Help for the

Virtual Casino

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Important Information...

Since this program has high resolution graphics and fluid animations it is possible that loading might take a little longer, due to the slower access time of a CD-ROM drive when compared to hard disk access. Please take this into consideration and be patient.

Lots of fun with the *Virtual Casino*.

Installation

System Requirements

During installation of the program two things happen:

All drivers that are necessary to play *Video for Windows* movies are being copied into the System folder under the Windows directory and included in the system configuration.

A program group with an icon of the *Virtual Casino* is being established.

All files such as system.ini, control.ini and progman.ini are copied.

The installation itself is automatic.   You need only run the setup program that is included on the CD-ROM.   The procedure is as follows:

Either

Choose under the *Program Manager* of *Windows* the *File Menu* and click on the selection *Run...*

In the Command Line type: "X:\setup.exe", whereby the X represents the letter of your CD-ROM drive (example: d:\setup.exe).   Then click on the OK" button.

or

Using the *File Manager* under *Windows* change to the letter of the CD-ROM drive by clicking on the appropriate icon.   Double-click on the program Setup.exe".

To start the installation click on the appropriate installation option.   After a short while the installation is completed.   If you chose to install *Video for Windows 1.1* for the very first time you must exit Windows and restart Windows.

System Requirements

The installation program does not copy any program data but only driver software onto the hard drive. Therefore the required hard drive space is kept at a minimum.   If you already had *Video for Windows 1.1* installed previously, no hard drive space whatsoever is needed; if you install *Video for Windows 1.1* for the very first time you need about 1 MB of hard drive space.

4 MB of Memory and a correctly installed CD-ROM drive are also necessary.   We recommend a Windows compatible sound card, although the program runs without any sound card support as well. However, the excellent sound effects, music and speech can only be enjoyed when using a sound card. Using a driver to run the sounds through the internal speaker is not recommended as it usually uses up too much memory.   Virtual Casino may run very slow when using an internal speaker driver.

A VGA- or SVGA- compatible graphics card is required and should be set to display 256 colors.   Should you be able to display the HiColor or TrueColor modes, by all means utilise that setting as the displays become even better. If your graphics card provides a choice between large fonts and small fonts for display, please select the small font setting.

All movies support the TrueColor format and achieve the best quality when displayed in that mode. However, the graphics card that you are using should be quite fast when running the program using the True Color mode (65,536 colors).   Otherwise the movie display and 3D animation sequences may not run smoothly.

It is not possible to start the game when using less than 256 colors. To change to the higher setting, load Windows Setup" from the Main" program group.   Select under *Options*" the Change Systems Settings..." selection.   Click on the arrow down" symbol to the right of the Display" window, and select the appropriate graphics driver.   Should your graphics card not be listed here, move the mouse all the way down to Other display (Requires disk from OEM)", insert the diskette which was supplied by the graphics card manufacturer, and follow the on-screen instructions.

The best method of display in our opinion is a resolution of 800 x 600 pixels with 65,536 colors (HiColor).

Options

Options

Each option is activated when the box in front of the option is marked with an X.

Trainmode at Black Jack
When activating this option each card action by the player is accompanied by a comment. The comments may give praise for a good move or inform the player that a move was wrong and specifies the action that should have been taken. Should this mode be activated the player can not win or loose money. Tipping does therefore not achieve the desired results either.

Cheatmode
When activating this mode the dealer tends to cheat when driven into a corner. You may recognize the fact that the dealer is cheating by an enormous string of luck or by some reoccurring comments the dealer is making.

Strip animation
Should you be not interested in the movie sequences at the moment you may turn off all the strip sequences with this option. You may watch the strip sequences at a later point as the game saves the current game status automatically and understands how far you are in the current game.

Intro animation
Here you may toggle the introductory casino, table and Ball animations (Roulette) to save time.

Result animation
Here you may toggle the animation of the ball spinning and falling onto a number in Roulette.

Special animation
Here you may toggle the animation of the ball spinning and falling onto a number in Roulette.

Sound effects
Here you may toggle the speech and sound effects on or off.

Music
Here you may toggle jingles and animation sound on or off.

