

HIGH ROLLERS & CASINO



EVERYONE
E
CONTENT RATED BY
ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior

to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

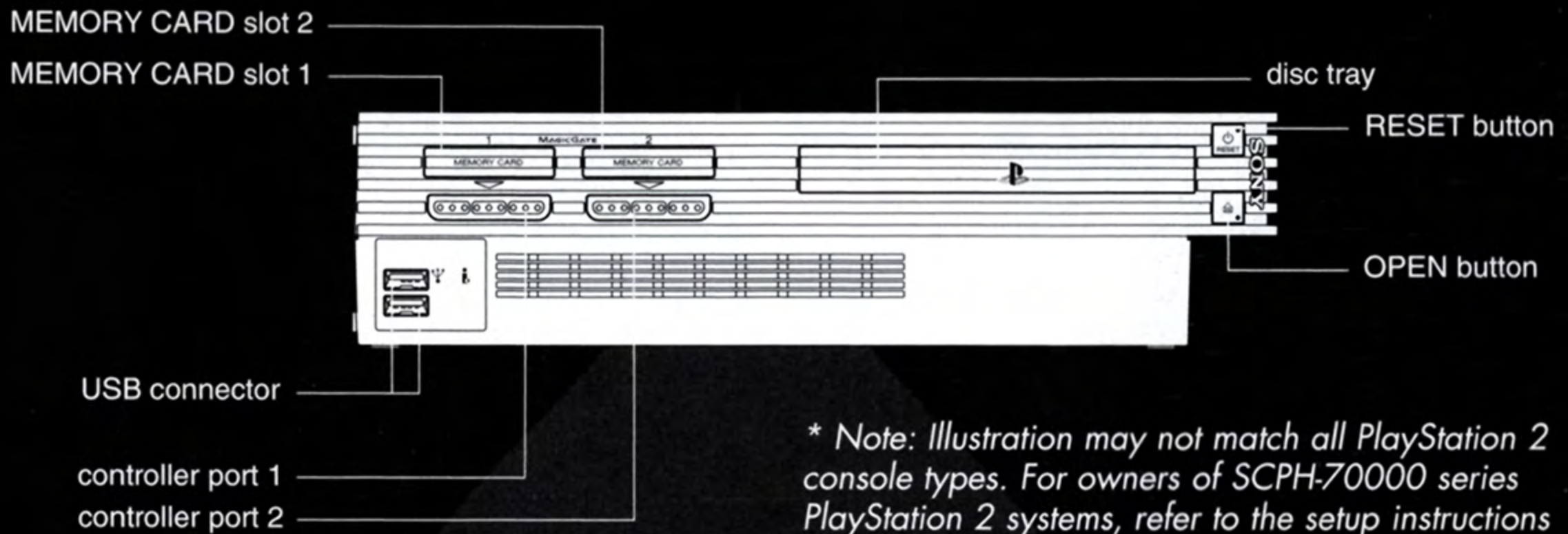
HIGH ROLLERS & CASINO

TABLE OF CONTENTS

Getting Started	2
Starting Up	3
Take Control	3
Starting the Game	4
Character Selection	4
Casino	4
Menus	5
Help	5
Tutorials	5
Tournaments	6
VIP Status and Tournament Bonus Prizes	6
Game Types	7
Casino Games	7
Blackjack	7
Spanish 21	8
Double Exposure	8
Triple - 7	9
Three Card Poker	9
Caribbean Stud Poker	11
Let It Ride	11
Pai Gow Poker	12
Mini Baccarat	13
Roulette	14
Sic Bo	15
Craps	16
Video Keno	17
Poker Hand Rankings	18
Texas Hold 'Em	19
Omaha	20
Omaha 8's or Better	20
7 Card Stud	21
Razz	22
5 Card Draw	22
Credits	23

HIGH ROLLERS & CASINO

GETTING STARTED



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the *High Rollers Casino* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

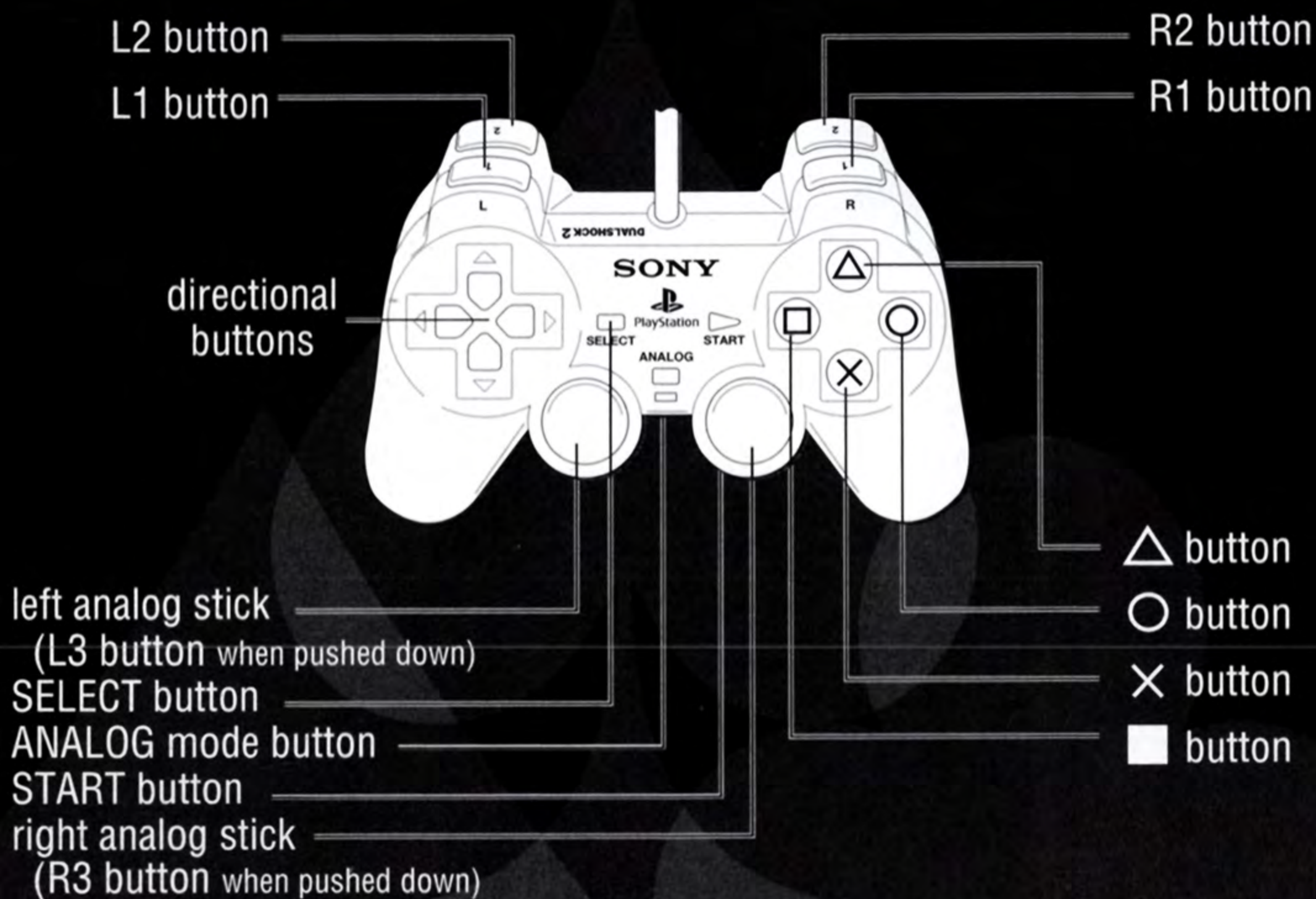
MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

