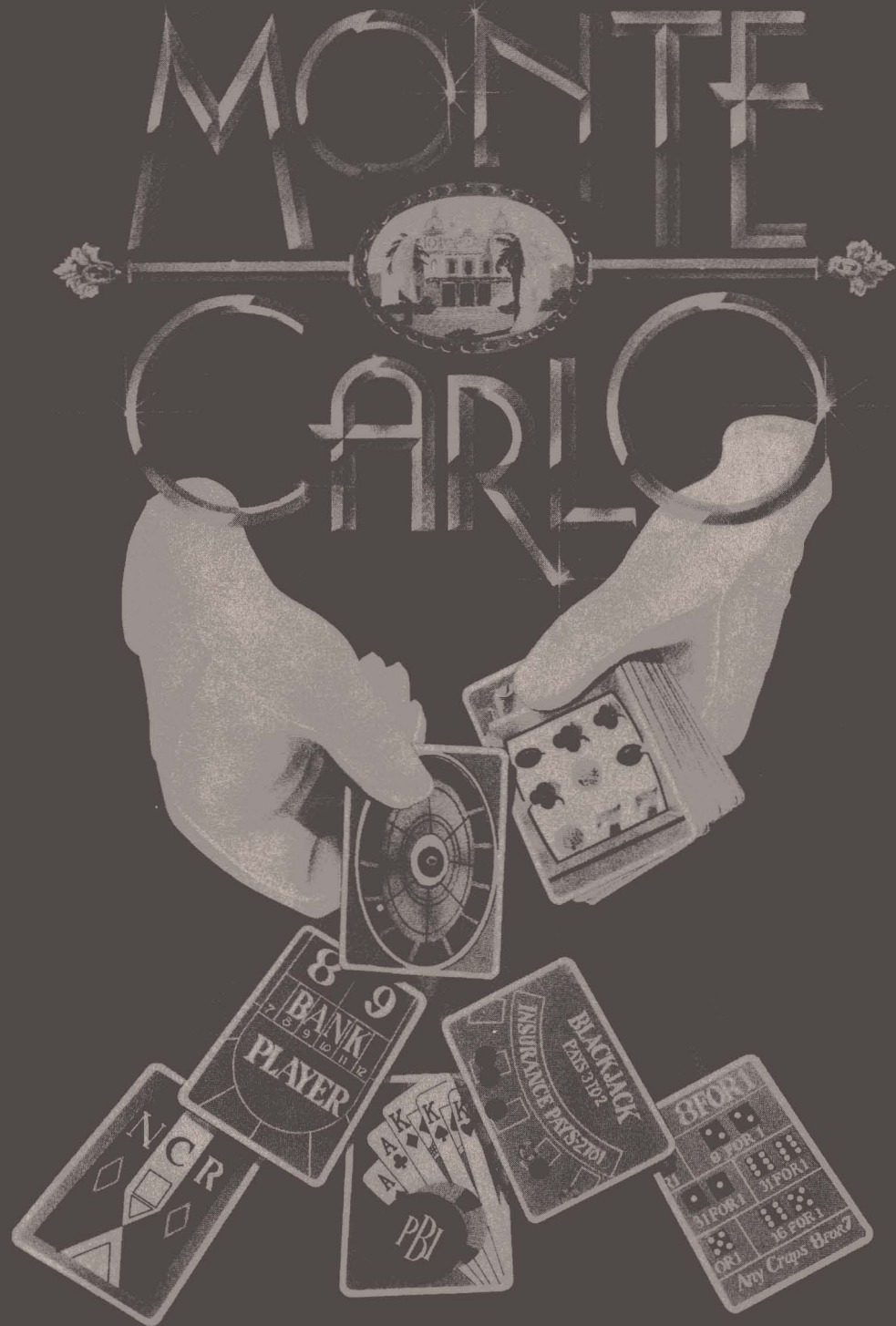




PBI SOFTWARE, INC.

