

MICROSOFT[®] CASINO



GAMING GUIDE

CASINO CHALLENGE

The Casino Challenge lets you test your gambling skill (and luck!) against a series of computer opponents. Each Casino Challenge starts in Treasure Island at the Mirage®, advances to The Mirage®, and culminates in a final round at Bellagio®. You must be a top finisher to advance from round to round.



You can choose from three different versions of the Casino Challenge:

The **Freestyle Beginner Challenge** enables you to compete at your own pace in just the games you choose. The Freestyle event is a good starting point for casino rookies.

In the **Timed Beginner Challenge**, you compete against the clock to rack up the highest bankroll in each round. You can play any game in the casino during a Timed Beginner event.

The **Advanced Challenge** is designed to make even true high rollers sweat. You'll face the stiffest competition, but you'll also receive a special reward if you win. The games you play and the order in which you play them are selected at random.

To start a Casino Challenge, click the Casino Challenge marquee on the Microsoft Casino main screen.

GENERAL HELP

Choosing a Game

Move the mouse pointer over any game in the casino lobby and click the Play button.



Placing Bets

Click on the chip you want to wager, and then click on the appropriate area on the game table or machine to place the bet. To take back a bet, right-click on the chip.

Exiting a Game

Click the Exit button to exit a game and return to the casino lobby.



Getting Help

Click the Help button anytime to get help about the current game.



Changing Options

Press the F8 key within a game to access sound and graphics options.

TOURNAMENT PLAY

In Tournament Play, you compete against other players at a single casino game in an attempt to win the most money. All players start with the same bankroll, and the finisher with the highest bankroll at the end of all rounds wins the prize money. The size of the entry fee determines the total prize money.

To start a Tournament, move the mouse pointer over any game in the casino lobby and click the Tournament button. Choose a tournament level, and then click OK to start playing.



Play ends when all the rounds have been completed, your bankroll reaches zero, or you forfeit the tournament by exiting the game. If you win the tournament, the prize money is added to your bankroll.

PAI GOW POKER

The object of Pai Gow Poker is for both of the Player hands to rank higher than both of the Banker hands. Winning hands are paid even money, less a 5% commission. Losing hands lose the amount wagered.

HOW TO PLAY

After making a bet, click Deal Cards. Each player is dealt seven cards, which you arrange into two hands: a two-card hand (called the *low hand*) and a five-card hand (called the *high hand*).

The high hand must be higher in value than the low hand. For example, if the low hand is a pair of sevens, the high hand must contain a pair of eights or better.

After clicking on two cards for your low hand, click the Split button to have your hands compared against the Dealer hands.

If both of your hands beat the Dealer hands, you win your bet. Should one hand rank exactly the same as the Banker, a tie results. The Banker wins all tie hands. If the Player wins one hand and loses the other, this is considered a push and no money changes hands.

VIDEO POKER

The object of Video Poker is to make the best five-card poker hand possible using only one exchange of cards.

HOW TO PLAY

Click Bet One Credit to choose the number of coins that you wish to wager. Each click represents one coin. When you are done betting, click Deal to receive your cards. To wager the maximum number of coins and deal the cards automatically, click Play Max Credits.

Every time you are dealt a hand, click the cards that you wish to hold, and then click Deal. You will receive new cards to replace the cards you didn't hold.

See the table on the screen for payout amounts, which are based on the value of your hand. A minimum of a pair of Jacks is required to win.

CARIBBEAN STUD® POKER

In Caribbean Stud Poker, you compete against the Dealer for the best five-card poker hand.

HOW TO PLAY

First, place an ante on the table. Additionally, you can bet one dollar to the jackpot by clicking the slot on the table. You can win a portion of this jackpot depending on the hand you are dealt.

After placing your ante, click the Deal Cards button. Five cards are drawn for player hands. Another five cards are drawn for the Dealer, one of which is shown face up.

If you think your hand is weaker than the Dealer's, you may choose to Surrender your hand, causing you to lose the ante. If you believe your hand is stronger than the Dealer's and want to continue, click the Place Bet button to bet an additional amount equal to twice your ante.



EVALUATING THE CARDS

The Dealer then reveals his remaining four cards.

If the Dealer's hand is not Ace-King or better, you are automatically paid even money on the ante and your bet is returned. If the Dealer's hand is Ace-King or better, the hand qualifies for play against your hand.