HIGH ROLLER & CASINO

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



TAKE CONTROL

- button Help
- × button Select
- △ button Exit/Cancel
- ←, ↑, →, ↓ directional buttons Cross Selector
- Left analog stick Table View
- Right analog stick 3D Camera/Position Bet
- L1 button Video Slots bet wins display
- L2 button Show/Hide character viewports
- R1 button Re-center camera
- R2 button Cycle bets
- R3 button First person camera
- SELECT button Menu
- START button Start game

HIGH ROLLER'S CASINO

STARTING THE GAME

When you start the game you may start a completely new game and character by selecting *start a new game* or *continue game* to load a previously saved game. Starting a new game will take you to the character selection options. You must create a character to play the game.

CHARACTER SELECTION

The character selection options allow you to change your in-game appearance and name your character. Select specific options for your head, hair, and body, or try the mx 'n' match character generator. Once you have created your character you will enter the Casino.

CASINO

The Casino provides access to all the casino games. Explore the casino, approach a game and select or confirm the play game option to begin. Most games are available directly at the table or machine. However, to play poker you must speak to the poker manager and choose a style of poker. After you select your game you must also choose your betting limits. In order to play higher limit games you must increase your bankroll and achieve VIP status.

BARTENDER

Years of working in a casino have provided the bartender with detailed knowledge of casino games. If your having trouble playing a game, understanding the rules, or want a refresher course, talk to the bartender for step-by-step tutorials.

POKER MANAGER

Want to try your hand at the many variations of poker? Talk to the poker manager and he will set you up at the appropriate poker table.

CASINO MANAGER

If you think you have what it takes to be a High Roller, talk to the casino manager. He handles VIP access, tournaments, and will give you the scoop on the big prizes. He may even comp you a room.

CASHIER

Out of money, need a marker, or do you just have to sell one of you prizes to get back on your feet and enter the big tournament? The cashier can help.

ELEVATOR

The elevator provides access to your game play statistics, clothing options, VIP status, complementary room menu, and prizes.

HIGH ROLLERS & CASINO

MENUS

At any time on the casino floor you may push the \triangle button to access the following menu options:

WARD TO A GAME

This menu option allows you to quickly jump between casino games.

GLOBAL OPTIONS

Allows you to change music and effects volumes and select your controller options.

GAME OPTIONS

The game options menu is only available when playing a specific game. Here you can change game specific options. Options include:

Game Size: How many AI players are at the table.

AI Difficulty: How hard the AI players are to beat.

Reshuffle After Every Hand: Allows the player customize the rules to match their favorite real life casino.

Check for Blackjack on Face card: Some casinos use this rule to speed up play.

Reset Game Statistics: Zeros out all collected statistics for current game.

Pay Out Scheme: Adjusts between Realistic win percentages to more player friendly Arcade win percentages.

SAVING AND LOADING

Saving and loading provides you with the ability to save your game and load previously saved games.

HELP

For detailed casino game rules and betting options select the \square button.

TUTORIALS

The game tutorials can be access by talking to the bartender in the center of the casino floor.

HIGH ROLLERS & CASINO

TOURNAMENTS

Tournaments are competitions to see which player can win the most money (or lose the least amount of money) in a number of rounds of play. The player must put up an entry fee of \$1,000, \$5,000, or \$10,000 dollars. The player that has the most money at the end of the tournament wins all the other players' entry fees.

Tournaments are a great way to quickly make (or lose) a large amount of money.

Winning consecutive tournaments entitles the player to Tournament Bonus prizes. These prizes can be cashed in at the Change Booth to increase your bankroll.

VIP STATUS AND TOURNAMENT BONUS PRIZES

As you increase your bankroll and win prizes you can collect your VIP cards at the Casino Manager's booth located in the poker area of the casino floor.

- ◆ \$1 – \$50 & \$5 – \$250 ranges are open from the beginning. The player has FRESH MEAT ranking in the stats screen. He starts with \$1,000.
- ◆ Silver VIP Card = at \$5,000 (unlocks \$10 – \$1,000 range). When the player receives this, he achieves CARD SHARK ranking in stats screen plus one new costume is unlocked.
- ◆ Gold VIP Card = at \$20,000 (unlocks \$100 – \$10,000 range). When the player receives this, he achieves PLAYER ranking in stats screen plus one new costume is unlocked.
- ◆ Platinum VIP Card = at \$50,000 (unlocks \$5,000 – \$100,000 range). When the player receives this, he achieves OPERATOR ranking in stats screen plus one new costume is unlocked.
- ◆ High Rollers VIP Card = at \$250,000 (unlocks \$25,000 – \$500,000 range). THIS IS THE HIGH ROLLERS CARD. When the player receives this, he achieves HIGH ROLLER ranking.