1163 Triton Drive • Foster City, CA 94404 • (415) 349-8765



Monte Carlo

A Casino Simulation for the Apple IIGS

By Jeff Lefferts and Richard Seaborne

PBI  SOFTWARE, INC.

Table of Contents

Introduction	2
Quick Start Instructions	2
Desktop Options	2
Apple Menu	3
File Menu	3
Options Menu	4
Games Menu	6
How to Play	6
Game Descriptions	9
Baccarat	9
Blackjack	10
Craps	15
Poker	20
Roulette	22
Slots	26
Trente-et-Quarante	27
Leaving the Game	28
End User License	29
Credits	30

Monte Carlo

Monte Carlo is a casino simulation for the Apple IIGS. It contains many of the games actually found in the Casino de Monte Carlo as well as other popular games from all over the world. Monte Carlo will test your skill and your luck as you take your chances at the tables. Most would consider this a fun and games program, but it may also be used as a practice session for the real thing. All of the odds and probabilities are exactly as you would find in real casinos.

Quick Start Guide

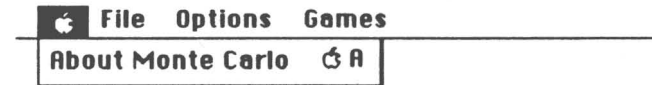
To play Monte Carlo, insert the disk in the disk drive and turn the computer on. If the computer is already on, press control-apple-reset at the same time. This will reboot the computer. After reaching the desktop, point the mouse arrow at the box under the words "Player One" and click to enter the name of player one. Once you do this, you will be given \$5000 to gamble with. Click on the picture of the game you wish to play. The rest of the options are explained below.

Desktop Options

From the desktop, you have control over the options that control the game Monte Carlo. Each option is under a general heading. Below is a description of the commands under each heading. The options are selected by pointing at the heading title on the white

menu bar at the top of the screen, holding the mouse button down, moving the pointer until it is highlighting the option you wish, then releasing the mouse button. The keyboard equivalents given to the right of the commands may also be used; these are accessed by holding down the apple button on the bottom left of the keyboard and typing the appropriate key.

Apple

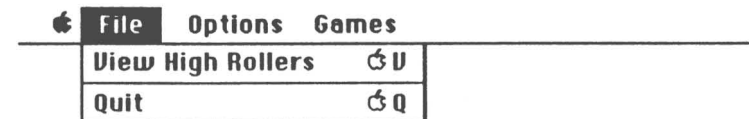


About Monte Carlo

Apple-A

Gives information about the creation of Monte Carlo. The heading for this command is the small apple picture on the left side of the menu bar.

File



View High Rollers Apple-V

This gives a list of the ten people who cashed out with the most money.

Quit Apple-Q

Use this option to quit playing Monte Carlo.

Options

🍏	File	Options	Games
		Turn Sound Off	⌘S
		Enter Player One	⌘O
		Enter Player Two	⌘T
		Cash Out Player One	⌘C
		Cash Out Player Two	⌘L

Turn Sound Off Apple-S

Select this option to turn off the sound. If the sound is already off, the option will appear as Turn Sound On. In this case, selecting the option will turn the sound on. This command works as a toggle switch.

Enter Player One Apple-O

This option is used to start a new player in the player one position. The player will be given \$5000 to start with. This option can also be accessed by clicking the mouse on the white box under the words "Player

One".

Enter Player Two Apple-T

This option starts a new player in the player two position. It is otherwise equivalent to the Enter Player One option.

Player One Cash Out Apple-C

This is used to retire player one from play. If he has more money than anyone on the High Rollers list, he will be added in the appropriate spot.

Player Two Cash Out Apple-L

This is used to retire the second player. Otherwise, it is the same as Player One Cash Out.

