Contents

Installing and Running Casino Empire

Installation

1. Insert the CD. An installation screen will appear. (If the installation screen does not appear, right-click **My Computer** on your desktop, select **Open**, double-click your CD ROM drive, and then select **Casino_Empire.exe**.)

2. Click **Install Casino Empire**, and follow the instructions that appear on the screen.

3. After installation, the install screen will say **Play Casino Empire**. Click this to run the game.

Running Casino Empire

1. Insert the Casino Empire CD into your CD Drive.

2. If the autorun screen appears, click **Play Casino Empire**. If it does not, go to step 3.

3. Click the Start menu, point to **Programs**, then to **Sierra**, then to **Casino Empire**, then finally click on **Casino Empire**.

Note: if you chose to place a Casino Empire shortcut on your desktop during installation, you can double-click the shortcut to start the game.

Uninstalling Casino Empire

1. Click the **Start** menu, point to **Programs**, then to **Sierra**, then to **Casino Empire**, and then click on **Uninstall Casino Empire**.

2. Follow the instructions that appear, and Casino Empire will be uninstalled from your computer.

Updates

Please check the readme.txt file for any changes that may have been made between the time this manual went to print and the release of this game. The readme.txt file is in the Casino Empire folder, which is located where you installed the game on your hard drive. The default location is C:/SIERRA/Casino Empire.

Introduction

Welcome to Casino Empire! In Vegas, they say you can't beat the house—but as your cousin Buddy has found out, that doesn't mean it's a piece of cake to be the house. Buddy sent you this letter recently:

Hey Cuz!

I hear you're between jobs, and maybe looking for a new direction in your career. Well, it just so happens that I know of a unique job opportunity here in Las Vegas in the fantastic, dynamic world of casino management! There's a lot of applicants for this position, but I think you might be able to get the job.

Jeez, who am I kidding? Look Cuz, I'm desperate, and I could use your help. I bought a little casino at the end of the Strip, and it's not going so well. I can't really afford any experienced pros to help me with the place, so I need someone with a good head who won't cost me an arm and a leg. You're smart, and you're family! It's a perfect fit! Please, for old time's sake, come to Las Vegas and hear me out. I think this is the career opportunity you've been looking for!

Cousin Buddy

Do you have what it takes to make it as a casino manager in the gambling capital of the world? If you can get the job done at Buddy's, you'll be on your way to managing the glitziest casinos in town!

Command Reference

You don't have to know all the shortcuts below in order to play the game, however it is worthwhile to familiarize yourself with the first two sections. They represent basic navigation and selection controls that you will use throughout Casino Empire.

Navigation & View Controls

Scroll Screen	`↑` `←` `↓` `→`, or push pointer to screen edge
Zoom In	`+` or `PAGE DOWN`
Zoom Out	`-` or `PAGE UP`
Toggle Transparent Décor	`T`
Center View on Selected Object	`HOME` or `C`
Center on Subject of Latest Message	`F6`
Close Window or Menu	`ESC`
Skip Intro Movie	Any Key or Click

Selection Controls

Select Object	Left-Click
Deselect Object	`ESC`
Select All Games in Area	Click-and-Drag
Select All of One Game Type on Screen	`CONTROL`-Click
Add/Remove Game from a Group	`SHIFT`-Click
Add/Remove All Games on Screen of a Type From a Group	`CONTROL`-`SHIFT`-Click
Salvage Selected Object(s)	`DEL`
Direct Selected Staff to a Specific Location	Left-click (to select staff) Right-Click location

Game Management Shortcuts

Pause/Play	`P` or `PAUSE`
Recent Messages	`M`
Open Overlays Menu	`O`
Review Goals	`CONTROL` `G`
Open Options Window	`CONTROL` `O`
Save Gave Menu	`CONTROL` `S`
Load Game Menu	`CONTROL` `L`
Quick Save	`F2`
Quick Load	`F3`

Build Menu Shortcuts

Open Build Games Menu	`G`
Open Build Décor Menu	`D`
Open Build Services Menu	`S`
Rotate Object	`TAB` or Wheel Mouse
Cancel Build	`ESC` or Right-Click
Close Menu	`ESC`

Information Window Shortcuts

Patron/Staff Information Window	`CONTROL` `P`
Financial Information Window	`CONTROL` `F`
Casino Information Window	`CONTROL` `C`
List Scroll	`↑` `↓` or Wheel Mouse

Starting a Game

When you start Casino Empire, an opening movie will play, followed by the Main menu.

Main Menu

You have the following options in the Main menu:

Empire Mode

Play in Empire Mode, where you are working your way up in the casino management field, starting from your cousin Buddy's small casino at the end of the strip.

Sandbox Mode

Play in Sandbox Mode, a free-form game in any of the casinos you have unlocked in Empire Mode. No missions or time limits—do as you please!

Load Game

Load and play a previously saved mission in progress. Casino Empire remembers which casinos you have unlocked. You can exit the game, and all unlocked casinos will be available the next time you play.

Options

Set a variety of game options. Adjust the options to your liking, and then close the window when you are finished.

Credits

See the names of the fine, friendly folks who made Casino Empire.

Quit

Exit Casino Empire.

Strip View

Clicking **Empire Mode** or **Sandbox Mode** from the Main menu brings you to the strip view. All casinos available to you are lighted, simply click where you would like to play.

Clicking on the **Back** sign will take you back to the Main menu. The sign in the lower-right corner indicates which mode you are in.

Information Area

Message Bar

Status Bar

Build Buttons

Monitor

View Controls

The Casino Tools

Now that you've selected your casino, it's time to get down to business. To run a successful casino, you will need to learn how to use the tools at your disposal. Page 7 shows an overview map of the game screen. Each section of this map will be discussed in detail below.

View Controls

Zoom In

Zoom Out

Indoor/Outdoor View Button

Monitor   Current Build Level

Zoom in and out to change the view magnification. Push your mouse pointer against any screen edge to scroll your view in that direction, or use the arrow keys.

Click the **Indoor/Outdoor View** button to toggle your view between the casino's interior and exterior (see **Exterior Upgrades** on page 36).

The Monitor

The monitor serves multiple purposes during the game. When no patron is selected, the monitor shows your casino's logo, as well as the current Build Level of your casino (see **Build Levels** on page 10).

The Information Area

This section of the game screen is used to show the details of a person, object, or menu. If there are settings for an object, you adjust the settings in this area.

Build Games, Services, and Décor

There are three types of objects you can build in Casino Empire: **games**, **services**, and **décor**. Each has a button to the right of the monitor.

Clicking a **Build** button brings up a build menu in the Information Area. Not all objects are displayed; click on the scrolling arrows to the left and right of the object list to browse through all the objects.

Build Games

Build Services

Build Décor

To view information about an object, hold your pointer over it. A popup window will show you how much it costs, how much you will get back if you salvage it, and the build level required to build it (see **Build Levels** below).

Rotate Button   Scrolling Arrows
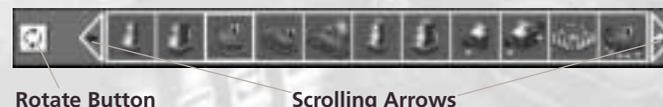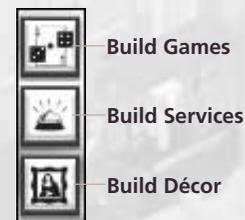
Building Games & Décor

Games are your bread and butter—build some right away to occupy your patrons and generate an income.

Décor objects increase the appeal of the games around them. Décor is not your immediate priority, but consider reserving some space for future décor objects as you build your games.

To build a game or décor object:

1. Click on the **Build Games** or **Build Décor** button.

2. Click on the object you wish to build. Initially some objects will be unavailable because a build level upgrade is required (see: **Build Levels** on page 10).