HIGH ROLLERS & CASINO

GAME TYPES

There are three basic types of game to choose from in High Rollers Casino:

TABLE GAMES

These games are played against the house (i.e. the casino) with other AI players. Other players are not competing against you; the whole table can win together (or lose together).

MACHINE GAMES

These games are played against a machine that determines if you win or lose. Most machine games allow for big money jackpots. Machine games are a great way to spend a small amount of cash for the chance to win big.

POKER GAMES

Poker games are played against the other players at the table. Every game of poker has a winner and many losers. This type of game is for very competitive players that like a real challenge.

CASINO GAMES

BLACKJACK

The object is for the player to draw cards that total 21 (without going over) or come closer to 21 than the Dealer. All cards are at face value, except for the King, Queen, and Jack, which count as 10, and the Ace has a value of eleven unless that would give a player or the dealer a score in excess of 21, in which case, it shall have a value of 1. The dealer gets two cards, one card is face up and one face down. If the dealer has an Ace showing, then the player can make an *Insurance* bet. This bet pays 3:1 and must be half the original bet. The insurance bet is betting that the dealer has Blackjack. If the dealer has a blackjack, then all players lose except players that also have a blackjack who tie the dealer and keep their bet. Once you have your two cards in front of you, you can choose to *stand* (draw no more cards), or take a *hit* (draw one or more cards) until you reach 21 or come as close as possible. However, if you go over 21, you *break* and automatically lose. A winning hand pays even money. If the player is dealt a *Blackjack* (a hand with a value of 21 on the first two cards), he is paid off at 1.5:1. If the player gets 21 with three or more cards, it will lose to a dealer Blackjack. Before the player receives another card (takes a hit), the player can choose to *Surrender* his hand. If a hand is surrendered, half the bet is taken back and the player's cards are collected. Before the player receives another card (takes a hit), the player can choose to *double down*. If the player chooses to double down, then the player must double the bet and will receive only one more card. If the player has two cards for the same value (All face cards

HIGH ROLLERS & CASINO

have a value of 10), then the cards can be split. If the cards are split, then two hands are made and the player must put up the same amount as the original bet to cover the second hand. After all the players have played their hands, the Dealer turns over the *hole* card and acts on the hand according to the rules of the game. The Dealer must draw to 16 and *stand* when 17 or more is reached.

SPANISH 21

Spanish 21 is an exciting variation of Blackjack. Spanish 21 is played with a so-called Spanish Deck. A Spanish Deck consists of 48 cards; 2 – 9, J, Q, K, A. All the number '10' cards and Jokers have been removed.

The game is played like Blackjack with the following exceptions:

- ◆ Players Blackjack ALWAYS BEATS a dealer Blackjack.
- ◆ Players total of 21 ALWAYS BEATS a dealer total of 21. (Exception – a wager will be lost if the player has 21 in more than two cards and the Dealer has Blackjack.)
- ◆ Players can Double Down once on two or more cards, including after splitting cards.
- ◆ Players can split cards of equal value including Aces up to three times (creating four hands.) Hitting and doubling down of split hands, including Aces, is allowed.
- ◆ Double Down Rescue – after doubling, players may choose to rescue (take back) the doubled portion of the bet and forfeit the original wager (except when they are over 21).
- ◆ A player may Surrender one-half of his wager on the first two cards and drop from the hand. If the dealer's up card is a Face Card or an Ace, the dealer must check for Blackjack, if no Blackjack, the player may surrender. Players cannot surrender when the dealer's hand is Blackjack.

DOUBLE EXPOSURE

Double Exposure is a variation of Blackjack. Double Exposure is played the same way as Blackjack except both of the dealer's cards are dealt face upwards. All other rules remain the same except that players lose tied hands, (unless the player and the dealer both have blackjack, in which case the player wins).

Blackjacks are paid at even odds. Insurance wagers are not available (as you can see both of the dealer's cards) and players may only double down on point counts of 9, 10 or 11. Pairs may only be split once and surrender is not available.

HIGH ROLLER & CASINO

TRIPLE-7

Triple-7's Blackjack is based on standard Blackjack. Triple-7 has a side bet that makes the player eligible for an additional payout based on the number of 7s in their Blackjack hand. Triple-7 differs from standard Blackjack in the following ways:

- ◆ The game is played with five standard decks of 52 playing cards.
- ◆ Decks are shuffled after the completion of every game.
- ◆ The player can only double on a hand with a value of 9, 10, or 11.
- ◆ Cards of the same value but not of the same denomination cannot be split.

Combination of Sevens

Payout

777 Three Diamond Sevens	10000
777 Three Sevens, same suit	1000
777 Three Sevens, different suits	250
77 – Two Sevens, same suits	50
77 – Two Sevens, different suits	25
7 – Single Seven	5

THREE CARD POKER

Three Card Poker is a new and exciting variation to Poker. Each player and the dealer receive three cards. To learn more about poker hands you can refer to the Poker Hand Ranking text in the poker section of this manual. Three Card Poker uses a modified version of the standard Poker Hand Rankings below:

Rank of Hands (Highest to Lowest)

Straight Flush	3 cards of the same suit in consecutive rank
Three-of-a-kind	3 cards in the same rank, regardless of suit
Straight	3 cards of consecutive rank, regardless of suit
Flush	3 cards of same suit, regardless of rank
Pair	2 cards of same rank, regardless of suit

When comparing two hands that are of identical poker hand rank, the hand that contains the highest-ranking card shall be considered the highest-ranking hand. (If hands are identical after this application, the hand shall be considered a draw.)