If the Dealer's qualifying hand beats your hand, the house collects your ante and your bet. If your hand beats the Dealer's hand, you are paid even money on the ante and an additional amount based on your bet and the value of your hand.



BLACKJACK

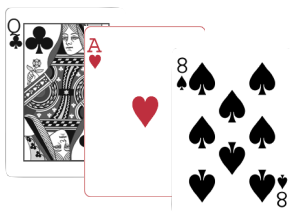
In Blackjack, your goal is to have a hand that beats the Dealer's hand without exceeding a score of 21 points.

CARD VALUES

Face Cards: 10

Ace: 1 or 11

Number Cards: face value



HOW TO PLAY

Initially, you place a bet and are dealt two cards. The Dealer is also dealt two cards, one of which is face down. You can choose to "hit" for additional cards until your hand adds up to, or is close to, 21. If your hand exceeds 21 points, you "bust" and automatically lose your bet.



Hint: Click the Help button or press F1 during your turn to see a tip regarding your hand.

Once you have reached 21 or feel that your hand is strong enough to beat the Dealer, click Stand. The Dealer then reveals his down card and draws cards until his hand totals at least 17 points, at which point he must stand.

If you beat the Dealer, you receive a payout equal to your original bet. If the Dealer beats your hand, you lose your bet. In a push, your original bet is returned to you. If your first two cards add up to 21, you have *Blackjack* and receive a 3-for-2 payout.

SPLIT

When your first two cards are of equal value, you can "split" them into two separate hands. Splitting will place a bet equal to your original bet on the second hand, and you will play each hand separately.



DOUBLE DOWN

After receiving your first two cards, you can elect to double your original wager and receive only one additional card.



BACCARAT

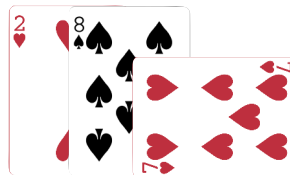
In Baccarat, you bet on whether the Banker or the Player will have the winning hand, or if the hands will tie.

HOW TO PLAY

Start by placing a bet on one of three areas on the table: Player, Banker, or Tie. After placing your bet, click the Deal Cards button. The Dealer will deal two cards for the Player's hand and two cards for the Banker's hand.

Hand values are determined by adding the total value of each card dealt and looking at the last digit of the sum. Face cards and 10s have a value of zero. Aces have a value of one. All other cards count as their face value. For example, a 9 and a 5 in a hand would total 14. Dropping the first digit leaves a 4, which represents the hand's value. The winning hand is the one which totals the closest to 9.

Total: 7



Total: 5



The Dealer automatically draws additional cards for the Player and Banker hands based on Baccarat rules. See the in-game help for specific rule conditions.

If you bet correctly, you receive a payout equal to your original bet, less a 5% commission charge on Banker bets. Correctly predicting a tie rewards you with a 9-for-1 payout.



SLOTS

The object of Slots is simply to match symbols on spinning reels in a particular order.

HOW TO PLAY

Begin by inserting coins into the machine. Click Bet 1 Credit for each credit you want to play, and then click Spin (or click on the handle) to spin the reels. To play the maximum number of credits and spin the reels automatically, click Play 3 Credits. Depending on your success, you may need to periodically add coins to the machine. If you want to raise or lower the stake, click on the machine value.

Payouts are made according to the chart shown on the slot machine. To retrieve the money you have won or have remaining in the machine, click Cash Out.

BIG 6 WHEEL

The object of Big 6 Wheel is to correctly bet on the final resting place of the wheel after a spin. You bet against the Bank, and payouts vary based on the number you bet upon.

HOW TO PLAY

First, place your bets on any of the seven payout options on the table. Then, click the wheel or the Spin button.



Payout amounts for winning bets are shown on the table. For example, the ten dollar bill pays out 10 to 1.

Tip: To use the same bet as the previous spin, click the Repeat Last Bet button.



VIDEO KENO

Video Keno is a fun and easy game in which you try to predict a series of randomly generated numbers. Your winnings are based on the number of matches made between your predictions and the computer-generated numbers.

HOW TO PLAY

Begin by inserting coins into the machine. If you want to raise or lower the stake, click on the machine value. Then, select between 3 and 15 numbered squares on the board. The table at the right of the Video Keno board displays the payouts for various numbers of matches.

Tip: You can deselect a numbered square by clicking on it again.