3. Rotate the object until it is in the orientation you desire by clicking the **Rotate** button, pressing Tab on your keyboard, or rotating your mouse wheel.

4. Move your cursor over the space on the casino floor where you would like to build the object. If it is an illegal placement spot, the object will turn red.

5. When the object is where you want to place it and it is not red, left-click to build (or press Escape or right-click to cancel).

Building multiple machine games at once:

You can save time by building multiple machine games at once. In step 5 above, click and drag your mouse instead of just clicking it. You can adjust the length of your row of machines while you are holding down the mouse button. Release the button to build them.

Building Services

Services are special-purpose rooms built into the back walls of the casino. They serve a variety of purposes. See **Services** on page 22 for more information on the different services.

To build a service:

1. Click the **Build Services** button.

2. Click the service you wish to build. The back walls of the casino will be highlighted to indicate where services can be built.

3. Move your cursor over the wall space where you would like to build your service. If there is enough wall space to build that service, it will snap into place on the wall.

4. Left-click to build (or press Escape or right-click to cancel).

Build Levels

Some games, services, and décor objects won't be available to you until you have upgraded to the required build level. There are four build levels. Your current build level is indicated in Roman numerals in the bottom-right corner of the monitor when the casino logo is showing.

Upgrading your build level

Click the **Casino Information** button.
At the top of the Summary tab, there is a poker chip with a Roman numeral showing the next build level, and the requirements for upgrading to it. If you meet the requirements and have enough cash, click on the poker chip to upgrade to the next level.

As a bonus, upgrading your build level also upgrades some of the casino's built-in décor.

Salvaging Objects

Each object has a salvage value, which is the amount of money you will get back by removing the object from your casino. When you click on an object, its salvage value will be listed under the **Salvage** button. Click the **Salvage** button or press Delete to salvage a selected object or objects.

Note: when salvaging multiple objects, you will get a confirmation dialog to verify you want to salvage all the selected objects.

The Message Bar

The message bar is the interface across the top of your screen.

It has several different functions. Let's take it button-by-button.

Review Goals

Click the **Review Goals** button to review all of your current goals, and to get some feedback from the casino owner(s) on your progress in the mission.

View Recent Messages

Sometimes, the messages come fast and furious, and it's hard to keep up. Click the **View Recent Messages** button to bring up a window with a list of the recent messages. Click anywhere on the casino floor to close this window, or press Escape.

Message Window
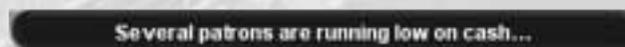
When an event worthy of your attention occurs, a message will pop up in this window. The messages also give you feedback and suggestions about what to do next in your casino.

If the message refers to something taking place in a specific location in your casino, hitting the Spacebar within a short time of receiving the message will center the camera on that location.

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Overlays

Overlays color-code objects and people so you can get a quick overview of what's going on in your casino. Click the **Overlays** button, and then select the information you wish to view.

Patrons

Patron Type: this overlay codes each patron by type: purple for tourists, blue for gamblers, and green for high rollers.

Patron Meters: the other patron overlays color-code each patron by their current level for the selected meter.

Staff

All Support Staff: turns all patrons gray, making support staff easier to spot.

Security: shows the current coverage by security cameras and guards.

Sanitation: shows the current coverage by custodians and trashcans.

Game Overlays

Appeal: this shows the level of appeal each gaming object has. Appeal is primarily affected by nearby décor objects. See **Décor** (page 26) and **Casino Rating** (page 33) for more information on Appeal.

Game Stakes: colour-codes gaming objects by their stakes, from low to high.

Game Odds: colour-codes gaming objects based on how much their odds favour the house.

Take: colour-codes objects based on their net income.

Popularity: colour-codes objects based on how often patrons use them.

Transparent Décor

Occasionally, a large piece of décor will obstruct the view behind it. Turning on Transparent Décor allows you to see, click, and build through all décor objects.

File Menu

Click the **File Menu** button to bring up various options and game management choices.

Return To Strip

Quit your current game and return to the Strip view. You will lose any unsaved progress in your current mission by returning to the Strip.

Options

Adjust your game environment using the options available on this screen. When you are finished, click **OK** to apply your changes, or **Cancel** to exit without saving any changes.

Music Volume: This slider adjusts the volume of all music in Casino Empire.

Play My MP3s: Check this box to play your own MP3s as background music in Casino Empire. Simply drop your MP3 files into the "My MP3s" folder located in the Casino Empire installation folder, and then check this box. The default location for the Casino Empire folder is C:/Sierra/Casino Empire.

Sound Effects/Voices Volume: This slider adjusts the volume of all sound effects and character speech in Casino Empire.

Patron & Staff Speech: Check this box to enable patron and staff speech. Uncheck this box to turn off all patron and staff speech.

Show Subtitles: With this box checked, patron and staff comments are also displayed in text above the monitor.

Limit Graphic Effects: With this option selected, various graphics effects are turned off or used less frequently, which can help the game run more smoothly on slower computers.

Save

Save your current game. Pressing Ctrl-S while playing will also bring up the Save menu. **See Saving and Loading Games** below for information on Quick Saves.

Load

Load a saved game. Pressing Ctrl-L while playing will also bring up the Load menu. You will lose any unsaved progress in your current mission by loading a saved game. You can also load games via the Main menu (see page 6).

Cancel

Close this window and return to the game. You can also do this by pressing the Escape key.

Saving and Loading Games

Casino Empire remembers which casinos you have unlocked. You can exit the game, and all unlocked casinos will be available the next time you play. If you want to come back to a casino in the middle of a mission or sandbox game, however, you must save your game first.

You access the Save and Load menus while playing a mission by going to the File menu (see above), or by clicking Ctrl-S to save, or Ctrl-L to load.

You also have one Quick Save game at your disposal. Pressing F2 during game play automatically saves your game to the Quick Save slot. To load this game, press F3. Anytime you press F2, it will overwrite the saved game currently in the Quick Save slot, and replace it with your current game.

The Status Bar

The status bar runs across the bottom of the game screen. It gives you an overview of your patron count, the date, your cash supply, and your casino rating. There are three information buttons on the status bar, which bring up information windows. These windows provide you with more extensive casino data, as well as a few additional actions.

Date	Patrons	Cash	Casino Rating

| Pause/Play | Patron & Staff Information | Financial Infomation | Casino Information |

Pause Button

Click this button to pause the game. Click it again to continue.

Patron & Staff Information Window

This window has four tabs: Patrons, Patron Graph, Support Staff, and Gaming Staff.

Most of the data contained in the Patron & Staff Information window is in table form. You can sort the tables by clicking on the header you wish to sort by. Clicking on the header again will sort it in reverse order.

Clicking the name of a person in a table has the same effect as clicking a person on the casino floor. Information on the person or object will be displayed in the Information Area.

Patrons

This tab shows you the name of each patron in your casino, their patron type, and their meter for the currently selected meter type. Click on the patron meter icon you would like to have displayed in the list.

The number next to each patron meter icon represents the number of patrons in your casino with a critically low meter of that type.

Patron Graph

This tab shows you a graph of the number of patrons in your casino over time.

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Support Staff

This tab shows you the names and jobs of all the support staff in your casino. Support staff are the free-roaming employees hired within a service object (See **Hiring Staff** on page 30 for more information on support staff).

Gaming Staff

This tab shows you the names and jobs of all game operators in your casino. Gaming staff are the employees automatically hired when you build a gaming table.

Financial Information Window

The Financial Information window has two tabs: Table and Graph. Both show you information about the finances of your casino.