HIGH ROLLER'S CASINO

How to Play

To play against the dealer, the player must make an ANTE wager. After viewing the three cards, the player has the option to either place a PLAY wager equal to the ANTE wager or forfeit the ANTE and if applicable, the PAIR PLUS wager.

The dealer must have Queen High or Better to play. If the dealer's hand does not contain a Queen High or Better, the ANTE wager wins 1 to 1 and the play wager is returned. If the dealer's hand does contain a Queen High or Better and the Player's hand beats the dealer's hand, the PLAY wager is paid 1 to 1 and the ANTE wager is paid 1 to 1. In the event of a TIE, then it is a PUSH and the wagers are returned.

The PAIR PLUS wager allows the player to bet the ranked value of the hand against the posted pay out and is NOT in competition against the dealer's hand. An ANTE wager must be placed in conjunction with the PAIR PLUS wager in an amount at least equal to the PAIR PLUS wager.

The pay out for the PAIR PLUS wager is as follows:

Pair	1:1
Flush	4:1
Straight	6:1
Three-of-a-kind	30:1
Straight flush	40:1

A player placing an ANTE wager and a PLAY wager shall be paid an ANTE BONUS if the player's hand consists of the following:

Straight	1:1
Three-of-a-kind	4:1
Straight flush	5:1

If the player makes an ANTE wager and a PAIR PLUS wager but fails to make a PLAY wager, the player shall forfeit both the ANTE wager and the PAIR PLUS wager.

HIGH ROLLERS & CASINO

CARIBBEAN STUD POKER

The player antes any amount of money, and is then dealt a five-card hand; the dealer is also dealt five cards only one of which is exposed. The player now either folds, losing his ante, or bets an additional amount equal to exactly twice the ante. The dealer then reveals his remaining four cards. If the dealer's hand is not Ace – King or better, the player is paid even money on the ante and nothing on the bet. If the dealer's hand is Ace – King or better it is said to *qualify* (for play against the player). In that case if the dealer's hand is better than the player's, the player's ante and bet are collected by the house. If the dealer's qualifying hand is worse than the player's hand, the player is paid even money on the ante and an amount on the bet according to the player's hand as follows:

Ace/King or pair	1:1
Two pair	2:1
Three of a kind	3:1
Straight	4:1
Flush	5:1
Full house	7:1
Four of a kind	20:1
Straight flush	50:1
Royal flush	100:1

To learn more about poker hands you can refer to the Poker Hand Ranking section of this manual.

LET IT RIDE

This poker-style casino game is a variation of five-card stud, but instead of beating the dealer or other players the goal is to get the highest-ranking hand. A Pay-Table shows the winnings for each hand rank.

Playing the Game

The game starts with the player making three identical bets. After this the dealer gives each player three cards and deals two community cards face down. Then the player will have to make a decision based on how strong the hand is whether to remove one of the three bets or let the bets remain and *let it ride*. The dealer will turn one of the two community cards face up, and the player will again have to decide whether to remove a second bet or *let it ride* again. The following Pay-Table shows the payoffs for each hand rank, the minimum winning hand being a pair of Tens.

HIGH-ROLLER'S CASINO

Let It Ride Pay-Table

Royal flush	1000:1
Straight flush	200:1
Four of a kind	50:1
Full house	11:1
Flush	8:1
Straight	5:1
Three of a kind	3:1
Two pair	2:1
Pair of Tens or better	1:1

To learn more about poker hands you can refer to the Poker Hand Ranking section of this manual.

PAI GOW POKER

The object of the game is to beat the dealer. All players and the dealer will receive seven cards, which they will use to construct two separate hands, of two cards and five cards. These hands will be set or ranked using standard poker rankings. To learn more about poker hands, refer to the Poker Hand Ranking section of this manual. Seven cards will be dealt to each betting area, including the dealer, regardless if a player is present or not.

The two-card hand is called the second highest, the Low Hand or the Front Hand. The highest ranked two-card hand would be a pair of Aces. Since only two cards are used, a straight or a flush is impossible. The five-card hand must always be equal to or higher in rank than the two-card hand.

The five-card hand is called the High, Highest Hand, or the Back Hand. The highest possible five-card hand is Five Aces, which is formed by using the 53rd card in the deck, the Joker.

The Joker can be used as an Ace, as the missing card in a straight, straight flush, royal flush, and as the highest card absent from a flush. It will assume the rank of the card it replaces or it will be ranked as an Ace. The joker may never be used to form pairs, three, four, or five of a kind, with any cards other than Aces.

In order for the player to win, his two-card hand and his five-card hand must be higher in rank than the corresponding two-card hand and five-card hand of the dealer. If both of the player's hands are higher than the banker's hands, the player will be paid the same amount as he has wagered, less a 5% commission. If either hand of the player is higher than either hand of the dealer and the other is not, the hand will be considered a tie or a push and no money is won or lost. No commission will be

HIGH ROLLERS & CASINO

charged on pushes and the player will be allowed to change or remove his bet before the start of the next hand. If neither of the player's hands are higher than the banker's hands, the player will lose. If the two-card hand or the five-card hand is identical to the dealer's hand the dealers wins.

The dealer must set their hand by using a set of rules known as *The House Ways*. Please refer to the in-game help text for details on the *House Ways*.

MINI BACCARAT

There are two principal bets to make: Banker or Player, plus the rarely used Standoff. Each player bets on either Banker or Player. Two hands are dealt and you bet which one will win, or that they will tie. The only difference between banker and player bet is a win on banker will cost you 5% commission. Each hand consists of a minimum of two and a maximum of three cards. If either hand has a total of 8 or 9 (nine is the highest), then it is called a 'Natural' and no more cards are dealt. If it is not a natural, then depending on the value of each hand the dealer may deal a third card. The decision when to deal a third card follows a precise set rules. Baccarat is played from a six-deck shoe. All face cards and 10s have no value. Cards less than 10 are counted at face value, Aces are worth 1. Only single digit values are valid. Any count that reaches a double digit drops the left digit.