After making your selections, choose to play One Game, Five Games, or Ten Games with your numbers. The amount of money you put into the machine determines how many games you can play. For example, if you have \$5 deposited in a \$1 machine, you can choose one or five games, but not ten games.

The game then draws 20 random numbers, displayed in red on the table, for each game. All matches are marked with a green check mark.

VIEWING RESULTS

Matches for each game are displayed to the right of the Video Keno board. Green numbers indicate a game where more money is won than wagered. Yellow numbers indicate a game where money is won, but is equal to or less than the wager. White numbers indicate a game where no money was won.



CRAPS

In Craps, you throw a pair of dice with the goal of rolling specific number combinations to win. Dozens of different betting and play options make Craps one of the most popular casino games.

HOW TO PLAY

To start a game, you must place a bet before a new shooter's initial roll, called the *come out roll*. The **Pass Line Bet** is the basic opening bet in Craps and is placed on the Pass Line. Pass Line bets win when the shooter's come out roll is 7 or 11, and lose when the come out roll is 2, 3, or 12. If a 4, 5, 6, 8, 9, or 10 is rolled, that number becomes *the point*, and is designated by a puck labeled "ON."

A **Don't Pass Bet**, which you can also place before the come out roll, is essentially the opposite of a Pass Line bet. It wins on a roll of 2 or 3, and loses on a roll of 7 or 11. If a 4, 5, 6, 8, 9, or 10 is rolled, that number becomes the point. A roll of 12 is a push.

After placing your bet, the shooter makes the come out roll. Click the Roll Dice button to continue play.

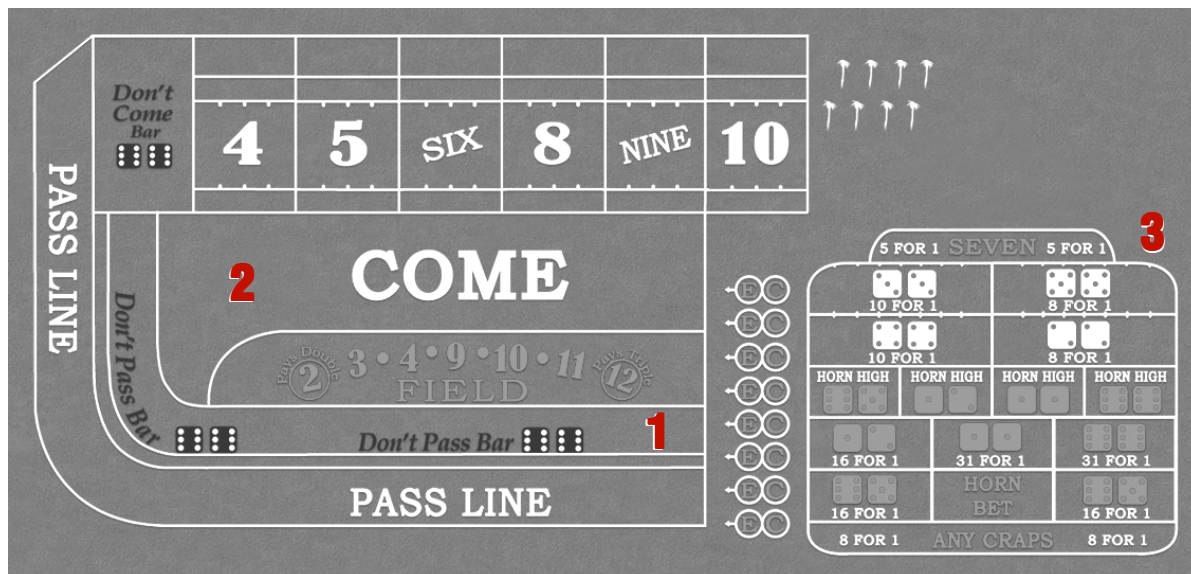


To end a round of Craps and resolve Pass Line or Don't Pass bets, the shooter must roll either the point or 7 after the come out roll. Pass Line bets cannot win until the point is rolled; they cannot lose until 7 is rolled. Don't Pass bets are just the opposite; they cannot lose until the point is rolled and cannot win until a 7 is rolled.

Because unresolved Pass Line bets may not be removed, players must wait for a roll of the point or 7 to determine the fate of their bets. Don't Pass bets may be removed at any time, but this is not advised.

There are several other types of bets you can place in Craps, including one-roll side bets. See the in-game help for a description of all available betting options.