Table

The Table tab contains a detailed, month-by-month account of your spending, earnings, and losses. Your expenses and losses are surrounded by parentheses and listed in red, while your income is listed in white.

Graph

The Graph tab shows the casino's cash over time, giving you a quick look at your casino's financial performance without all of the detail.

Casino Information Window

The Casino Information window has four tabs: Summary, Hotel/PR, Competition, and Rating. Besides giving you information on your casino, there are several important actions you can take within the Casino Information window.

Summary

The Summary tab gives you a breakdown of everything in your casino. You can also upgrade your build level in the Summary tab by clicking on the chip with the Roman numeral in it. You must meet the requirements listed to the left of the chip, and have enough cash to cover the costs (See **Build Levels** on page 10 for more information).

Hotel/PR

This tab allows you to add on to your hotel capacity, upgrade the in-room services you provide to your hotel guests, and adjust your marketing budget for the casino. See pages 33-34 for more information on hotel rooms and marketing.

Competition

In Casino Empire, you will experience some not-so-friendly competition from the neighboring casinos. The competition tab gives you information about your competitors, and allows you to take some actions against them. See page 34 for more information on competition.

Rating

This tab shows you a graph of your casino rating over time.

Casino Empire Objects

Patrons have many basic needs and crave constant entertainment. Fortunately, there are a wide variety of objects at your disposal that will satisfy and entertain even the most demanding patron.

Games

Games are the heart of your casino operation. Everything you do revolves around keeping your patrons satisfied so they will play the games you have to offer. Offering the right mix of games at the right mix of stakes will put you on the path to victory.

Baccarat

Baccarat is the game most favored by high rollers. Once your clientele begins hitting the higher end, make sure you have some high-stakes baccarat tables for them. It is a game of pure chance, in which players wager on which of two hands they think will score closer to a perfect score of nine.

Blackjack

A casino classic. Almost everyone will play blackjack. It has reasonable odds that appeal to gamblers, and even the greenest of tourists usually knows the basic rules of blackjack (if you don't, refer to the blackjack refresher in the **Tournaments** section on page 36). Build a hand closer to 21 than the dealer's without going over, and you win.

Craps

Craps is another classic game with a broad appeal among all patron types. It will be a staple game for your casino. Craps is a dice game in which players take turns being the Shooter (the person who rolls the dice), and everyone bets on the outcome of the shooter's rolls. There are a mind-boggling number of ways to place a bet in craps, and most of them have lousy odds. However, the few bets that have good odds are among the best bets in the casino.

Gaming Pit

Most of the objects available in the Build Games menu are familiar casino games. The gaming pit, however, is a special type of object that bears some explanation. When you build a pit area, you are creating a special gaming area for table games that provides some nice benefits for its cost:

Built-in décor. Games built in pit areas will automatically have a higher appeal because of the surrounding décor. This will compel patrons to wager more money per bet than they normally would. Patrons will also derive more satisfaction when playing at a game with high appeal.

Added security. Pit areas are monitored by a pit boss, so cheaters have a harder time getting away with anything in a pit area. You will still need a guard to escort the cheater out.

Easier game building. When you build a game in a pit area, it will automatically orient itself to face the right direction.

Auto-comping. You can have your pit boss comp the gamblers in the pit for you, giving those patrons a big satisfaction boost. To set this, click on a gaming pit and adjust the comping slider.

Money Wheel

The money wheel is a notorious casino rip-off. Don't build too many money wheels; it's not really anyone's favorite game. However it's worth having a few around to add to your casino's variety, and you'll always sucker a few people into a spin on the wheel.

Pai Gow Poker

Pai gow poker is a slower-paced table game with worse odds than baccarat or blackjack. The easy pace appeals to tourists, and provides a nice break in the action for gamblers and high rollers.

Poker

Anyone will play poker, but it is a gambler's favorite—they love the chance to play against another person instead of the house. Some say poker is America's national pastime, not baseball, and the gambler would agree with that.

Prize Slots/Super Prize Slots

These are a special bank of slot machines that come with a prize on top. If a patron hits the jackpot, they win the prize! The glitz of having the prize visible for all to see gives prize slots some built-in décor. They are sure to catch the eye of every passing patron.

Slot Machines

No casino would be complete without rows and rows of one-armed bandits. Gamblers tend to shy away from these bad-odds cash cows, but tourists just can't get enough of them.

Video Blackjack

A less intimidating machine version of blackjack. Just like table blackjack, video blackjack is likely to be played by everyone. However, tourists will play it a bit more because of their comfort with machine games.

Video Poker

Not quite as popular as slot machines, video poker holds its own. If played correctly it can produce solid odds, so it is the machine game gamblers tend to favor.

Note: Machine games (and ATMs) can break down. A wrench icon appears over broken machines. Machine attendants repair broken machines. See **Hiring Staff** on page 30 for information on hiring a machine attendant.

Changing Game Settings

Before configuring your games, you should know how to select multiple objects. There are a couple of ways to select multiple games in Casino Empire:

> **Select Area:** clicking on an empty spot and dragging will create a rectangle. When you release the mouse button, all games inside the rectangle will be selected.

> **Select Object Type:** Ctrl-clicking on a game or décor object selects all objects of that type currently visible on the screen.

> **Add or Remove an Object:** Shift-click adds or removes an object from the group.

> **Add or Remove an Object Type:** Ctrl-Shift-click adds or removes a type of object from the group.

Clicking on any game displays its properties in the Information Area, which includes the customization tools for that object, if available.

When you have multiple games of the same type selected, any change you make using the customization tools will be made on all selected games.

When you have multiple games of different types selected, you can only change customization features all of the games share, such as turning cheating on or off.

Here are the primary settings you can change on your games:

Stakes

Set the minimum bet for a game. Click and drag the "min bet" chip left or right to adjust the stakes. Patrons have different preferences on how much they are willing to wager. You want to set the stakes at your games as high as possible while still keeping the games full. Create some variety in your stakes to strike a balance between crowded, low stakes games and empty, high stakes games.

House Edge

Some games have an adjustable house edge. You can choose how "loose" you want some of your games to be by dragging the house edge chip towards the player icon or the house icon. Even when the edge is all the way towards the player, the house still has an advantage, just not a very big one. Players are more satisfied when playing games with a low house edge, but they are not as profitable for the casino.

Cheating

If you want to take the house edge to the extreme, you can rig your games to cheat your patrons. You will make more money off of rigged games, but there is an element of risk. If an agent from the Gaming Commission shows up for a surprise inspection, you will be heavily fined, and your casino's reputation will suffer greatly. The more rigged games you have, the harsher the penalties will be if you are caught.

Table Felt Color/Machine Game Theme

Click the arrows to the left and right of the felt swatch (table games) or theme icon (machine games) to change the felt color or theme.

Machine Groups

Video blackjack machines and slot machines can be built individually, but they will have more appeal when they are built in groups. A machine group is four machines built in a square with no space between them that have the same theme.

When you build a group of machine games, a "slot topper" will appear above the group. A slot topper is a themed display that gives each machine in the group more appeal. Clicking a slot topper will select all four machines in the group.

Four machine groups built in a row (for a total of 16 individual machines) create a "super group." Super groups have signage above the entire group that further increases the appeal of each machine.

The four groups in the super group can have different themes, or even be different game types, but each group must still contain four machines that share the same theme.

Note: Video Poker Consoles cannot be built into machine game groups.

Services

Efficient placement of services is a key to success in Casino Empire. The different services provide many important functions for your casino, but you have limited space available for building them. Consider carefully which ones you want to build and where to build them.

Some services allow you to hire additional staff and purchase additional items for your casino. See **Hiring Staff** on page 31 for more information on these items.