Player's third card rule

- ◆ If either the player or the bank have a total of 8 or 9 on the first two cards no further cards are drawn. The resulting hand is called a natural and the hand is over.
- ◆ If the player's total is less than or equal to 5 the player's hand draws a third card.
- ◆ If the player does not draw a third card, then the bank's hand stands on 6 or more and takes a third card on a total of 5 or less. If the player does take a third card then the Bank's third-card-rule below will determine if the bank takes a third card.

Bank's third card rule

- ◆ If the bank's total is 2 or less then bank draws a card, regardless of what the player's third card is.
- ◆ If the banks total is 3 then the bank draws a third card unless the players third card was an 8.
- ◆ If the banks total is 4 then the bank draws a third card unless the players third card was a 0, 1, 8, or 9.
- ◆ If the banks total is 5 then the bank draws a third card if the players third card was 4, 5, 6, or 7.
- ◆ If the banks total is 6 then the bank draws a third card if the players third card was a 6 or 7.
- ◆ If the banks total is 7 then the bank stands.

HIGH-ROLLERS & CASINO

ROULETTE

There are two types of bets in Roulette. These are referred to as INSIDE or OUTSIDE bets. Inside bets are made by placing chips on the numbers from 1 to 36. Bets outside this grid, like for example a bet on RED, would be an outside bet. Players may place any number of chips (up to the table limit) on the following fields of table:

STRAIGHT (center of a cell):	Pays 35:1 + bet back if number is winner.
SPLIT HORIZONTAL (on the center of a horizontal line adjacent to 2 cells – e.g. between 1 & 2):	Pays 17:1 + bet if any of the 2 numbers is winner.
SPLIT VERTICAL (on the center of a vertical line adjacent to 2 cells – e.g. between 1 & 4):	Pays 17:1 + bet if any of the 2 numbers is winner.
STREET (on the center of the up most line which encloses a 3 – cell row – e.g. 1, 2, 3):	Pays 11:1 + bet if any of the 3 numbers is winner.
SQUARE (on the intersection of the lines between 4 adjacent cells – e.g. 1, 2, 4, 5):	Pays 8:1 + bet if any of the 4 numbers is winner.
CORNER (on the lower-left intersection between 0 & 1):	Pays 6:1 + bet if winner is 0, 00, 1, 2, or 3.
LINE (on the intersection of the down most lines which enclose a 2 – row of 6 numbers – e.g. 1, 2, 3, 4, 5, 6):	Pays 5:1 + bet if any of the 6 numbers is winner.
COLUMN (on any of the rightmost 3 cells labeled 2 – 1):	Pays 2:1 + bet if any of the 12 numbers of the column is winner.
DOZENS (on any of the lower 3 cells labeled 1st 12, 2nd 12, 3rd 12):	Pays 2:1 + bet if any of the 12 numbers in the dozen is winner.
LOW (on the cell labeled 1–18):	Pays 1:1 + bet if any of numbers 1 – 18 is winner.
HIGH (on the cell labeled 19 – 36):	Pays 1:1 + bet if any of numbers 19 – 36 is winner.
BLACK (on the middle-low black rhombus):	Pays 1:1 if the winner is a black number.
RED (on the middle-low red rhombus):	Pays 1:1 if the winner is a red number.
ODD (on the cell labeled ODD):	Pays 1:1 if the winner is an odd number (1, 3, 5, ... 35).
EVEN (on the cell labeled EVEN):	Pays 1:1 if the winner is an even number except 0 and 00 (2, 4, 6, ... 36).

HIGH ROLLER'S CASINO

SIC BO

Sic Bo is a game somewhat like roulette in that there are many places on the table to place bets. Three dice are used to determine the outcome of the betting.

Single Number Bets

The bottom row of the Sic Bo table has six betting areas. These are called single number bets. If one of the three dice comes up as one the numbers bet on (from 1 – 6), you get paid out at 1:1. If two numbers come up you get paid out at 2:1 and if three numbers come up you get paid out at 3:1.

Two Number Combinations

The two number combination bets consist of placing a wager on any two dice combinations. If you wager on a 6,4 combination and the result of the dice roll was 4,7,6, you would win at 5:1 odds. If the result of the dice roll was 6,4,4 you would win twice because there are two combinations of 6,4.

Three Number Totals

A three number total wager consists of combining the total shown on the resulting dice roll. Different totals have different odds. A result of 3 or 18 is always a loss. The payouts are as follows: 4 or 17 – 60:1, 5 or 16 – 30:1, 6 or 15 – 18:1, 7 or 14 – 12:1, 8 or 13 – 8:1, 9 or 12 – 6:1, 10 or 11 – 6:1

Small or Big Wager

You can wager on whether the combined total of the dice roll will be either between 4 – 10 or 11 – 17. This wager pays out at 1:1 odds. A triplet will always result in a loss for the player.

Triplet Bets

Triplets are when the resulting dice roll consists of all three dice containing the same digit. So if you wagered on three 6's and that was the dice result you would win at 150:1 odds. You can also wager on all six-triplet bets at once, this is called *Any Triplet* and pays out at 30:1 odds.

Pairs

Pairs are when the resulting dice roll contains a pair of the same number. Whether you have two fives or three fives you still only win once and you win at odds of 11:1.

HIGH-ROLLER'S CASINO

CRAPS

The *shooter* rolls the dice to begin play. This initial roll is called the come-out roll, and a shooter must continue making come-out rolls until something other than a 2, 3, 7, 11, or 12 shows up. When this happens, the number rolled is called the point. So, if a shooter rolls a 2, 7, and then an 8, the 8 becomes the point. Next, the shooter continues to roll the dice until the point repeats itself, or until a 7 is rolled. When either of these things happens, that particular round of play ends, and the shooter makes a new come-out roll.

Basic Betting – Pass Line and Don't Pass

Prior to the come-out roll, players can make one of two bets, by placing chips on either the pass line or the don't pass bar. You are not required to make this bet, but almost everybody does. Both pass line and don't pass bets give you about the same odds. The pass line bettor is betting with the dice, and is often called the right way bettor. The don't pass bettor is betting against the dice, and is called the wrong way bettor.