Games

🍏	File	Options	Games	
			Baccarat	♠ 1
			Blackjack	♠ 2
			Craps	♠ 3
			Poker	♠ 4
			Roulette	♠ 5
			Slots	♠ 6
			Trente-et-Quarante	♠ 7

Baccarat	Apple-1
Blackjack	Apple-2
Craps	Apple-3
Poker	Apple-4
Roulette	Apple-5
Slots	Apple-6
Trente-et-Quarante	Apple-7

Select one of these options to play one of the casino games. Make sure you have entered all player's names first. You can also play a game by clicking on the picture of the game on the desktop. For information on the particular games, see the Game Description part of this manual.

How To Play

Each game in Monte Carlo has its own rules, but there are some rules that are the same in all the games.

When it is a particular player's turn, a red arrow will appear to the left of the player's name. To bet, "drag" a chip by pointing at one with the mouse, pressing the button, and moving the chip into the betting area. The chips under the player's name represent your bankroll; drag these onto the betting area to bet more money. Release the chip by releasing the mouse button. To take money out of the betting area, just release the chip anywhere outside of the betting area. The money values for the chips are as follows:

Blue: \$500
White: \$100
Black: \$25
Red: \$5
Grey: \$1

There is also an alternative "short cut" way of betting. Just place the mouse pointer in the betting circle and press the corresponding number keys (1 through 5) to bet the amount desired. Example: place the pointer in the betting circle and press "1" to bet a \$1 chip, press "2" to bet a \$5 chip. If you press "3" five times, it will bet five \$25 chips. To take chips off, just point at the chip you want to take back to your bankroll and hit the space bar, your chips will be automatically added to your total.

After you have bet the amount of money desired, click on the appropriate area of the screen to start the game ("DEAL" in card games, "ROLL" for craps, "SPIN" in roulette, or the handle of the slot machine.) For the

details on how to play each game, see the Game Descriptions section of this manual. If you win, the money will be automatically added to the cash total near each player's name. If you lose, your chips will disappear, collected by the house. There are three ways to return back to the desktop when you are done playing a particular game.

1. When both players run out of money, you will automatically return to the desktop.
2. If you hit the box marked "Return", you will be returned to the desktop.
3. If both players (one player if only one is playing) bet nothing and click the "Deal, Roll, Spin..." button, then you will return to the desktop.

Notes: Player one must finish his betting and click on the appropriate deal, roll, or spin button before player two can begin his wagering. If a player has only \$300 left, obviously he will not be allowed to wager a \$500 chip.

Game Descriptions

Baccarat

There are many versions of this popular French card game. The version presented here is a variant of Baccarat en Banque, which is much more loosely structured than many other forms of baccarat, in that it lets the players decide how their hands are to be played, instead of playing them by a fixed set of rules. To play, drag your bet into the circle with the dollar sign in it, next to the box corresponding to the correct player. The total amount each player has bet is indicated under the appropriate row of chips under the player's name. When done betting, click on the yellow "Deal" box.

In baccarat, two cards are initially dealt to each player and the bank out of a six-deck pack. The players play only against the bank, not against each other. The cards are scored as follows: Each numbered card is counted as that many points. Face cards do not add to the score, and an ace counts as one. If the total score is over ten, only the last digit is counted, so a seven and a five count as 2 ($7 + 5 = 12$, ignoring the one, becoming two). If the cards add up to ten or a multiple of ten, then the score counted is zero, the lowest hand possible. The totals for each player and the banker are shown in the white square under each hand. At this point, if the player or banker has an eight or a nine (a natural), his total is immediately compared against the banker's. The player wins if he has a higher total than the bank at that time, and ties (called a "push") do not affect the player's

bet. If there are no naturals, a red arrow will appear by the player's name, indicating it is his turn. To take another card, point the mouse at the "Carte" box (french for "card") and click the mouse. To stand on the original two cards, click on the "Non" ("no") box.