Background music
Here you may toggle the background music off or on. This is the music that is played if nothing happens within the game. It may be interrupted by another sound or access to the CD-ROM.

Priority animation
If activated this setting plays movies slower when the movie can not be loaded properly in the normal fashion. It causes the movie to run smoothly but the music slows down also. If this setting is not activated slow computers will load the movie sequences in normal speed with the music also at normal speed, causing the animation to skip some frames and appear jerky if the computer can not load the animation fast enough.

ASPI CD Rom driver:
If you own a SCSI CD-ROM drive there is a possibility that the sounds dont run properly. The reason for that is that SCSI CD-ROM drives require an enormous amount of memory and might therefore conflict with the sound card. Should you experience sound problems with this program and you have a SCSI CD-ROM drive installed, activate this option.

Double speed CD-Rom
If you have a double speed CD-Rom this option should be checked, otherwise you will get single speed animations, which have less quality. This option is set by the speed-test after starting the game the first time or if you decide to adjust the playback speed again.

Display speed of the animation
Here you may adjust the display speed of all animations using a percentage slide bar. The original speed is 100% and has been preset. Owners of slower computers or CD-ROM drives will be able to adjust the speed to ensure smooth animation. The animation will be slower but

much nicer to look.

Adjust using animation

Here you may adjust the display speed using a percentage slide bar with the additional help of a repeating animation.   When adjusting the percentage of animation speed the animation enables instant control.   Click on OK when finished or on CANCEL if you want to leave this window without changes.

Default

All settings will be returned to their original combination.

Help

Display this help file.

Cancel

Leave the menue without making any changes.

OK

Acknowledge all changes made and activate.

Start of a new game

There are three ways to start the *Virtual Casino*:

Either

> From the *Program Manager* open the Program Group Virtual Casino".   Double-click on the *Virtual Casino* icon.
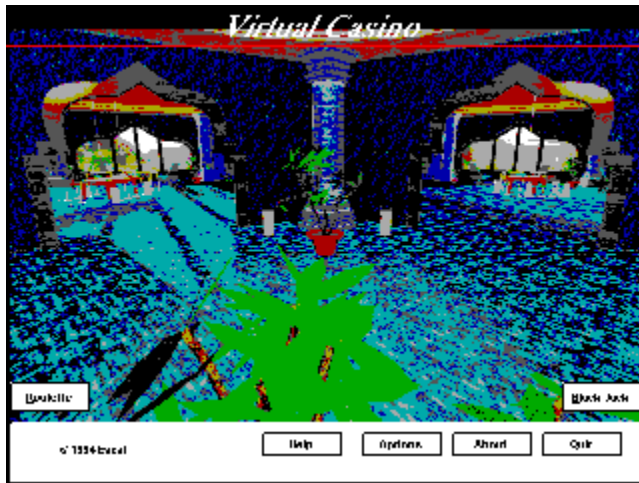
Or

> You may run Virtual Casino by loading it using the *Windows File Manager*.   If you are not familiar with the *File Manager*, consult your *Windows* manual.   Insert the CD-ROM disc into your CD-ROM   drive.   Change the drive name to the CD-ROM drive, if necessary, and double-click on the file named CASINO.EXE.

Or

> Choose under the *Program Manager* of *Windows* the *File Menu* and click on the selection *Run...* In the Command Line type: "X:\setup.exe", whereby the X represents the letter of your CD-ROM drive (example: d:\setup.exe).   Then click on the OK" button.

If *Video für Windows 1.1* or higher is already installed on your system you may opt for the second or third method of loading.   Should that not be the case, you must install the appropriate driver, using the Installation procedure described under *Installation*.   Thereafter, you may proceed using either of the three loading procedures.

How to play?

After the program has been installed and started, the game may begin.

If you are loading this game for the very first time a window will appear enabling the player to adjust the best display speed for all animations.   Simply follow the on-screen instructions.

After that you will be shown into the lobby of the *Virtual Casino*.   In the back to the left a *Roulette* table is visible, to the right you will see a *Black Jack* table. Click with the mouse onto either area to begin playing one of the games offered. Note the change of the mouse pointer to signal the specific area of the casino.