The Pass Line Bet

When you bet on the pass line, one of the following will occur:

- ◆ The next roll will be a 7 or 11, in which case you immediately win even money (1:1).
- ◆ The next roll will be a 2, 3, or 12, in which case you lose.
- ◆ Any other number becomes the point. If the shooter repeats the point on a subsequent roll, you win and receive even money. If a seven shows up before the point repeats itself, you lose the bet.

The Don't Pass Bet

When you bet on the don't pass bar, one of the following will occur:

- ◆ The next roll will be a 2 or 3, in which case you immediately win even money.
- ◆ The next roll will be a 7 or 11, in which case you lose.
- ◆ If the shooter rolls a 12, you push, neither winning nor losing
- ◆ Any other number becomes the point. The don't pass bet wins even money if the shooter rolls a seven before repeating the point. The bet loses if the point repeats itself first.

Odds Bets

Once the shooter makes a point, you can place another bet called an odds bet. An odds bet is an additional bet that compliments your pass or don't pass wager. Odds bets are the best bets you can make in a casino because the house will pay you true odds. This means the house has absolutely no advantage on these bets. You make a pass line odds bet by placing chips behind your original pass line bet. If you are a don't pass bettor, you can make a don't pass odds bet by placing chips on top but a little to the side of your original bet. The odds bet will pay off if you win your original bet.

HIGH ROLLERS & CASINO

The following chart will show what the odds bets pay:

If you are a pass line odds bettor:

<i>The payout is...</i>	<i>...if the point is</i>
2:1	4 or 10
3:2	5 or 9
6:5	6 or 8

If you are a don't pass odds bettor:

<i>The payout is...</i>	<i>...if the point is</i>
1:2	4 or 10
2:3	5 or 9
5:6	6 or 8

In addition to the pass and don't pass bets, there are many other bets you can make in craps. Please refer to the in-game help for more information on additional craps bets.

VIDEO KENO

Video Keno is played by betting an amount on a game and then selecting from 2 to 15 numbers. Depending on how many numbers match the player's selection will determine the payoff. The original bet is lost when playing Keno, so if the chart below shows a payoff of 1, that is basically a tie and the player's money is returned.

Keno Payoffs

Number of Boxes Selected

Number Hit	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
2	14	2	2	1	1	0	0	0	0	0	0	0	0	0
3	-	16	6	3	2	1	1	1	1	0	0	0	0	0
4	-	-	25	15	3	6	3	2	2	2	1	1	0	0
5	-	-	-	50	30	12	6	4	3	2	2	2	2	1
6	-	-	-	-	75	36	18	8	5	6	4	4	3	2
7	-	-	-	-	-	100	90	20	10	15	24	5	5	5
8	-	-	-	-	-	-	720	80	30	25	72	20	12	15
9	-	-	-	-	-	-	-	1200	600	180	250	80	50	50
10	-	-	-	-	-	-	-	-	1800	1000	500	240	150	150
11	-	-	-	-	-	-	-	-	-	3000	2000	500	500	300
12	-	-	-	-	-	-	-	-	-	-	4000	3000	1000	600
13	-	-	-	-	-	-	-	-	-	-	-	6000	2000	1200
14	-	-	-	-	-	-	-	-	-	-	-	-	7500	2500
15	-	-	-	-	-	-	-	-	-	-	-	-	-	10000

HIGH ROLLER'S CASINO

POKER HAND RANKINGS

There are 52 cards in a deck, and the ranking of the individual cards, from high to low, is Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. There is no ranking between the suits – so for example the King of Hearts and the King of spades are equal. A poker hand consists of five cards. The categories of hand, from highest to lowest, are listed below. Any hand in a higher category beats any hand in a lower category.

1. Royal Flush – This is the highest poker hand. It consists of Ace, King, Queen, Jack, Ten, all in the same suit. As all suits are equal, all royal flushes are equal.
2. Straight Flush – Five cards of the same suit in sequence – such as J – 10 – 9 – 8 – 7. Between two straight flushes, the one containing the higher top card is higher. An Ace can be counted as low, so 5 – 4 – 3 – 2 – A is a straight flush, but its top card is the five, not the ace, so it is the lowest type of straight flush. The cards cannot *turn the corner*: 4 – 3 – 2 – A – K is not valid.
3. Four of a kind – Four cards of the same rank – such as four Queens. The fifth card can be anything. This combination is sometimes known as *quads*. Between two four of a kind hands, the one with the higher set of four cards wins.
4. Full House – This consists of three cards of one rank and two cards of another rank – for example three sevens and two Tens. When comparing full houses, the rank of the three cards determines which is higher.
5. Flush – Five cards of the same suit. When comparing two flushes, the highest card determines which is higher. If the highest cards are equal then the second highest card is compared; if those are equal too, then the third highest card, and so on.
6. Straight – Five cards of mixed suits in sequence – for example Q – J – 10 – 9 – 8. When comparing two sequences, the one with the higher-ranking top card wins. Ace can count high or low in a straight, but not both at once, so A – K – Q – J – 10 and 5 – 4 – 3 – 2 – A are valid straights, but 2 – A – K – Q – J is not.
7. Three of a Kind – Three cards of the same rank plus two other cards. This combination is also known as Triplets or Trips. When comparing two threes of a kind the hand in which the three equal cards are of higher rank wins.
8. Two Pairs – A pair is two cards of equal rank. In a hand with two pairs, the two pairs are of different ranks (otherwise you would have four of a kind), and there is an odd card to make the hand up to five cards. When comparing hands with two pairs, the hand with the highest pair wins.

HIGH ROLLERS & CASINO

9. Pair – A hand with two cards of equal rank and three other cards, which do not match these or each other. When comparing two such hands, the hand with the higher pair wins
10. High Card – Five cards, which do not form any of the combinations, listed above. When comparing two such hands, the one with the better highest card wins. If the highest cards are equal the second cards are compared determine the winner.