Amusement Ride

These days, everyone in Vegas has a thrill ride. Don't get left behind! Sometimes, tourists want some non-gambling entertainment, and building an amusement ride is one way to provide some. They also increase your casino's variety and help its rating. Be careful, though, some patrons get a bit queasy after taking a ride. Have a bathroom or a custodian nearby...

Bar

You can't have a Vegas casino without booze, and you can't serve booze without a bar or a lounge. Bars also allow you to hire waitresses. Waitresses will serve free drinks to patrons who are gambling. Changing the alcohol level for one bar or lounge changes the alcohol level for all of them. A low alcohol level costs you less money, but patrons don't become intoxicated as quickly.

Bingo Room

Another place for patrons to wager their hard-earned cash, bingo rooms are very popular with tourists.

Buffet

The preferred dining choice of your typical tourist, the buffet is another Vegas staple. Give your patrons a cheap place to fill their stomachs, and they will promptly return to the task of emptying their wallets. Buffets take up a lot of wall space, but patrons always leave a buffet with their hunger completely satisfied.

Café

A café is a quick-n-easy way to provide patrons with a source of food and drink. Patrons generally don't find it as desirable as a restaurant or buffet, but the café can be built right away, and only takes up one wall section.

Cashier's Booth

Cashier's booths function like ATMs (Automatic Teller Machines), giving a place for patrons to access more cash from their bank accounts. Building a cashier's booth also allows you to purchase ATMs themselves, as well as facilitating the hiring of machine attendants. Machine attendants service broken gambling machines and ATMs.

Gift Shop

Tourists like to take home souvenirs from their visit, and who are we to argue with selling Las Vegas merchandise at a 400% markup? Gift shops

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don't take up a lot of space, add variety to your casino, and give patrons another place to waste...uh...spend their money.

High Stakes Room
Building a high stakes room will help attract high rollers to your casino, as they will be able to gamble in seclusion in a room tailored to their needs. Building a high stakes room also allows you to hold poker and blackjack tournaments (see **Tournaments** on page 36).

Keno Room
Keno rooms provide another game for patrons to play, adding variety and another source of income to your casino. Building a keno room also allows you to provide a keno service in your cafés, buffets, and restaurants, as well as an in-room keno service for your hotel guests (see **Casino Information Window** on page 16).

Lounge
Lounges are another place for patrons to stop in and have a drink, but the lounge also provides a source of entertainment. Patrons will get more of a satisfaction boost by having a drink in a lounge than they will in a bar. Also, lounges allow you to hire showgirls to wander the casino floor, which will give a satisfaction boost to patrons they encounter.

Poker Room
Gamblers love a good poker room, but even tourists like to try their luck at the grand old game of poker. In fact, it's the tourists and their wallets that make gamblers love a good poker room so much. There's nothing like fleecing an amateur poker player to make a gambler's day. Building a poker room also allows you to hold poker tournaments (see **Tournaments** on page 36).

Restaurant
A restaurant is a classier place for patrons to eat. It is more expensive than a café or buffet, but patrons will find it to be the most satisfying dining experience available to them. High rollers prefer to dine in restaurants.

Restroom
Is there anything more frustrating than not being able to find a restroom when you really need one? Casino Empire patrons think so, so you would be wise to provide ample restrooms in your casino, or you will have some unhappy customers. Bathrooms also allow you to hire custodians and build trashcans. Patrons will become dissatisfied if they encounter a mess on the casino floor, so hire some custodians and place some trashcans near eating and drinking services to keep things tidy.

Security Office
Another vital casino element. Building a security office lets you hire guards, and purchase surveillance cameras. Cameras and other employees may catch cheaters in action, but you need security guards to eject the cheaters.

Sports Book
Sports betting is popular because it gives players the confidence that they can finally beat the house; they just have to predict the outcome of a sports event more accurately than the oddsmakers. The casinos still come out ahead in sports betting, but it gives the illusion that there is no house advantage for the smart gambler. Gamblers love sports betting, so you can expect them to frequent any sports book you build.

Wedding Chapel
Who wouldn't want to get married to someone they just met with an Elvis impersonator as a witness? Build a wedding chapel to provide extra variety in your casino, and to spread good cheer. Any patron who gets married will be very happy (either because they are in love, or because they are very drunk), and they will spread happiness to other patrons in their vicinity.

Changing Service Settings
Most services do not have any adjustable settings, but there are a few exceptions:

Alcohol Proof

At bars and lounges, you can adjust the strength of the alcohol in your drinks by dragging the proof slider to the left and right. You can save money on your drinks by lowering the alcohol proof, or you can raise the proof to intoxicate your patrons more quickly. The higher the proof, the more expensive the drink is for the casino to serve.
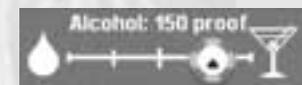
Changing the proof at one bar or lounge will change the proof for all bars and lounges in your casino.

Keno Service

Building a keno room allows you to offer a keno service in your eating establishments and hotel rooms. To activate the keno service, click on a café, buffet, or restaurant after building a keno room, and then click on the **Keno Service** button.

See **Hotel Rooms** on page 33 for information on adding the keno service in your hotel rooms.

Salvaging Services

You cannot salvage a service if losing that service would no longer provide enough support for your current load of support staff. You may need to fire some support staff before being able to salvage some services.

Décor

The primary function of décor objects is to give your casino and your games more appeal. A casino with higher appeal will have a higher Casino Rating (page 33). Games with higher appeal compel patrons to wager more money than they would otherwise. Also, patrons get more satisfaction out of gambling at games with high appeal.

Décor objects generally follow the principle that you get what you pay for. Typically, the more you spend on a décor object, the more of an impact it will have on the appeal of nearby games. You can have décor overkill, though. Putting six of the most expensive décor items around a single slot machine won't turn it into a super-slot.

Choose décor objects that appeal to you, and are within your budget and space constraints.

Casino Empire People

No casino can survive for long without a steady stream of customers, and a crack staff to keep things running smoothly.

Patrons

Drawing patrons in, keeping them happy, and stripping them of their cash is what the game is all about, so let's get to know the picky folks who will make or break you!

Patron Types

There are five types of patrons: tourists, gamblers, high rollers, VIPs, and cheaters. Patrons have their own individual preferences when it comes to things like which games they will play and how much they are willing to wager. However, there are some generalizations that can be made as well.

Tourists

Tourists are the meat-and-potatoes of a casino's income. Most of your patrons will be tourists, particularly in the early stages of a mission, so you'd better be prepared to please them. Tourists tend to prefer machine games, but they will also venture into table games as well.

Either way, tourists are looking for low stakes to stretch out their gambling budgets, and a nice buffet to stretch out their stomachs. They also like to be entertained—they came to Vegas for the glitz and glamour as much as the gambling.

Gamblers

Gamblers aren't in Vegas for the sights, they are there to play and win. They know good odds when they see 'em, and they won't play games with a high house edge. You may not be able to sucker gamblers into a bad game, but on the plus side, they will risk a lot of money at a game with good odds. Give them a good house edge and a free drink, and they will play happily whether there is a fountain nearby or not.

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High Rollers

These are the patrons you really want in your casino, but it will take some work to get them there. High rollers have a wide range of preferences and expectations, but when they gamble, they always want to gamble big. Most prefer the more highbrow games like baccarat, and they prefer to eat in a restaurant. While high rollers are willing to gamble on the casino floor, they prefer to have a private high stakes room to play in.

VIPs

VIPs are extra-special patrons, identifiable by the star beneath them. VIPs are usually celebrities looking for a good time, and in addition to gambling and spending money at your casino, VIPs give a satisfaction boost to all nearby patrons. If you are fortunate enough to have VIPs drop by your casino, treat them kindly—when they are happy, everyone is happy.