General info
What to do when cheating occurs
HELP
Changing of the point of view
The Roulette table
The Black Jack table

General info

There is nothing unusual about being in a Casino and playing Black Jack or Roulette, is there?   Well, this game introduces a novelty: All the dealers are nice women, whose work does not only consist of dealing the cards or rolling the Roulette ball.   Since their income consists exclusively of tips given to them by happy high rollers, they are willing to perform special services for an extra nice tip.

Your task is therefore, to win enough cash to hand out tips.   The more generous you are, the more willing the ladies are to go all the way.   To give out a token of your appreciation, click on the button named TIP at the lower part of the screen and then type in the amount of the tip.

If the lady has been undressed completely, a new, gorgeous lady dealer will appear on the scene, anxiously awaiting your tips.   All moneys collected in previous rounds remain available.   You may even take money won at one table with you to the next.   However, dont change game tables in the middle of a single session, as the money just wagered will be kept.

Should you have an unlucky day, the dealer will give some of the tip already received back to you.   They dont like doing that, and they will put on some pieces of clothing again.   But dont feel too bad.   You should be glad about this nice gesture and the chance to try again.   If no tip had been given yet, the ladies wont be able to give you any money and the game is over.   Therefore, keep in mind to keep some money for the rainy day" and dont spend it all on tips.

The *Select* button enables you to return to the lobby of the casino.   From here you may select another game table.   The game already won stays in your possession and the girl from the previous game table will be your dealer at the new   table as well.

In the lower, right hand corner the current status is shown: Amount of money that you currently own, how much has been wagered, how much of a tip has been given already, and the number of rounds already played.

What to do when cheating occurs

Should you suspect, that the lady is cheating, you may want to try to catch her in the act.   If a game smells" like a cheat, click on the *Foul* button (Bell: Lower part of the screen).   Should you be right with your hunch, the lady performs a special presentation to ease her guilty consciousness.   But be careful: If you accuse the ladies to often of being a cheat the management might toss you out of the casino altogether.

HELP

Should you need assistance at any time press the *HELP* button or the F1 function key.   On-line assistance is then given to you.

Changing the point of view

To be able to view the fruits of your hard work even better, we provided the ability to change the point of view of the game table and with it the dealer.   Use the mouse to perform the desired task.   As you move the mouse pointer around and above the game table, it changes into symbols   with specific tasks.   They are a magnifying glass, an arrow pointing to the right, an arrow pointing to the left, and a table.

Magnifying glass:
>   Zoom in and out of the view to get real close or further away.   Clicking the right mouse button will bring up a little stat sheet about the current game.   During the Black Jack game this will bring up the help screen with the information about the best possible play.

Arrow pointing to the right:
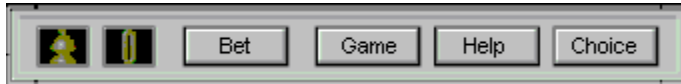>   You turn around the dealer from the right side.

Arrow pointing to the left:
>   You turn around the dealer from the left side.

Table:
>   You will be shown the appropriate game table facing down.   The dealer is not visible in this setting.   (During the game of Roulette, you may place your wager in this mode as well.)

The Roulette table

To start a game of Roulette, a starting wager is necessary.   You must either click with your mouse button on the Roulette table or click on the *Wager* button.   Once the wager is completed, the ball will spin inside the Roulette bowl and you will see if and how much was won.   You may start the next round.   When clicking the right mouse button a small overview of the game statistics is shown (lost games, wagered money, etc.)

How to wager at the Roulette table

When clicking on the Roulette table or clicking on the *Wager* button, a window appears. Here you may place your bets. The following steps describe the procedure:

Move your mouse pointer over the Roulette field. The marked number and color fields will show the possible combinations. You may place your wager on the field or fields of choice.
Press the left mouse button on the field or combination of choice.
Determine in the window that pops up how much the wager will be. You may also use each chip several times. Simply click on the chip with the mouse pointer several times. Here you may toggle between adding chip values and subtracting chip values. Then click the OK button. Should you have made a wrong selection simply click the Cancel button. The combination that was selected is displayed in a window on the right hand side of the screen. Here you may still go in and mark certain entries to erase it with the ERASE button before play resumes.