After each player has made his selection, the bank will make a decision whether to stand or to take a card. The points are compared, and if the player has a higher total than the bank, he wins even money (an amount equal to what was bet is added to the player's bankroll). If the player has a lower total, his bet is removed, and he loses. Ties have no effect. The house gains its advantage by the fact that it knows what each player has before it decides whether or not to draw. This advantage, however, is quite small, and has little effect on short term betting, making baccarat one of the fairest of casino games. In this version of baccarat, the dealer has even less of an advantage when playing against two opponents; he must try to beat two hands, instead of one.

Blackjack

In the game of blackjack, or twenty-one, strategy plays a much more important part than in most other casino games. Like baccarat, blackjack is a game of hand totals and showdowns between the players and a dealer, but it allows the player much more freedom in the playing of his hand. To start, drag your bet into the betting circle, and click on "Deal". The dealer will be dealt one card face down and one card face up, and each player will be dealt two face up cards out of a one-deck pack. The object is to make your total as close to

twenty-one as possible, without going over, or "busting". If the player ends up with a higher total than the bank, he wins. Ties have no effect. If a player "busts" he loses his money immediately. Each numbered card counts as the appropriate number or points, with a face card (king, queen, or jack) counting as ten, and an ace counting as either a one or an eleven. The value for the ace will be counted by the program as eleven, unless that would cause the player to go over twenty-one, in which case it is counted as a one. If a hand has an ace in it which is counted as an eleven, it is called a "soft" hand, otherwise it is referred to as a "hard" hand.

If the player is lucky enough to get twenty-one on the initial two cards, he has a blackjack, and is paid back at 3-2 (three dollars for every two dollars bet, rounded down to the nearest dollar), unless the dealer also has a blackjack (in which case it is a tie.) His turn is then finished. If the dealer has an ace showing, he will ask for "insurance" bets. Since it is likely that the dealer has a blackjack if he has an ace showing (a four in thirteen chance), the players can bet that he does, at two to one odds. Just click on the "Yes" box, and drag your insurance bet into the betting circle. If the dealer has a blackjack, all players lose their original bets, unless they tie with their own blackjack. Insurance pays back two to one, or is lost if the dealer does not have a blackjack. Since there are thirteen types of cards (ace to king), and four of these count as ten points (10 to king), there is a four in thirteen chance of the dealer having a blackjack with an ace showing. Since the bet only pays two to one, insurance bets are usually not a very good deal.

If the player has not won or been beaten with a blackjack, he has several options. He can take another card by clicking on the "Hit" box. A player may hit until his total is over twenty-one, in which case the player has "busted", and loses his bet. At any point, the player may elect to stand on his current card total by clicking on the "Stand" box.

A player may also elect to double his original bet on the original two cards, which is called "doubling down." To do this, click on the "Double" box, and drag the extra chips into the betting area. The player receives one more card, face down, and ends his turn. The card is exposed after the dealer has either stood or busted.

If the player has a pair, he is given the option of splitting his hand. If you select "Yes", you must double your original bet. Each card in the pair is used as the first card of a new hand, and the player is dealt a second card to each hand, giving him two hands at once. The amount wagered on each hand is equal to the original bet. The totals under each hand turn white when it is that particular hand's turn, so the player will know which one of his two hands he is playing at any particular time. Each individual hand may be doubled, but not split.

After each player has either busted or stood, the banker draws his cards. The banker draws with a total of sixteen or below, and stands with a seventeen. If the dealer busts, surviving players win even money. If not, the remaining players compare their total with the dealer's. If the player has a higher total, he wins even

money, and if he has a lower total, he loses his bet. Ties, called a push, have no effect.

The dealer in blackjack gains his advantage by the fact that the players have already been given a chance to bust before the dealer has even drawn a card, but since blackjack gives a player so many options, a knowledgeable player can play at almost even odds. Some blackjack players have even turned the odds in their favor by keeping track of which cards were played, and basing their decisions and bets on the probabilities created by the ever-changing composition of the deck. Even though most players wouldn't have the time or patience to learn such complex probabilities, there are many simple strategies, outlined below, which will help turn the odds in your favor. Note: these strategies are most effective when playing with a one card deck, where all options as to splitting and doubling are allowed, as in this program.