Cheaters & Troublemakers

Cheaters come into your casino disguised as tourists, gamblers, or high rollers. They are looking for gaming areas with little or no security coverage where they can ply their nefarious trade.

Troublemakers are agents of your competition, sent to your casino to hurt your business and give you a headache.

Dealers can sometimes catch cheaters in the act, but the best way to stop cheaters and troublemakers is with guards and security cameras (See **Staff** on page 30). When a cheater or troublemaker is caught in the act, a devil icon appears over their head. The nearest guard will then run over and eject the ne'er-do-well from the casino.

Patron Information

When you click on a patron, they will make a comment as their bio and status appears in the information area. If the patron has a specific need or an opinion on your casino, they will let you know. If they have had too much to drink, there's no telling what they'll say.

A patron's bio will tell you their name, hometown, class, cash on hand, and how much they've been comped. Most importantly, you can take a look at the patron's meters and know how they are feeling and what their needs are.

Patron Meters

Satisfaction

This is the big one. A satisfied patron is more likely to spend money and more likely to gamble, and the overall satisfaction of your patrons affects your casino's rating. In turn, your rating affects how many new patrons come to your casino.

Things in the casino affect patron satisfaction as you would expect. Winning money, having a few drinks, satisfying a need, gambling at an appealing game, catching a lounge act, and going on a roller coaster all increase a patron's satisfaction. Seeing trash, vomit, or broken machine games, losing money, unfulfilled needs, and time itself all lower patron satisfaction—patrons require constant entertainment!

This is far from the complete list of game elements that affect patron satisfaction. It is your challenge to provide your patrons with a clean, appealing casino, so they will leave their money behind with a smile on their face.

Sobriety

This meter shows a patron's sobriety level, from extremely drunk (empty), to completely sober (full). It costs the casino a lot of money to keep the liquor flowing, but it pays for itself in the end. Intoxicated patrons are easier to please, looser with their money, and worse at games involving skill. If they get too drunk, though, they will vomit, which is never pleasing for anyone. Also, patrons who drink a lot need to use the bathroom often, which gets in the way of the gambling.

Bathroom

When you gotta go, you gotta go, and this meter tells you if a patron has gotta go. A patron who can't find a restroom will become dissatisfied quickly, so provide plenty of restrooms for their convenience.

Thirst

A thirsty patron will typically seek out a bar to remedy the problem, but sometimes they will gamble instead in anticipation of getting a free drink.

Hunger

It's hard to enjoy anything when you haven't eaten in a while. Patrons with a low hunger meter will seek out a source of food over anything else. Individual patrons and patron types have different food preferences, so it is good to have a few different eating services available to your patrons.

Energy

Patrons gradually expend all of their energy over time. There isn't much you can do about a patron's declining energy bar. When it finally reaches empty, it's time for that patron to leave and get some rest. Maybe you can squeeze a few more dollars out of them before they walk out the door.

Comping Patrons

If you want to give a patron some personal attention, everyone loves a comp. To give a comp, click on a patron, and then click the **Comp** button. The amount of the comp depends on the type of patron. Tourists get smaller comps than gamblers, and high rollers get the largest comps. A few comps go a long way towards making dissatisfied patrons satisfied.

Staff

You can't run a casino without a crack staff to tend to the needs of the casino and its patrons; your employees are the heart of your operation.

Hiring Staff

Game operators are hired automatically when you build a table game. The other employees in Casino Empire are called support staff:

Waitresses bring drinks to patrons who are gambling.

Custodians clean up messes and empty trash cans.

Guards catch and eject cheaters and troublemakers.

Showgirls roam the casino floor, entertaining patrons.

Machine Attendants fix broken machines.

Support staff can only be hired when you have built the service that corresponds to their job. Some services also have special items that you can purchase to help your support staff do their jobs.

Service	Support Staff/Items
Bathroom	Custodians, Trashcans
Bar	Waitresses
Lounge	Showgirls
Security Office	Guards, Surveillance Cameras
Cashier's Booth	Machine Attendants, ATMs

To hire a support staff member:

1. Click on the service that corresponds to the support staff you wish to hire.

2. Click the **Hire** button in the Information Area representing the support staff member.

Note: a limited number of support staff can be hired for each corresponding service you build. The number you have already hired and the current maximum capacity for that position appear above the **Hire** button. For example, "Waitresses: 9 of 12" means you have already hired nine of the 12 waitresses you can currently support.

To purchase a support item:

1. Click on the service that corresponds to the item you wish to purchase.

2. Click the button in the Information Area representing the item, and rotate it as desired by pressing Tab or clicking the **Rotate** button.

3. Move your pointer to where you wish to place the item, and left-click. If it is in an illegal placement spot, the item will turn red.

You can identify support staff by the card suits under them. Waitresses have a diamond, custodians and machine attendants have a spade, guards have a club, and showgirls have a heart.

Setting Staff Patrols

When you hire support staff, they will emerge from the service where you hired them, and wander the casino floor looking for opportunities to perform their job. You can give your employees more direction than that by using the **Move** button and the **Patrol** button.

First click on the support staff you wish to direct. Now, you can direct the employee to a specific spot in the casino by using the **Move** button. Click the **Move** button, then click a spot on the casino floor. The employee will walk to that spot, and then return to wandering.

Additionally, you can direct waitresses, showgirls, and machine attendants to patrol a specific gaming area. While the employee is selected, click the **Patrol** button. Then click on the area of carpet you want them to patrol. They will wander on that section of carpet, looking for opportunities to do their job.

You can return any support staff to wandering by clicking on them, and then clicking the **Wander** button.

Firing Staff

To fire a support staff member, simply click on the employee and click the **Fire** button.

Casino Details

Once you have learned the basics of building objects, hiring staff, and satisfying patrons, this section will help you with some of the more in-depth aspects of running your casino.

Casino Rating

Your casino rating is the overall measure of how successful your casino is, on a scale from 0-500. The casino rating is based on many factors, including overall patron satisfaction, the quantity and variety of activities in your casino, the quality of your casino's exterior (see below), and the capacity of your casino's hotel.

A higher rating will increase the number of patrons who will come to your casino, so push that rating up as much as possible!

Hotel Rooms

View your hotel room options by opening the Casino Information window (see page 16), and clicking on the Hotel/PR (Public Relations) tab.

This tab allows you to add on to your hotel capacity and upgrade the in-room services you provide to your hotel guests. Adding more rooms will increase the draw to your casino and help improve your casino's rating. Adding luxury rooms will also increase the high roller population in your casino. Click on the **Room** buttons to add rooms to your casino.

Adding in-room services increases your per-room income, since patrons will pay more to stay in your hotel if you offer nice in-room amenities. Click on the **Amenity** buttons to add a given amenity to your hotel rooms.

Not all amenities will be available until you have reached the required build level (see **Build Levels** on page 10). The in-room keno service is not available until you have built a keno room.

Marketing

Marketing is the second half of the Hotel/PR tab of the Casino Information window (see page 16). Set your Marketing budget by adjusting the slider. Increasing your marketing budget will improve the quality and impact of your marketing campaign. The more you spend, the bigger the increase in the number of people who come to your casino and stay in your rooms.

Competition

In Casino Empire, you will experience some not-so-friendly competition from the neighboring casinos. The Competition tab in the Casino Information window (see page 16) gives you information about your competitors.

The meters show how you are doing relative to your competition in the areas of cash, patron population, and casino rating.

This interface also allows you to take certain actions against the competition:

Hire a Spy

Clicking the **Spy** button to the right of the competitor's logo hires a spy to stake out that casino. The spy will let you know if the competition is sending any attacks your way, giving you some time to deal with the situation. Also, hiring a spy will allow you to coordinate attacks against the competition (see below).