Be careful to have enough money to place the wager. The current money status is visible in the appropriate window at all times. The odds of winning with a certain combination are calculated immediately and displayed.

If you click the *OK* button, the Roulette game starts immediately, and the ball starts spinning, providing a wager was made. Should you press the *Cancel* button at this point, all the wagers are made invalid, your money is returned to you and you may start the wager procedure again.

Roulette Rules

The Black Jack table

Before the game starts, the deck of cards will be shuffled.   Thereafter, a window pops up in which you may cut into the deck and have the deck reshuffled once more.   To cut in, simply click into the deck of cards past the first half mark.   A marker will be visible at that point, and upon pulling the marker, the deck will be reshuffled once more.

The game of Black Jack starts when a wager is made. Click on the *Wager* button and enter the amount you would like to bet.   After clicking the *OK* button, you and your dealer receive two cards each. Keeping within the rules you may play by clicking onto the appropriate buttons.   The buttons have the following purposes:

Hit:

   With this button you may select additional cards.

Stay:

   No more cards.   You are happy with your hand and want to compare hands with the dealer.
   After the dealer takes additional cards, if necessary, the hands will be compared and the winner
   determined.

Double:

   You double the wager that has already been made, and you will receive exactly one more card.
   The round is over with the winner receiving the cash in the pot.

Split:

   If two cards have the exact same value, you have the option to make two games out of one. You
   may split one more time with the resulting two pairs, if the next two cards are of the exact same
   value as well.   The wager will multiply accordingly.   The exception to this rule is when the initial
   pair consists of two Aces.   Splitting is only possible once with that, and after receiving one card
   for each card split the cards have to be shown.

When you overdraw (anything above the total point value of 21) or have a Black Jack (21 points), the round will end immediately, without waiting for the results of the dealers hand.   Should you have trouble seeing all the cards on the screen (especially important when the game has been split twice) you may switch to a different point of view.   Simply click on the   cards themselves, and you will be shown a larger card area with all cards clearly visible.

When clicking the right mouse button a small overview of the game statistics is shown (lost games, wagered money, etc.).   If the trainings module has been activated you will instead receive the help information with rules for the best possible game play.   The same rules are used by the program.

The Teaching module at Black Jack

In this module novices get the chance to practice a little bit at first.   You still wager money, but the lady dealers will not take any clothes off, therefore giving you a chance to fully concentrate on making money without considering tips or possible cheats.   Foremost, a comment given after each move will explain to you if your move was the best one, or if not, which move would have been better.

You may activate the Teaching Module from within the *Options* window: Simply pull down at the *Game* menu, then choose the *Options* setting to open the *Options* window.

Attention: When activating this option you will loose all tips given and the dealer puts on her clothes again.

> **Options**
> **The best play at BlackJack**

The Roulette Rules

INFORMATION: The rules explained here only relate to this program. No guarantees are given for differing rules or limitations.

After going to the Roulette table you may start the game by placing a *Wager* on a specific combination.

What is a combination?

After clicking the *OK* button the dealer will roll the Roulette ball.   The result of each round will be displayed in a small window.   If Zero comes up, all wagers on the fields Noir, Rouge, Pair, Impair, Manque and Passe are being blocked. That means that all wagers made will be used for the next round again.   Should your selection actually win at this point you will merely receive the amount of your wager in return.   If not, the money is lost and goes to the bank.   Should another Zero be drawn this action will repeat itself until another number is drawn.

The next round can begin.

What is a combination?

A combination is one of several possibilities to place a chip on the roulette field.   Here is a list of the possible combinations:

Noir/Rouge: The colors red and black. By betting on either one of these fields you have a 50% chance to win. These fields are located left and right in the lower part of the roulette field.   The limit for this combination is 1750.

Pair/Impair: Even or uneven numbers. Betting a chip on either of these fields yields a chance of winning of 50%. These fields are located left and right in the middle part of the roulette field.   The limit for this combination is 1750.