Hitting or Standing:

The decision on whether to hit or stand is the basic strategy in blackjack. The odds that govern whether a player should hit or stand is based on what point total the player has, what the banker has showing, and whether the player has a "soft" hand or a "hard" hand. A "soft" hand is a hand in which the player holds an ace which is counted as an eleven. Having a soft hand gives the player more options, because even if the player would go over 21 with a hit, he can count the ace as a one, giving him a chance to "try again." For hard or soft hands, the odds generally favor hitting or standing

according to these tables:

Hard Hands

<u>Dealer's Exposed Card</u>	<u>Draw When Holding</u>
2 or 3	12 or less
4, 5, or 6	11 or less
7 to 10	16 or less
otherwise player should stand.	

Soft Hands

<u>Dealer's Exposed Card</u>	<u>Draw When Holding</u>
Ace to 8	17 or less
9 or higher	18 or less
otherwise player should stand.	

I Michael Sanders
Exec. Producer

Doubling down is used when the player feels that by adding only one more card to his original two cards, he has a good chance to beat the dealer. By betting more money, the player stands to win more at these improved odds. You may not double if you do not have enough money to cover the necessary bet.

Double whenever you hold eleven. Double with ten only if the dealer is showing neither a ten or an ace. Doubling with a nine is advisable only if the dealer

shows less than a seven. It is also advisable to double with a soft 13, 14, 15, or 16 against a dealer showing a 4, 5, or 6. with a soft 17 or 18, it is advantageous to double against a dealer showing a 3, 4, 5, or 6.

Splitting Pairs

Splitting is done when the cards in the players hand give an above average start for a new hand, as long as the present hand is not exceptionally strong, and would be ruined by splitting. A basic strategy is to always split on aces and eights, and to never split on fives (it would be foolish to waste a good starting hand of 10 for two hands built on fives) or tens.

Craps

Craps is one of the fastest and, initially, one of the most confusing of casino games. However, this dice game offers excitement, many betting options, and a fairly low house take, if the player knows which options are the most favorable. In craps, unlike baccarat and blackjack, all players bet on a single table marked with the different betting possibilities, instead of in individual betting areas. On the computer, only the left half of the table is shown; the right half is merely a duplicate of the left half, without the proposition bets (explained later). To play, drag your chips into the area representing the outcome you want to wager your money on (which are dealt with individually below), and click on "ROLL". The dice will roll, and you can bet money on many different options every roll of the dice if you wish. The betting choices are outlined below.

Pass Line

When you start the game of craps, a round white marker is sitting in a box near the center left of the screen, marked with the words "don't come bar" and a pair of dice showing 12. When the marker, called a puck, is in this position and is marked "OFF", the next roll of the dice is what is referred to as a "come out" roll. Players who bet on the pass line, the bar which curves around the bottom and left sides of the screen, are betting that the shooter will "win" the next sequence of dice rolls. Each "pass", or sequence, starts with this come out roll. The shooter, and all those who bet on the pass line, win if the shooter rolls a seven or eleven on the come out roll. The shooter, and pass line betters, lose if the come out roll is a two, three, or twelve (referred to as "craps"). If none of these numbers appear, the white puck is moved to the box at the top of the board corresponding to the number rolled and is now marked "ON". This number is the shooter's "point". The shooter then rolls the dice again, after all betters have had another chance to make their wagers. The shooter wins if the next roll is the same as his "point," and loses if he rolls a seven, or "sevens out". The shooter continues to roll until his point or seven is rolled. He may roll one time or twenty times, until he "makes" his point or rolls a seven. Then, another sequence starts with a fresh come out roll. The pass line pays even money, and bets placed on it cannot be removed after the come out roll (when it is more probable for the shooter to fail than succeed), although they can be added on any roll.

