or a payout, the arrow icon automatically returns to BET ONE.

### WINNING TIP:

**You will toss all five cards almost 20% of the time.**

## Gin Rummy

### ONSCREEN FUNCTION KEYS



**DEAL:** Choose this icon to start the game.

**EXIT:** Choose this icon to exit the current game and return to the game menu.

### PLAYING GIN RUMMY

On the Gin Rummy opening screen, the cursor points to the DEAL button. Press to deal the ten cards of the hand. The first deal is your opponent's, and you have the option to PASS the first play, or to take a card from the stack (face down) or the discard pile (face up).

The object of Gin Rummy is to organize your cards into Melds. Melds are three or more cards forming either a set (333, JJJ) or a sequence (8-9-10-J of Spades, A-2-3 of Hearts). Aces can only be placed in a low sequence of A-2-3-4, etc., and not

in a high sequence, such as 10-J-Q-K-A.

Players take turns drawing a card either from the stack or the discard pile. Because you must always hold 10 cards in your hand, when you take a card, you must discard one as well. The discard card can be one of the cards already in your hand or the one just chosen from the stack.

Players continue to draw and discard until one player Knocks. To Knock is to end the hand by exposing your cards grouped into Melds. You may, but are not obligated to, Knock when the value of your Deadwood (unmelded cards) equals 10 or less. To determine this, count Aces as 1, number cards at their face value, and face cards as 10. When you are able to Knock, the computer will flash a Knock icon by your hand. You can either select the Knock icon or continue to play the hand by drawing a card from the stack or discard pile. When your opponent Knocks, his cards are displayed. The computer will automatically Lay Off as much of your Deadwood cards as possible (join your cards to the Knocker's melds, such as joining a 3 with your opponent's 333, or adding 5 to A-2-3-4). Press A to go to the scoring screen, which shows the following:

**Deadwood:** total value of unmelded cards

**Deadwood Points:** the difference between the value of the winner's and loser's Deadwood, awarded to the winner

**Undercut Bonus:** if the Deadwood of the opponent is equal to or less than the player who Knocks, the Knocker has been "undercut," and the opponent earns the difference in points plus a 20 point bonus.

**Gin Bonus:** when a player has no Deadwood and all cards are Melded; earns a 25 point bonus in addition to the value of the

Deadwood in the opponent's hand

**Hand Points:** total points earned in the hand

**Layoff Points:** value of Deadwood added to the Knocker's Melds

**Hands Won:** total number of hands won

**Total Points:** total number of points earned; winner is the first to reach 100

#### WINNING TIP:

Play to knock as quickly as possible.

## Keno



### ONSCREEN FUNCTION KEYS

**ROUND 1:** Choose this icon to play one round.

**ROUND 5:** Choose this icon to play five rounds.

**ROUND 10:** Choose this icon to play

10 rounds.

**RE-BET:** Choose this icon to play the same rounds with the same numbers.

**EXIT:** Choose this icon to exit the current game and return to the game menu.

### PLAYING KENO

On the Keno opening screen, the arrow icon points to ROUND 1. Use the DIRECTIONAL KEYPAD and the A but-

ton to select three to fifteen numbers on the Keno board. (Selected numbers are red. To deselect a number, use the DIRECTIONAL KEYPAD and the A button to choose the number again.) As you select numbers, payouts are listed to the right of the board. When you have finished selecting numbers, choose ROUND 1 to play one round, ROUND 5 to play five rounds with the same numbers, and ROUND 10 to play ten rounds with the same numbers. Keno randomly selects 20 numbers in each round, and the HITS are reflected at the bottom right of the screen in the Results box. After the Round(s) are finished, you may choose different numbers and rounds or select RE-BET to play the same Rounds with the same numbers.

**WINNING TIP:**

**Play your numbers in patterns, rather than spreading them out over the board.**

## Special Care and Handling

- Avoid rough handling such as bumping or dropping.
- Avoid moisture and extreme temperatures. For best results, use between the temperatures of 39°F and 100°F (4° C and 38° C).
- Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.

## Battery Information

- 15-in-1 Casino Plug & Play uses 4 AAA batteries, not included.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Do not use rechargeable batteries.
- Remove exhausted batteries from the unit.
- Do not short circuit battery terminals.
- Remove batteries and store them in a cool, dry place when not in use.
- To avoid explosion or leakage, do not dispose of batteries in a fire or attempt to recharge alkaline or other non-rechargeable batteries.
- Install batteries so that the polarity (+ and -) matches the diagrams in the battery compartment.
- Use only batteries of the same type and equivalence.

*This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.*

*NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable*

*protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:*

- *Reorient or relocate the receiving antenna.*
- *Increase the separation between the equipment and receiver.*
- *Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.*
- *Consult the dealer or an experienced radio/TV technician for help.*