Passe/Manque: You are betting on all the numbers between 1 and 18 or 19 and 36 respective. Again, the chance of winning with either of these combinations is 50%. These fields are located left and right in the upper part of the roulette field.   The limit for this combination is 1750.

Les Douzaines: The game of the dozens. These fields are located left and right below the *Noir* and *Rouge* fields.   The combinations that are being wagered on are either 1 through 12, 13 through 24, or 25 through 36.   The limit for this combination is 1750.

Les Colonnes: At the lower end of the roulette field right below the numbers 34, 35, and 36 the fields of the three colonnes (columns) are located. Each of them enables a wager on either the left, the middle, or the right number column.   The limit for this combination is 1750.

Transversale Simple: This combination includes six numbers that belong together.   You place a wager on such a combination by setting the chip onto the line that seperates the special fields (such as Noir or Rouge) from the number field. The limit for this combination is 300.

Carre: Here you wager on four specific numbers.   You place your wager by setting the chip on the cross between the four numbers. The limit for this combination is 200.

Transversale de Quatre: Here you wager on four numbers as well.   However, the only numbers covered under this combination are 0,1,2, and 3.   The betting is very similar to the procedure in the *Transversale Simple*.   The chip is placed left or right between the Zero (0) field and either the 1 or 3. The limit for this combination is 300.

Transversale plein: This combination represents a row of three numbers. The chip is placed on the line that seperates the special betting fields (such as Noir or Rouge) from the number fields.   The three numbers next to the chip are part of this combination. The limit for this combination is 150.

Cheval: This combination represents two numbers that are next to each other.   Any two numbers that belong together because they are next to each other can be selected for this combination.   You place a wager on such a combination by placing the chip on the line between the two numbers. You may combine pairs horizontally as well as vertically. The limit for this combination is 100.

Plein: You choose exactly one number to place your bet on.   Set the chip right on the number to place the wager. The limit for this combination is 50.

Zero: You choose the Zero (0). The limit for this combination is 50.

Combinacion: The fields for the combinacion are located right above the PASSE and MANQUE fields.   There are a total of three possible combinacions.   The numbers within each of these combinations are seemingly chosen by random.   They are 0/2/3" (big series), 5/8" (small series), ORPH" (Orphelis).   Try for yourself which numbers are included in each of these combinations. The limit for this combination is 1000.

To calculate the winnings that you would receive if a chosen combination would actually win, simply divide the number of fields within the chosen combination by the number of all fields (36) and multiply that by the amount you are to wager. If you are not sure where to click to get a certain combination move the mouse cursor on the game field.   All possible combinations are shown as colored fields and a mouse click would select the combination shown at that moment.

The Black Jack Rules

INFORMATION: The rules explained here only relate to this program. No guarantees are given for differing rules or limitations.

A round at Black Jack starts with placing a wager. After placing a wager the dealer and you will each receive two cards.   The first card received by the dealer is not shown.

Each card represents a certain value:

> The numbers are generally worth their face value.
>
> All picture cards (King, Jack, Queen) is worth 10 points.
>
> The Ace can either be counted as 11 or 1 (Soft and Hard hand).
>
> The colors and suits of the cards do not matter at Black Jack.

The goal of the game is to reach 21 points or to get as close as possible to 21. If you managed to get 21 points by using only two cards you have achieved a BLACK JACK.   This is looked at as higher than normal 21 points achieved with more than two cards.   If you have a BLACK JACK, the round is over immediately.   The dealer can only try to equal that, if she is lucky.
The dealer will always draw until she has at least 17 points.

To make the game more thrilling a few extra game rules are incorporated.   They are listed as follows:

Split:
> If two cards have the exact same value, you have the option to make two games out of one. You may split one more time with the resulting two pairs, if the next two cards are of the exact same value as well.   The wager will multiply accordingly.   The exception to this rule is when the initial pair consists of two Aces.   Splitting is only possible once with that, and after receiving one card for each card split the cards have to be shown.

Double:
> Anytime you have a hand of 9, 10, or 11 points you may double the wager. You will then receive exactly ONE more card. The round is over with the winner receiving the cash in the pot.