Don't Pass Bar

Players who bet on don't pass, the bar which curves around just inside of the pass line, are betting that the shooter will fail his "pass". Don't pass betters win when pass betters lose, with the exception of when the shooter rolls a come out roll of a 12. In this case, the shooter and pass betters lose, but the don't pass better ties (his bet is unaffected). This is because don't pass is slightly more likely to win than pass, so the casino gains its advantage by not paying off don't pass bets on a roll of 12. Don't pass pays even money, and bets cannot be placed on it after the come out roll, but can be removed (which is a bad idea, since don't pass has a better chance at winning than losing after the come out roll).

Come

Come is similar to pass in that the player is betting on a successful pass of the dice, but Come can only be wagered on when it is not the come out roll (the player has already established a point). When a player bets on Come, the large box under the numbers indicating the player's point, the next roll is treated as a come out roll for that bet only. If a seven or eleven is rolled, the bet wins even money, and if a two, three, or twelve (craps) is rolled, the bet loses. If none of these happen, the bet is moved to the line separating the number rolled (that bet's "point") and the come box. The bet will win even money if that number is rolled before a seven, like a pass bet. Come bets may not be removed after placed, or added to after their point has been established. The chips are returned into a player's bankroll after a

successful come bet, and removed from the board.

Don't Come Bar

Don't come relates to don't pass as come relates to pass. To bet on don't come, move your bet to the box marked "Don't Come Bar" to the left of the numbered boxes. Don't come may not be bet on during the come out roll (bet on don't pass instead). The don't come bettor is betting that the pass that would be starting if the next roll were a come out roll, will lose. The next roll is then treated as a come out roll for the don't come bet, and the player wins on two or three, loses on seven or eleven, and ties on twelve, as in don't pass. If none of these numbers appear, the bet is moved to the top of the numbered boxes, indicating the point for that bet. If a seven is rolled before this point is rolled, the don't come bet wins. The bet pays even money, and can be removed after the point is established, but this is just as bad an idea as removing a don't pass bet. The player's original bet, along with his winnings, are returned on successful don't come bets, as with successful come bets.

Place Bets

The numbers on the top of the board can be bet on during any roll of the dice. The better wins if the number bet upon appears before a seven. These bets win varying odds, depending on the number bet upon:

4 or 10: 9-5
5 or 9: 7-5
6 or 8: 7-6

The place bets on six and eight are a pretty good deal, but the other place bets are inadvisable, because they represent a substantially higher house take. These bets can be made or removed at any time. Note: the house rounds the payback down, so it is a good idea to bet a multiple of 5 or 6, depending on the place bet made, to reduce the house take.

Field

A person betting on field, the large box filled with red numbers under come, is wagering that the next roll will be either a 2, 3, 4, 9, 10, 11, or 12. The bet pays even money, except if a two or twelve is rolled, in which case it pays 2-1. Because there are less combinations that produce these numbers than the more common numbers like 6, 7, and 8, field is not a particularly good bet. The field bet is a one time bet, it is determined with every throw of the dice.

Proposition Bets

On the right side of the layout is a box containing several numbers portrayed by dice, and the words "SEVEN" and "ANY CRAPS". All bets in this area are known as proposition bets; to wager on these, place your bet in the box surrounding the desired number. The bets in red are single roll bets; the player is betting that the next roll will produce the desired number or numbers. The boxes containing yellow dice are hardway bets; these bets last until the number shown or a seven occurs. The two types are dealt with separately below.

Single Roll Bets:

SEVEN: pays 4-1 if the next roll is a seven.

ANY CRAPS: pays 7-1 if the next roll is a 2, 3, or 12.

the following numbers are represented by red dice:

2: pays 32-1

3: pays 14-1

11: pays 14-1

12: pays 32-1

Hardway Bets:

These bets win only if the number appears the "hard way", as doubles (like on the pictured dice). If the number appears any other way, or a seven is rolled, the bet loses. Hardway bets are represented by yellow dice.