Attack the Competition

If you have hired a spy to stake out another casino, you can launch a limited number of attacks against that casino during the mission. The attacks will cost you some cash to pull off, and which attacks are available depend on which casino you are running.

To attack the competition:

Click an **Attack** button to the right of the casino logo you wish to attack. The text next to the button will explain what the attack is, and its intended effect on your competitor.

The competition isn't going to sit idly by as you attack them, of course. They will be sending attacks your way as well. If you have a spy at a competitor's casino when they send an attack, your spy will alert you. You will then have an option to spend some money on trying to bribe the attackers. You may persuade some of them to abort their attack, or even double-cross your competition!

You will never be able to bribe away all the attackers, though, so reinforce your security when you know an attack is coming.

Casino Events

At times during your management, situations will arise that require some decision making or action on your part. Some events will challenge you with additional goals and reward you if you achieve them. In other events, you will have to make decisions that will have unfolding ramifications.

There is not always going to be a right or wrong way to handle each event. Just make a decision that feels right to you and see what happens!

Exterior Upgrades

Part of attracting a larger crowd to your casino and improving your casino rating involves making the exterior of your casino flashier and more impressive.

To view your exterior and purchase upgrades, click the **Indoor/Outdoor View** button on the main interface.

While outside, the **Build Decor** button acts as an **Upgrade Exterior** button. Clicking on it will bring up an exterior upgrade menu. Rolling your mouse over an upgrade icon will pop up information explaining what the upgrade is and its build cost. If you have enough money, clicking on the icon for the exterior upgrade will build it.

Click the **Indoor/Outdoor View** button to return to the indoor view.

Tournaments

In Casino Empire, you will have the opportunity to both host and play in blackjack and poker tournaments. Some of them are non-payout tournaments, where you are just playing for fun. Others are payout tournaments. In a payout tournament, you pay an entry fee out of the casino's cash. If you win the tournament, the casino gets a cash prize.

Whenever you play in any tournament, casino time is automatically paused. No time will pass in the casino between the start and finish of the tournament.

Starting a Tournament

Non-Payout Tournaments

In order to host a non-payout blackjack tournament, you must first have a High Stakes Room built. To play in a poker tournament, you must first have a Poker Room or a High Stakes Room built.

To hold a non-payout tournament, click on the Poker Room or the High Stakes Room, and click a **Tournament** button. Playing in tournaments started this way does not impact your casino's cash; they are just for fun.

Payout Tournaments

Payout tournaments can only happen if a sponsor asks you to host it. You may have to meet certain requirements before the sponsor will agree to hold the tournament at your casino.

If you host a payout tournament, the sponsor will invite you to play in it. If you accept, you will pay the entry fee out of the casino's operating cash. Anything you win goes into the casino's operating budget.

Playing in a Blackjack Tournament

The winner of each tournament is the player with the most money after 16 hands. It is a single-deck tournament, so the other player's cards will be face down until it is their turn to play.

Placing a Bet

Click your cursor on the chips you want to bet. There is a $25 minimum bet for each hand in a blackjack tournament.

To add money to the bet: left-click on the chip or chips you want to add.

To subtract money from the bet: right-click on the chip or chips you want to subtract.

To clear the bet: click on the eraser.

When you are satisfied with the amount of your bet, click the bet circle in front of your seat to place your bet. The bet will stay at that amount for each hand until you change it.

Play begins immediately after you place your bet.

Blackjack Actions

When it is your turn to play your hand, click on the action you wish to take, or use the appropriate keyboard or mouse shortcut:

Hit: Deals another card to your hand.

You can request a hit by pressing the letter **H** on the keyboard. Alternatively, left-click in the middle of the table and hold down the button while dragging the mouse vertically towards yourself.

Stand: Indicates that you do not want any more cards and ends your turn.

You can stand by pressing the letter **S** on the keyboard. Alternatively, left-click in the middle of the table and hold down the button while dragging the mouse horizontally (left to right).

Double: Doubles the bet for your hand. One more card is dealt, then you must stand.

You can double down by pressing the letter **D** on the keyboard. Alternatively, right-click in the middle of the table and hold down the button while dragging the mouse vertically towards yourself.

Split: Splits the pair of cards in your hand. The original bet amount is then applied to each hand. You can then continue to draw cards to each hand independently.

You can split by pressing the letter **P** on the keyboard. Alternatively, right-click in the middle of the table and hold down the button while dragging the mouse horizontally (left to right).

Surrender: When you think your hand will surely lose, surrendering cuts your losses by folding your hand and forfeiting only half of your bet. You cannot surrender after you have hit.

You can surrender by pressing the letter **R** on the keyboard.

A Blackjack Refresher

The object of each hand of Blackjack is to beat the dealer (not the other players) with a hand of cards that does not go over a total of 21.

The value of the hand is the sum of its cards:

Face cards count as 10.

Aces count as either one or 11, player's choice.

All other cards count as their face value.

After placing bets, each player and the dealer receive two cards. The first two player cards are dealt face down for single-deck games and face up for multiple-deck games. In all games, the dealer receives one card face down and the rest face up. The dealer's first face-up card is called the upcard. The dealer's face-down card is known as the hole card.

After the initial deal, each player can hit (draw cards) until they want to stand (stop drawing), or until the hand busts (goes over 21). Players can hit or stand on any card total of 21 or below.

After the players have completed their turns, the dealer must draw cards as long as his or her total is less than 16 and must stand when the total is 17 or more.

Winning and Losing

You win at Blackjack by beating the dealer's hand. You must hold a hand equal to or less than 21 that also beats the dealer's hand. If the first two cards you receive are Blackjack (total 21), and the dealer does not have Blackjack, you win immediately.

If you bust (go over 21) or the dealer has a hand of 21 or under that is greater than yours, then you lose your bet. If you stand with any total under 21 and the dealer busts, then you win your bet.

If you tie the dealer, it is called a push, and neither side wins.

Beating the dealer pays even money, except for Blackjack. If the player has Blackjack and the dealer dos not, it pays 3 to 2.

Doubling Down

When you double down, you place a matching bet next to your original bet and receive one and only one additional card, which completes your hand. This option makes it possible for you to double your bet under favorable conditions.

Splitting Pairs

You may split when dealt a pair of any kind (e.g., two aces), or two ten-value cards of any kind (e.g., a king and a jack). If you split a pair, the two cards are separated into two one-card hands, and an amount of chips equal to your original bet goes in front of your new hand. You then proceed to play each hand independently, requesting hits or standing, as desired. You can win, lose, or bust with either or both hands.

Surrender

If the dealer does not have Blackjack, players have the option to surrender, and lose only half their original bets. Surrendering is only an option before a player has opted for a hit. When you surrender, the dealer will take your cards and half your original bet.

Insurance

When the dealer's upcard is an ace, he or she will ask the players if they want to buy insurance. Insurance is actually a type of secondary bet; you are betting that the dealer has a Blackjack.

If you take insurance, an amount equal to half your original bet goes in the "insurance" area marked on the board. The dealer will then check the hole card to see if it's a Blackjack. If the dealer does indeed have a Blackjack, your are paid off at 2 to 1—however, you also lose your original bet. If the dealer does not have a Blackjack, you lose the insurance bet. Play continues as normal.

Playing in a Poker Tournament

The winner of each Poker tournament is the player with the most money after 16 hands. In Casino Empire, all Poker tournaments are fixed limit. This means the amount of each bet or raise is predetermined, and players only choose whether or not to bet, not how much to bet. The stakes are raised after the seventh and fourteenth hands. The current stakes are shown in the dialog box before each deal.