Hit:
> You are asking for an additional card.   You may ask to hit as often as you like until you either overdraw, reach exactly 21, or decide to stay. Should you be playing with a split hand you can decide which hand you would like to get hit" on and which hand should simply stay".

Stay:
> With this selection you announce that you have drawn enough cards.   The dealer draws her cards, if necessary.   After that all cards are shown and the winner receives the cash from the pot.

Info

Idea:	MindBender
Graphics & Animation:	MindBender
Programming:	AV
Music & Sound:	AV

Statistics for the best possible
Black Jack game

The following overview shows your hand in the left column and the dealers' hand in the upper row. Check the tables from bottom to top (last table first, if that one doesnt fit check the next to last, and so on).

Should another card be drawn...
...if there is no Ace or the Ace has the value 1?

Your Hand	2	3	4	5	6	7	8	9	10	A
17-20	Stay	Stay	Stay	Stay	Stay	Stay	Stay	Stay	Stay	Stay
13-16	Stay	Stay	Stay	Stay	Stay	Hit	Hit	Hit	Hit	Hit
12	Hit	Hit	Stay	Stay	Stay	Hit	Hit	Hit	Hit	Hit
4-11	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit

■ Hit ▫ Stay

...if there is an Ace and the Ace has the value 11?

Your Hand	2	3	4	5	6	7	8	9	10	A
A,8-A,9	Stay	Stay	Stay	Stay	Stay	Stay	Stay	Stay	Stay	Stay
A,7	Stay	Stay	Stay	Stay	Stay	Stay	Stay	Hit	Hit	Hit
A,2-A,6	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit

■ Hit ▫ Stay

Does it make sense to double...
...if there is no Ace or the Ace has the value 1?

Your Hand	2	3	4	5	6	7	8	9	10	A
12	Do not double	Do not double	Do not double	Do not double	Do not double	Do not double	Do not double	Do not double	Do not double	Do not double
11	Double	Double	Double	Double	Double	Double	Double	Double	Double	Do not double
10	Double	Double	Double	Double	Double	Double	Double	Double	Do not double	Do not double
9	Do not double	Double	Double	Double	Double	Do not double	Do not double	Do not double	Do not double	Do not double
8	Do not double	Do not double	Do not double	Do not double	Do not double	Do not double	Do not double	Do not double	Do not double	Do not double

■ Double ▫ Do not double

...if there is an Ace and the Ace has the value 11?

Double

Your Hand	2	3	4	5	6	7	8	9	10	A
A,8-A,9										
A,6-A,7		Double	Double	Double	Double					
A,4-A,5			Double	Double	Double					
A,2-A,3				Double	Double					

■ Double   ▢ Do not double

Does it make sense to split the game?

Split

Your Hand	2	3	4	5	6	7	8	9	10	A
A, A	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split
10,10										
9, 9	Split	Split	Split	Split	Split		Split	Split		
8, 8	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split
7, 7	Split	Split	Split	Split	Split	Split				
6, 6		Split	Split	Split	Split					
5, 5										
4, 4										
3, 3			Split	Split	Split	Split				
2, 2			Split	Split	Split	Split				

■ Split   ▢ Do not split

What to do if you receive the NWCDEX warning?

When using the NWCDEX CD-ROM driver you may experience slower animation or jerky movie display. If you have these type of problems and are using the NWCDEX CD-ROM driver we recommend using another CD-ROM driver.

How to use the MSCDEX driver is explained below. This driver is being installed onto your hard drive with our Installations procedure (using Setup.exe).   Once installed the MSCDEX driver can be found in the Windows directory.

Inclusion of MSCDEX in the *AUTOEXEC.BAT* file

The file *AUTOEXEC.BAT* is usually found in the main directory on your hard drive.   In the *AUTOEXEC.BAT* file you should either replace the NWCDEX driver with the MSCDEX driver or include it new.

A correctly included driver could look like this in the *AUTOEXEC.BAT* file:

```
DEVICEHIGH = C:\WINDOWS\MSCDEX.EXE /D:\MSCD001 /M:20
```

To view all parameters that are available for MSCDEX please type MSCDEX /H under DOS Command Line.