Notes on Low Poker

When playing games in which the lowest hand wins, there are some modifications to the ranking:

- ◆ Straights and flushes do not count as combinations
- ◆ Aces count as low, below the twos
- ◆ A hand is always considered to belong to the highest category into which it fits – for example 7 – 7 – 7 – 5 – 5 counts as a full house – not (for example) as a pair with three odd cards that happen to be equal.

With these rules the best Low Hand is 5 – 4 – 3 – 2 – A, which does not count as a straight in this case.

TEXAS HOLD'EM

In Texas Hold'em, players are dealt two cards face down. These are the hole cards. Five cards are then dealt in the middle of the table face up. The cards are shared by all the players at the table, and are called community cards. Players then try to construct the best possible five card hand they can, using the community cards combined with their hole cards. The player with the best hand wins.

The game is played as follows:

1. One player is the dealer. The two players to the left of the dealer make *blind* bets. The first player makes a bet that is equal to half the minimum bet at the table. This is known as the *small blind*. The second player makes a bet equal to the minimum table bet. This is the *big blind*.
2. Two cards are dealt face down to each player on the table.
3. The player to the left of the Big Blind begins play. He/she may choose to call (which means match the bet on the table), raise, or fold. This continues to the left until the betting round is completed.

HIGH ROLLERS & CASINO

4. The first three face up cards are then dealt at the same time. This is known as the *flop*.
5. The next betting round begins with player to the left of the dealer and continues to the left. If there is no bet on the table, a player may bet or check. If there is a bet on the table, a player may call, raise or fold.
6. After the close of the betting round, the next card is dealt, face up. This card is called the *turn*.
7. The next round of betting occurs. For this round the value of a bet increases to the table maximum.
8. After the close of this betting round, the final card is dealt. This card is known as the *River*.
9. The final betting round takes place. At the conclusion of betting, the best hand takes the pot.

OMAHA

Omaha is played exactly the same away as Texas Hold'Em, except that player is dealt four hold cards rather than two (refer to the Texas Hold'Em section for more information).

The player **MUST** use two of their hold cards and three of the community cards to make a hand. The player cannot use more or less than two hold cards and they cannot use more or less than three community cards.

OMAHA 8'S OR BETTER

Omaha 8's or Better is exactly the same as Omaha except that players can win with the highest hand (as in Omaha) or with a Low Hand that is no higher than 8 (8 as the high card is acceptable). If during the showdown no player has a qualifying Low Hand, then the entire pot goes to the high hand winner. The same player can win both the Low Hand and high hand; even the same exact cards can be used for both the high and Low Hands. . In a split pot, any leftover odd chip goes to the *High* side of the pot.

Ties: In case two or more players *tie* for one side of the pot, they will split that half into equally divided portions. If there is an odd chip(s), it will go to the person(s) closest to the left of the *button*. (One player winning the *High* side and two players who tie for the *Low* side is not uncommon in Omaha 8 or Better.)

HIGH ROLLERS & CASINO

7 CARD STUD

Seven Card Stud is a popular, well-known form of poker. Players receive seven cards, three *down* cards and four *up* cards. Your *hand* is determined by using the best five of seven cards.

Basics: There are five betting rounds in Seven Card Stud. One bet and three raises are allowed on each betting round. To continue to play, players must call all action to them on each *street* or betting round (unless they are all-in).

Here is the procedure for Seven Card Stud:

1. Everyone *antes* (puts a predetermined amount in the pot before the cards are dealt). This amount is based on the size of the game.
2. Each player is dealt three cards (two *down* cards and one *up* card). The *up* card is also known as the *door card* or *Third Street*. The lowest *up* card must initiate the action with a *Bring-In* bet. (If two or more players have the same lowest card, the person who brings it in is determined by suit order: clubs, diamonds, hearts, and spades.)
3. Upon completion of the first round of betting, another card is dealt face-up to each player that still remains in the pot (those who didn't fold on *Third Street*). This is *Fourth Street* (the second round of betting). From *Fourth Street* on, the highest hand showing begins the action by checking or betting.
4. If a pair is showing on *Fourth Street*, players have the option to make a single or double bet. If your opponent makes a single bet, you may call, raise a single bet, raise a double bet, or fold. If your opponent makes a double bet and you wish to raise, you may only raise an equal amount.)
5. Upon completion of the betting on *Fourth Street*, another card is dealt face-up to those who remain in the pot. This is called *Fifth Street* (the third round of betting – which doubles – and continues at this amount for the remaining betting rounds). The highest hand showing again starts the action by checking or betting.
6. Upon the completion of betting on *Fifth Street*, another card is dealt face-up. This is *Sixth Street* (fourth betting round).
7. The final card is dealt down. The last card is also known as the *River Card* or *Seventh Street* (final round of betting).

HIGH ROLLERS & CASINO

8. Upon completion of the final round of betting, the best hand wins the pot. (The pot may also be won by someone who bets without being called at any time during the hand.)
9. Very seldom, a situation occurs where there are not enough cards left in the deck to give each player their own river card. In this event, the dealer will turn one board card face-up and it will be used as a community card.

Razz

Razz (also called 7 Card Stud Low), is exactly this same game a 7 Card Stud except the winner is the player with the lowest hand and there is no Double Betting. See the 7 Card Stud section for more information on the basics of 7 Card Stud. More information on low poker hands can be found in the Poker Hand Ranking section of this manual.

5 CARD DRAW

5 Card Draw is one of the most popular forms of poker in home games across the world. Draw is a poker game in which each player receives five cards dealt face down. There are two betting rounds. Those players who stay in on the first round have a chance to change or improve their five-card hands by replacing up to four of their cards. After players receive replacements (in an exchange known as the draw), there is a second round of betting, followed by a showdown. At that point, the highest hand among active players (those remaining in contention for the pot) wins the pot.

Betting

All players contribute an ante to the pot depending on the betting limit (see chart below). The betting starts after five cards are dealt to each player. At this point, there is a round of betting. After all bets have been equalized, active players draw to their hands. A second round of betting follows, and then the showdown.