4: pays 7-1

6: pays 9-1

8: pays 9-1

10: pays 7-1

These proposition bets are big money makers for the house which lure people in by the promise of a big payoff. It is best to stay away from them; if you want longshots, roulette is a better deal.

Poker

Poker as represented in this game is much like the

popular video poker machines in many casinos. In this 5 card draw poker game, you insert chips into the slot of the machine, and press "DEAL" to start the game. The number in the white window to the left of the DEAL button shows how much money the player has bet. The cards are dealt from a one pack deck to the white boxes at the top of the machine. To keep a particular card, click on the button that says "DRAW" underneath the desired card. When you have held all the cards you wish to, click the "DEAL" button again, and the cards not held will be redealt. You are ranked on the resulting poker hand, and if you have a pair or Jacks or better, you will be paid back certain odds depending on the hand you have.

Pair, Jack to Ace

Two cards of the same value is a push (tie), your money is returned.

Two Pair

Two pairs pays even money.

Three of a Kind

Three cards of the same denomination; pays 5-1.

Flush

All cards are of the same suit; pays 10-1.

Straight

Cards can be arranged to count up in order (such as ace, three, five, four, two); pays 10-1.

Full House

Three of a kind and a pair; pays 25-1.

Four of a Kind

Four cards of the same value; pays 100-1.

Straight Flush

Cards can be arranged to count up in order, like a straight, and are all the same suit, like a flush. Pays 1000-1.

Most video poker machines take a fairly high house percentage. This version is fairly generous, but still no bargain.

Roulette

Even though roulette is not one of the most generous games in terms of payback, it is still extremely popular because of its air of elegance and wide variety of betting options. Unlike craps, one bet in roulette is just as good as another, each giving the house the same percentage (except for the five-number bet, described below). To play roulette, the players lay their chips in boxes corresponding to the number or numbers they wish to bet on. The house attendant, called the croupier, then spins the wheel, and rolls a ball on the outside ridge of the wheel. The ball slows down, bounces, and finally comes to rest in a numbered, colored compartment. All bets are paid or collected, and the players bet in anticipation of another spin of the wheel. The several roulette bets are covered below.

Red

A bet that the next number spun will be red. To bet on this option, place the chip in the box with a red diamond in it. Red pays even money, but if a 0 or 00 is spun, this bet loses.

Black

A bet that the next number spun will be black, which pays even money. To bet on this option, place the chip in the box with the black diamond in it. If a 0 or 00 is spun, the bet loses.

Even

Even wins if the next number spun is even (such as 2, 4, 6, etc.), and pays 1-1. It also loses if the next number is 0 or 00.

Odd

Odd wins if the next number spun is odd (such as 1, 3, 5, etc.), and pays even money. It loses if the 0 or 00 is spun.

1-18

1-18 pays even money if the next number spun is in the range of 1 to 18.

19-36

19-36 pays 1-1 if the next number is in the range of 19 to 36.

Dozens

1st 12, 2nd 12, and 3rd 12 pay 2-1 if the next number is in the range of 1-12, 13-24, and 25 to 36, respectively. Notice that these numbers are in the area above each dozens box. Naturally, 0 and 00 lose for all of these bets.

Columns

These are the boxes marked 2 to 1 on the right side of the board. They pay 2-1 if any of the numbers in the straight line to the left of them is rolled, except 0 and 00.

Straight

To bet on a number straight, put your chip on the numbered box corresponding to the number you wish to bet on. It must be totally inside the box to count as a straight bet (if it overlaps another box, it will count as another type of bet, described below). It pays 35-1 if the number bet on is spun. You may bet straight on 0 or 00.

Split

To bet on any two adjacent numbers, place the chips on the line that separates them. This pays 17-1 if

one of the desired numbers appears.