- 1** Before the come out roll, the most common bets are placed on the Pass Line or Don't Pass Bar.
- 2** You can place additional bets before any roll except Come and Don't Come bets, which can be placed after a point is established.
- 3** Place one-time side bets in this area.



ROULETTE

Roulette in Microsoft® Casino is based on standard United States rules in which an ivory ball rolls in a spinning wheel that consists of 38 numbers (1 through 36 and 0 and 00). The object of Roulette is to successfully bet on the outcome of each spin.

HOW TO PLAY

To begin, place a bet on the table. Bets fall into the following categories:

1 - Straight Bet: Place the chip on any single number. Pays 35 to 1.

2 - Split Bet: Place the chip on the line between two numbers to make a wager on two adjacent numbers. Pays 17 to 1.

3 - Street Bet: Place the chip on the outside line next to the selected row of three numbers to bet on three numbers. For example, to bet on 7, 8, and 9, place the chip on the outside line of the 7 box. Pays 11 to 1.

4 - Corner Bet: Place the chip on the intersection where four numbers meet to bet on the four numbers that touch the intersection. Pays 8 to 1.

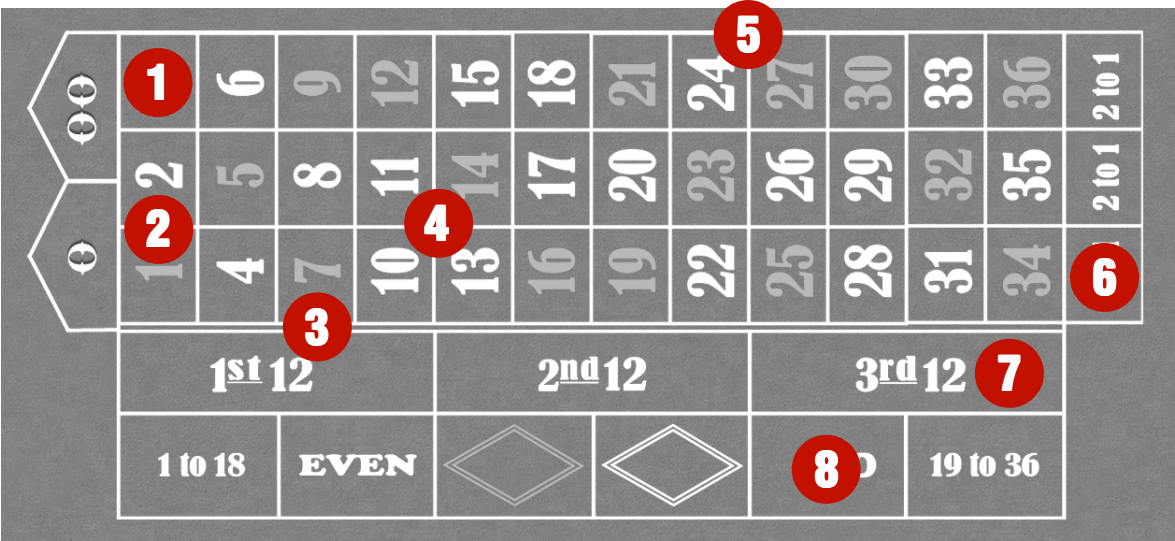
5 - Line Bet: A Line Bet covers two Street Bets (six numbers in two rows of three numbers, for example: 22, 23, 24 and 25, 26, 27). Place the chip on the intersection of the line running between the two selected rows and the outside line. Pays 5 to 1.

6 - Column Bet: To bet on a group of non-sequential numbers, place your chip in one of the three boxes marked "2 to 1". This marks all twelve numbers above the box (excluding 0 and 00). Pays 2 to 1.

7 - Dozen Bet: To bet on a group of twelve sequential numbers, place your chip in one of the three boxes marked "1st 12," "2nd 12," or "3rd 12." By placing your chip in one of these boxes, you mark all twelve numbers above it. Pays 2 to 1.

8 - Red/Black, Even/Odd, Low/High Bets: A bet placed in one of the boxes located on the bottom of the betting area covers 18 numbers, but always excludes 0 and 00. Pays 1 to 1.

After finalizing your bets, click the wheel or the Spin button to activate the roulette wheel. When the ball lands on a number, payouts are calculated and the winning number is added to the display located at the top right corner. The number display shows the last nine winning numbers.



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