Placing a Bet

When the betting comes around to you, click on the action you wish to take, or use the appropriate keyboard or mouse shortcut:

Call: Bet the minimum amount required to stay in the hand. Click **Call**, or press **C** on the keyboard.

Raise: Raise the amount each player must bet to stay in the hand. Click **Raise**, or press **R** on the keyboard.

Check: Stay in the hand without placing a bet. This option is only available if no one has placed a bet yet during that betting interval. Click **Check**, or press **C** on the keyboard.

Open: Places the first bet in a betting interval. Click **Open**, or press **O** on the keyboard.

Fold: Drop out of the current hand and forfeit any chips that you have bet. Never fold if you still have the option to check. Click **Fold**, or press **F** on the keyboard.

A Poker Refresher

Poker is a game of betting, where the objective is to have the best hand in a showdown or to win by having everyone else fold (drop out of a hand).

All bets made by all players go in a pile of chips in the center of the table, called the pot. No player can compete for the pot unless they are willing to meet the highest bet made by another player.

The object of each hand is to win the pot. A player can win the pot in one of two ways:

After all bets are in, all players who are still in show their hands. This is called a showdown. The player with the best hand wins.

If during betting, a player makes a bet that no other players are willing to meet, that player wins the pot without showing his/her cards.

A standard 52-card deck is used. The cards are dealt one at a time, clockwise motion. Aces are high, but aces rank low in the sequence A-2-3-4-5.

In Poker, turns (opportunities to check, call, raise, fold, show, and so on) pass from player to player in clockwise rotation.

Ranks of Poker Hands

Before you play a game of Poker, you should learn the hierarchy of hand rankings. The following combinations of cards rank the same in every form of Poker. They are listed in order from highest to lowest value.

Straight Flush. Five cards in sequence in the same suit are called a straight flush. If two straight flushes compete, the hand with the highest-ranking cards in the flush sequence wins. For example, a hand composed of A-K-Q-J-10 (royal flush) beats a hand composed of K-Q-J-10-9. The royal flush is the highest standard hand and beats all other hands.

Four of a Kind. Any four cards of the same rank form four of a kind. If two players have four of a kind, the hand with the four higher cards wins. Four of a kind beats a full house or any lower hand.

Full House. Three of a kind and one pair form a full house. The full house with the highest-ranking three of a kind beats another full house with a lower-ranking three of a kind. Full house beats a flush or any lower hand.

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Flush. A hand of any five cards all of the same suit is called a flush. A flush with the highest-ranking cards beats another flush hand. If the highest cards from each players hand tie, the next highest-ranking cards determine the winner, and so on. A flush beats a straight or any lower hand.

Straight. A hand of any five cards in sequence, but not of the same suit is a straight. The straight with the highest-ranking cards at the head of the sequence is the winner against another straight hand. The highest possible straight is A-K-Q-J-10. The lowest possible straight is 5-4-3-2-A. A straight beats three of a kind or any lower hand.

Three of a Kind. Three cards of the same rank, such as three 8s, form three of a kind. The highest-ranking three cards wins against another three of a kind hand. Three aces are the highest; three 2s are the lowest. Three of a kind beats two pair or any lower hand.

Two Pair. Two cards of the same rank and two matching cards of any other rank form two pair. The hand with the highest-ranking pair wins against another hand of two pair. If the highest-ranking pair ties, the hand with the second highest-ranking pair wins. If the all pairs in both hands tie, the hand with the highest-ranking fifth card wins. Two pair beats any hand with one pair, or no pair (high card).

One Pair. Any two cards of the same rank form one pair. The hand with the highest-ranking pair wins against another hand of one pair. If both hands have the same pair, the highest-ranking unmatched card in the hand determines the winner. If the highest-ranking unmatched cards tie, the next highest-ranking unmatched cards are compared, and so on. One pair beats any hand with no pair (high card).

High Card. A hand with no matched cards is called high card. This hand is commonly referred to as a runt. With two competing high card hands, the hand with the highest-ranking card wins. If the highest-ranking unmatched cards tie, the next highest-ranking unmatched cards are compared, and so on.

How Betting Works in Poker

Betting takes place during periods of the game called betting intervals. Casino Empire requires the first betting interval to begin with a mandatory bet in Five Card Draw, and two mandatory bets in Texas Hold'em games. These mandatory bets are called blinds.

After the first round, at each betting interval, a specific player has the first right or obligation to bet (open). Which player opens the betting depends upon the type of Poker being played. Usually, the player to the dealer's left opens the betting.

You can stay in the hand by doing one of three things:

Call. Match the current highest bet in the pot. This is referred to as staying in the hand.

Raise. Match the current highest bet in the pot, then add more money to the pot to become the highest bet in the pot. Each player must at least match (call) this bet to stay in. The raise rule is: in all betting intervals, there is a limit of three raises total.

Check. You are permitted to check if no player before you has opened with a bet. When you check, you stay in the hand without having to call or raise. Each player after you can also check until one of the players makes an actual bet.

You can also drop out of the pot by folding. When you fold, you turn in your hand and lose any chips you have added to the pot for that hand. You can fold at any time. However, it is recommended that you only fold if you don't want to call a bet (i.e., don't fold if you can check).

Betting continues until all bets are equalized. Bets are considered equalized when the turn comes around to the player who originally made the highest bet and when every other player either called the bet or folded.

A player does not have to meet a bet for an amount which is larger than all the chips or money that player has on the table. A player in this situation is *all-in*, and can put all of his or her money in the main pot (even if it does not cover the bet) and stay in the hand. This player no longer participates in the betting.

If more than two players are still in a hand in which one player is all-in, bets made after that point are added to a side pot, which is only available to the players who have paid in the required bets. If the player who is all-in wins the main pot (which they contributed to), the best hand of the other players wins the side pot.

All-in Example: Fred gets a royal flush in his opening hand in Five Card Draw, but only has $50. Another player opens the betting at $100. When it comes to Fred, he goes all-in, putting his $50 in the pot. Three other players stay in the hand.

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Play proceeds as normal, but Fred is no longer part of the betting, and he is only eligible to win $200 at the end of the hand: his $50, plus $50 from each of the three players that stayed in. He is sure to win $200 with his royal flush, but the rest of the pot goes to the second-best hand among the remaining players at the end of the hand.

Five Card Draw Rules

The player with the highest-ranking hand of five cards wins Five Card Draw. Play begins with each player receiving five cards face down, followed by the first betting interval. The player immediately to the left of the dealer must open the betting (blind open).

After the first betting interval, each player discards up to three cards. After all discards are completed, the dealer deals out replacement cards as necessary (leaving each player again with five cards). A second interval of betting takes place, followed by the showdown.

Here is a summary of the deal:

1. Five cards dealt to each player (face down), first betting interval.

2. Up to three cards may be discarded by each player.

3. The dealer replaces discarded cards, second betting interval.

Texas Hold'em Rules

In Texas Hold'em, seven cards are available to each player. Players' hands consist of two cards dealt face down to each player and five cards dealt face up to the board, which are shared by all players in the game. Players can construct their final hands using any five cards from the two cards in their own hands and the five cards from the board. A player wins by having the highest-ranking hand of five cards.

Play begins with each player receiving two cards face down, followed by the first betting interval.

In the first round, the player immediately to the left of the dealer is forced to open the betting. The first mandatory bet, the blind open (or small blind) is equal to half of the lower bet amount for the table (rounding down).

The player to the left of the blind open in the first round is responsible for the second mandatory bet, the blind raise. The blind raise (or big blind) raises the pot to be equal to the lower bet amount. For example,

when the stakes are $100 early round, $200 late round, you can expect the following blind bets:

Blind open = $50

Blind raise = $50 (Pot = $100)

The player to the left of the blind raise must call the mandatory bet amount, raise an amount equal to the size of the bet, or fold. Betting then passes around to each player as it would normally. If all players either call or fold, the player who made the blind raise then has the option of checking or raising.