Three Numbers

This bet is also called a street, because it covers three numbers in a row. To bet on three numbers, put the chips on the line between the vertical column of three numbers you wish to bet on, and the dozens box below it. You may bet on 0, 00, and 2 by putting your chips on the intersection of these three boxes. A three numbers bet pays 11-1 if one of the three numbers is spun.

Corner

Also known as quarter, this bet is placed on any four numbers by placing the chips on the intersection of their boxes. It pays 8-1.

Five Numbers

A bet that 0, 00, 1, 2, or 3 will appear on the next roll, also called the five number line. This is the worst bet on the board, as it has a house percentage higher than the rest of the bets, which are otherwise equal. It is placed by putting the chips on the corner of the board where the 1, 0, and 1st 12 boxes intersect. It pays at 6-1, like the six numbers bet below, but gives you five instead of six chances to win.

Six Numbers

Also called a double street. To bet on six numbers,, place your bet on the intersection of the line that

separates the two streets and the dozens box (or boxes) below them. This bet pays 6-1.

Because the odds for all the bets are the same (except for the five number bet), it really doesn't matter where you put your money. Many people have invented fancy schemes that supposedly take advantage of "patterns" that show up on roulette wheels, but the cold fact is that each roll is distinct, and has no relation to the rolls that came before it. Just have fun, and bet wherever you wish.

Slots

The slot machine, even though it takes an exorbitant percentage of the player's money, has long been a favorite in casinos around the world. There seems to be something fascinating in pulling the handle and watching the wheels spin, finally settling upon some pattern. The possible paybacks are high, but the chance of hitting one of these rare combinations is very low. Even though most slot machines are biased heavily toward the house, the one presented here is relatively fair, and in the long run, should return almost as much money as it takes in.

To play, drag the chips into the coin slot. The machine will display the total amount bet in the white window to the left of the slot. To pull the handle, click on the black ball, and to release it, release the mouse button. The paybacks are printed beside the machine. The objects for the paybacks requiring two of the same object can be in any order.

Trente-et-Quarante

Trente-et-Quarante is a popular card game in France, but almost unheard of in the United States. It is a simple game, but has a fair amount of suspense, and is quite relaxing and elegant compared to the hectic pace of craps, or some other casino games.

In trente-et-quarante (French for thirty-and-forty), the dealer deals cards from a six-pack deck onto a special board layout. The cards are dealt onto the black ("noir" in french) side first. The cards are dealt until the point total is 32 or higher. Number cards count as that number, face cards as ten, and aces as one. When the black side is 32 or above, the red ("rouge") side is dealt. When both sides are finished, the point totals are compared, and the side with the higher total wins. If there is a tie (called "un apres" in french), the house wins (although many french casinos return half of the bet lost on a tie, or allow the bet to be returned if the bet would have won on the next hand.) The player may bet that the red (rouge, marked by an R), or black (noir, marked by an N) side will win. The better may also wager that the first card dealt to the black side will be the same color as the winning side (called color, or "couleur" in french, and marked by a C), or that the opposite will be true (called "inverse", and marked with an I). To bet, move the chips into the box with the corresponding letter on it. All bets pay even money. The outcome is called after the deal in french, and is summarized below:

Rouge gagne et Couleur

Red and Color win.

Rouge gagne, Couleur perd Red wins, Color loses.
Rouge perd, Couleur gagne Red loses, Color wins.
Rouge perd et Couleur Red and Color loses.

Leaving The Game

After your gaming session, return to the desktop, and select the "Cash Out" options for each player who is finished playing. Your money left will be compared to the people on the High Rollers list, and you will be added if you have more money than one of them. If that is the case, the list will be displayed with your name present in the proper place, arranged from highest to least amount of money. You may now turn the computer off, or choose the Quit option to reboot or run another program.

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Credits

Program Written By: Jeff Lefferts and Richard Seaborne

Manual By: Jeff Lefferts

Graphics By: Mei Designs - Mei Ying Dell'Aquila

Package Design By: Kathy Riethmeier Kamel

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