- ◆ Check-and-raise is allowed on the second round. On the first round, if a player checks, they can only call or fold from that point.
- ◆ On the first round, if all players check, then the hand is a bust. All players put in another ante and play starts over with a fresh set of five cards. There is no limit to the number of antes that can be put into the pot in this way.
- ◆ A player can only draw four cards if the card they retain is an Ace; otherwise the maximum number of cards that can be drawn is three.

HIGH ROLLERS & CASINO

CREDITS

High Rollers Casino

a Cinemaware – Virtual Toys Production

Director

Fabriciano Bayo

Producer

Jesus Iglesias

Lead Programmer

Julio Martinez

Programmers

Juan Manuel Sanchez

Carlos Macarron

Jose Ignacio Hualde

Jose Luis Ortiz

Lead Artist

Sonia Leon

Artists

Santiago Cobo

Rafael Garcia

Lead 3D Artist

Luis Miguel Duran Ramon

3D Artists

Cristina Ynzenga

Mario Ruiz

Luis Rojo

Francisco Fernandez

Ferran Casas

Music & Sound FX

Victor Peral

Game Design

James Farley

Quality Assurance Manager

Mike Fridley

Quality Assurance Testers

Rob Gray

William Noble

Hal Jenkins

Executive Producer

Lars Fuhrken-Batista

Special Thanks

A Annika y Erik. A Ruth, Nicolas y Lucas. A Sonia y Paula. A Virginia, Sara y Esther. A Cristina, Ana, Jimena, Susana y al Heavy Metal. A Charo y Rafael. A M^o Eugenia y a Miska. A Nobu. A Mauri y Pepe. A la Perla de Chihuahua. A Sheila. A Willy, Xurxo y Pilar. A Laia. A Noelia. A Elena, Jose y Félix. A Marisol. A Andrea Santos.

A todos ellos y a la familia y amigos, nuestro más sincero agradecimiento por la paciencia y apoyo infinitos.

"Heroes Live Forever"

High Rollers Casino © 2004 Mud Duck Productions, a ZeniMax Media brand. Developed in association with Cinemaware, Inc./Virtual Toys S.L. High Rollers Casino, Mud Duck, ZeniMax and their respective logos are registered trademarks or trademarks of ZeniMax Media Inc. Cinemaware, Heroes Live Forever and Virtual Toys are registered trademarks of their respective owners. All Rights Reserved.

HIGH ROLLER & CASINO

LIMITED WARRANTY

ZeniMax Media Inc. ("ZeniMax") warrants for a period of ninety (90) days following the original purchase of this Disc ("Warranty Period") that the Disc media is, and under normal use shall be, free from substantial errors or defects that will materially interfere with the operation of the Disc as described in the Documentation. This limited warranty applies to the initial purchaser only ("You"), and does not apply if the Disc is used for other than for private, non-commercial purposes.

EXCEPT AS STATED ABOVE, ZENIMAX MAKES NO OTHER WARRANTY, REPRESENTATION, OR CONDITION, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE. ANY AND ALL OTHER EXPRESS OR IMPLIED WARRANTIES, REPRESENTATIONS, OR CONDITIONS, STATUTORY OR OTHERWISE, ARE EXPRESSLY AND SPECIFICALLY DISCLAIMED, INCLUDING ANY WARRANTY OR MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE OR NON-INFRINGEMENT.

Some jurisdictions do not allow limitations on how long an implied or express warranty or condition lasts, so the above limitation may not apply to You. This limited warranty gives You specific legal rights, and You may also have other rights which vary from jurisdiction to jurisdiction.

If You believe You have found an error or defect in the Disc that would constitute a breach of this limited warranty during the Warranty Period, and You are in the United States, please call 410-568-3685, 9:00 am to 5:00 pm EST Monday through Friday, excluding holidays. If You are outside the United States, send your original Disc to Mud Duck Productions c/o ZeniMax Media Inc., 1370 Piccard Drive, Suite 120, Rockville, Maryland 20850 USA, together with a dated proof of purchase, Your product number, a brief description of such error or defect, and Your return address.

If You have a problem resulting from such a manufacturing defect in the Disc, ZeniMax's entire liability and Your exclusive remedy for breach of this limited warranty shall be the replacement of the Disc, within a reasonable period of time and without charge, with a corrected version of the Disc. Any replacement Disc shall be warranted for the remainder of the original Warranty Period or thirty (30) days, whichever is longer. This limited warranty shall not be applicable and shall be void if the defect in the Disc is found to be the result of abuse, unreasonable use, mistreatment or neglect.

WARRANTY CARD AND WARRANTY PROTECTION

To be eligible for warranty protection hereunder, You must fill out and mail in the Warranty Registration Card included in the Package within thirty (30) days of purchase. Failure to send in Your Warranty Registration Card within thirty (30) days of purchase shall result in the loss of Your warranty protection. Warranty protection is available only to You, the original purchaser. In the event of any questions in this regard, ZeniMax reserves the exclusive right to determine warranty eligibility and appropriate redress, if any.

LIMITATION OF LIABILITY

IN NO EVENT SHALL ZENIMAX BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL, PUNITIVE, EXEMPLARY OR OTHER INDIRECT DAMAGES, EVEN IF ZENIMAX IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL THE ENTIRE LIABILITY OF ZENIMAX ARISING FROM OR IN ANY WAY RELATED TO THE PACKAGE, THE DISC, OR ANY PART THEREOF, OR THIS AGREEMENT, EXCEED IN THE AGGREGATE THE PURCHASE PRICE OF THE PACKAGE.

Some jurisdictions do not allow the exclusion or limitation of relief, special, incidental, consequential, indirect or exemplary damages, or the limitation of liability to specified amounts, so the above limitations or exclusions may not apply to You.

For general technical support, please call 410-568-3685, 9:00 am to 5:00 pm EST Monday through Friday, excluding holidays.



CINEMAWARE
HEROES LIVE FOREVER

ZeniMax[®]
MEDIA INC.