In all betting intervals, there is a limit of three raises (not counting the blind raise in the first betting interval).

The Flop. The next three cards dealt face up to the board are called the Flop. The dealer turns all three cards over at the same time, for all players to use in their hands. The second betting interval ensues with the first player to the left of the dealer. This player can check, fold, or open with a bet. The lower bet amount is required at the Flop (e.g., $25 at a $25 to $50 table). Betting stops when all players have called (the betting has equalized).

The Turn. The fourth card dealt face up to the board is called the Turn. A third betting interval ensues, again starting with the player to the left of the dealer. The upper bet amount is now in force (e.g., $50 at a $25 to $50 table).

The River. The fifth and final card dealt face up to the board is called the River or Fifth Street. The final betting interval takes place. The upper bet amount is still in force.

The Showdown. When betting is complete, all players that are still in show their hands. The player with the highest-ranking five cards wins the pot. If hands tie, the pot is split between the winners.

Here is a summary of the deal:

1. Two cards dealt to each player (face down), first betting interval.

2. Third, fourth, and fifth cards dealt to the board (face up), second betting interval.

3. Sixth card dealt to the board (face up), third betting interval.

4. Seventh and final card dealt to the board (face up), final betting interval.

Casinos and Owners

As you work your way up the casino management ranks, you will work at a number of different casinos. Here's a sneak peek at the casinos and their owners.

Buddy's Casino – Cousin Buddy

Ah, Buddy, Buddy, Buddy. Always the black sheep of the family, but his heart is in the right place. He's the one who got you to come to town in the first place, calling in a family favor. Buddy is a serious gambler, so it's no surprise he ended up in Vegas. It was a bit more surprising that he opened his own casino, but much less surprising that it isn't going well, and that he's in debt to the wrong man. He took out a loan with Al Guccini to fund the casino, but now it's put him in a pinch that could be very hazardous to his health. Bail out your cousin and get your new career rolling!

Buddy's Casino, to put it mildly, is not the flashiest casino in Vegas. It's not even the flashiest casino on the block. Buddy likes to think of his casino's slogan as "the place with no food stains on the carpet." Fortunately, he left that off the sign. So it's a fixer-upper—you can still draw a crowd and make some money if you play your cards right.

The Egyptian – Abdul bin Saud

Abdul has more money than he knows what to do with. Vegas loves people with more money than they know what to do with, be they players or owners. Even though Abdul could dump money into his failing casino for the rest of his life without even having to cut back on his limousine count, it's not about the money; it's about pride. Help turn the Egyptian around, and the oil prince will be able to visit his family in Saudi Arabia with honor instead of shame.

Even though Abdul isn't Egyptian, he figured an Egyptian theme would be more marketable than a casino themed around Saudi Arabian oil drilling, and at least it taps into his desert roots. Surround the games in the Egyptian with pyramids and gold statues, and the patrons will come in droves!

The Medieval – Wolfgang and Amadeus

Wolfgang and Amadeus are partners in the biggest magic act in Vegas, but they may have worked a few shows too many together. Over time, their personalities have merged into a single entity, but they aren't really aware of it. They unconsciously finish each other's sentences and have the exact same opinion on everything, making conversations with them a strange experience. They are friendly and well-meaning, though, and just want their casino running smoothly so they have a place to perform. Maybe you can help them out...

The Medieval is a flashback to an era of minstrels, magicians, knights and kings. At the Medieval, everyone is a Lord or a Lady, and if you came to play, the mead is on the house!

Solid Gold – Junior Guccini

Junior Guccini tries hard to follow in his father's footsteps and wants desperately to impress him, but he just doesn't have a knack for the family business. To Junior, the Life is more about packing heat and wearing the latest in warm-up suit fashions, and less about good decision making and honour. Even by organized crime standards, his ethics leave a lot to be desired—at least most "family" men understand that keeping their word is good business.

The Solid Gold Casino is a music-themed casino, with a 50's sock-hop atmosphere and lots of rock memorabilia. With Junior Guccini behind the wheel, though, it is Solid Gold in name only; maybe you can change that.

The Big Top – Mort Bisby

Mort is a family-friendly comedian who bought the Big Top casino after he performed in Vegas a few times. He liked playing in Vegas, but felt casinos could have a family-friendly side to them as well. The world of broadcast television is calling him back, though, and he needs to find someone who can get things running smoothly while he heads back to TV land.

If you are trying to make a family-friendly casino, what better theme than the circus? That's what Mort figured, at any rate. Fill the Big Top with all the sights and sounds of a carnival midway, and maybe the patrons will forget how much money they've left behind at your tables!

Pirate's Gold – Tex and Lola

Tex is a wealthy businessman who knows what he wants, and he wanted a young, beautiful woman to call his wife. Lola is a woman who knows what she wants, and she wanted to marry a man with lots of money for her to spend. They were a perfect match, but when Lola impulsively demanded that Tex buy her a casino, they found themselves in over their heads. Neither of them really knows what to do with a casino, but Lola considers it to be a great fashion accessory. Tex just wants to stay wealthy, which won't happen if the Pirate's Gold keeps sinking. Sounds like a job for...

The Pirate's Gold runs with the classic swashbuckling theme. There are treasure chests and sunken ships galore. Patrons hope to find some buried treasure of their own in one of the casino's slot machines.

The Poseidon – Al Guccini

Al Guccini is the Don of the Vegas mafia, and The Poseidon is his HQ. Al is ruthlessly old school, but he considers himself to be a very reasonable man. He is embarrassed by his son Junior, but blames how he turned out on Junior's mother. You don't want to cross Al Guccini, but he is a man of his word. Exceeding expectations while working for Al can do a lot of good for a career in the casino business—just don't mention his son.

Going to the Poseidon is like gambling in an underwater ancient Rome: classic architecture with an underwater theme. If Al Guccini tells you you're going to be sleeping with the fishes, hopefully he means he just comped you a room at his casino.

The Grand – ???

Nobody knows the name of the owner of the Grand, but rumors swirl around town about him. They say he holds all his employees to near-impossible standards, not so much because he demands success, but because he enjoys punishing failure. People say he grinds through managers like hamburger, but perhaps if he could find one that actually met his high standards, this would change.

The Grand is a sophisticated, high-class casino; it's the ritziest place on the Strip. Instead of overblown themes and clichés, the Grand uses elegance and culture to attract and impress its guests.

Tips

Décor objects will pay for themselves if placed near games, as long as you remember to raise the stakes on games with high appeal. Overkill doesn't help, though. At some point, adding more décor objects around a game will no longer increase its appeal.

Use your overlays. They will help you assess your casino and make appropriate decisions. For example, if you turn on the patron overlay and see three high rollers at a blackjack table with low stakes, raise the stakes. It won't scare the high rollers off, and you'll make more money.

Variety helps boost your casino's rating. Try to provide a wide range of games and services in your casino.

Your primary income comes through the games you offer, but patrons are less inclined to gamble if they are not satisfied, or if they have any pressing basic needs. Make sure you provide enough bathrooms and places to eat so the patrons will stay happy and keep gambling.

Build games and services that appeal to the same patron type near each other. For example, put low-stakes slot machines near the buffet. When tourists finish eating at the buffet, they will be right next to their game of choice.

Build bathrooms near eating and drinking establishments.

Consider your goals when deciding how far to upgrade your build level. Sometimes a mission goal requires that you upgrade your build level. Sometimes you can complete your goals without completely upgrading your build level.

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Casino Empire

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