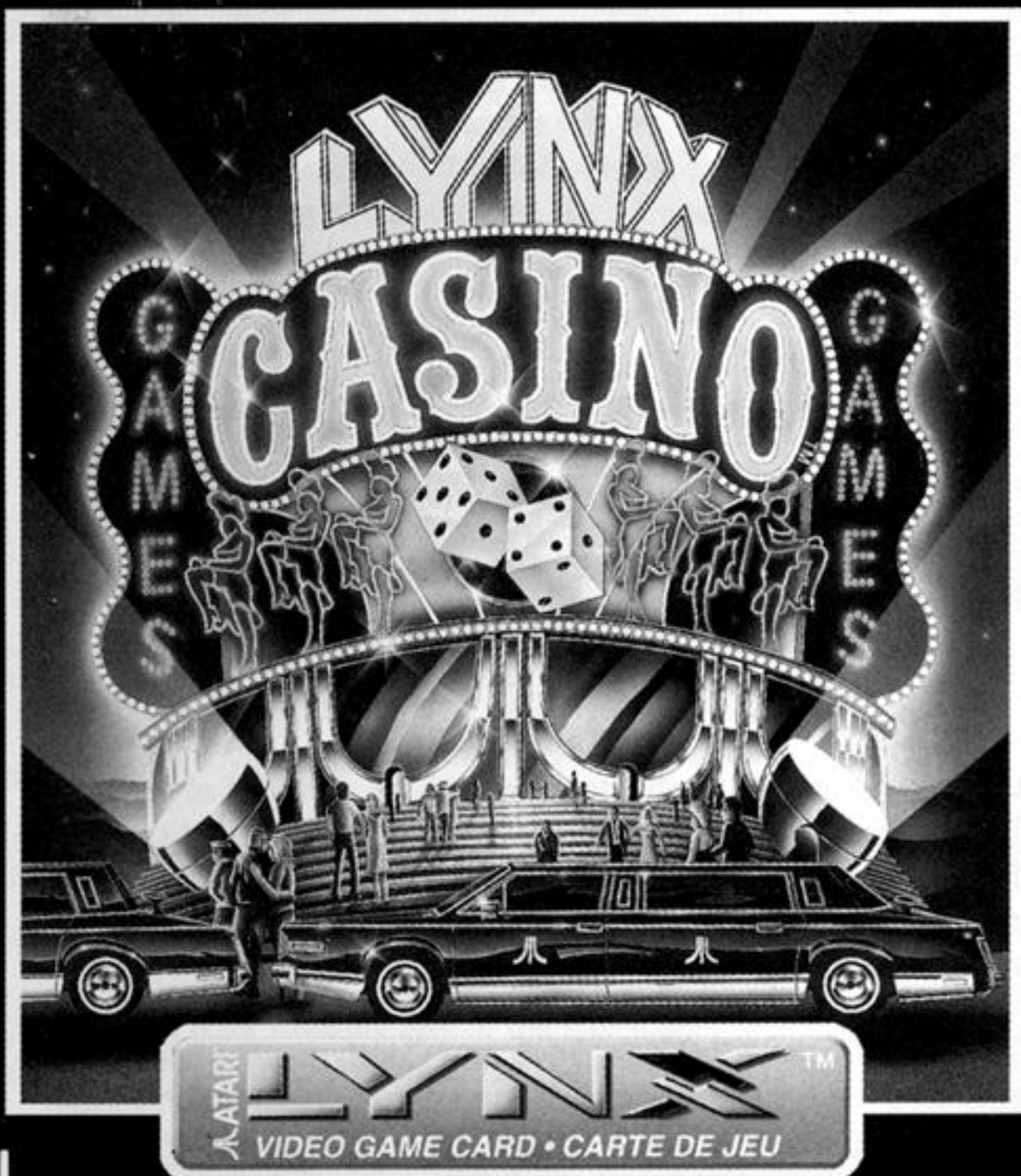


GAME MANUAL  
MANUEL DE JEU  
SPIELHANDBUCH

MANUALE GIOCO  
MANUAL DEL JUEGO  
SPEL HANDLEIDING



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# **LYNX CASINO**

## ***THE CARDS ARE ON THE TABLE!***

Come on, High Roller, step inside and lay your money down! Thrilling games, tacky carpets and wacky people make Lynx Casino just like being there. Whether you want to play Craps, Blackjack, Poker, Roulette or the slots, or just meet interesting people while listening to a really bad Elvis impersonator, the Lynx Casino has something for you.

## ***Getting Started***

1. If two people will play, connect the Lynx machines with a Comlynx cable.
2. Insert your Lynx Casino game cartridge(s) in your Lynx machine(s).
3. Turn on the Lynx(es).
4. The Lynx Casino title screen appears.
5. Press A or B to start the game. While you're walking around the Casino, pressing OPTION 2 will switch the music on and off. Pressing OPTION 1 during any of the five games will bring up a stat screen for various aspects of the game.

## ***Playing the Game***

You have just walked into the Lynx Casino, the high-rollingest, big-winningest Casino in town (Screen 1). (Screen numbers in these instructions refer to the Gallery of Game Screens at the end of this manual.) It takes a few seconds for your eyes to adjust to the glare of the bright flashing lights on the tacky carpet and for your ears to get used to the ringing bells and the music of the local yahoo who thinks he looks and sounds like the King of Rock and Roll. When your head clears, you notice the tables and the slots. Where do you begin? The Blackjack tables are the closest, so you decide to start there.

Press the joypad in the direction you wish to walk. If you just can't wait to get started, you can run by holding down the B button while you press the joypad in the desired direction. When you get to the table or machine where you want to play, press A to start the game. To stop playing a game and cruise the Casino some more, press OPTION 2.

## ***Blackjack***

You really think you are a Blackjack expert and this will be easy. But hang on. This dealer's fast and he plays a lot better than Uncle Bruce from Houston. At least you know that Blackjack is the classic card game where you try to beat the dealer's hand without going over 21.

The Lynx Casino is played with a "six deck shoe." That means you

play through six decks before the dealer reshuffles. You won't count cards very easily here. You can play either one or two hands against the dealer.

Begin by placing your bet (Screen 2). Move the joypad left or right until the hand points at one of the betting boxes. Then press A. The betting window opens (Screen 3).

The betting window shows a set of chips ranging in value from \$1 to \$500. When you first start, the selector box is on the \$1 chips. To change to a higher value, press the joypad right or left. When you have selected your chip value, press the joypad up or down to raise or lower your bet. You may use more than one chip type in a single bet. When you have set your bet, press A. This will place your bet on the table. If you wish to play two hands at once, repeat the betting steps for the other betting box.

Pressing the joypad up adds the highlighted amount to your bet, while pressing down subtracts it. If two players are playing Blackjack at the same time, each player can choose a place at the table, or one player can sit out while the other plays one or both positions. In a two-player game, each player must complete his bet before the dealer passes out the cards.

Here's a hint: a quick way to bet the same amount as last time is to press A and then, quickly, B.

Press B when you want the dealer to give you your cards. The dealer gives you two cards for each hand played. You must try to beat the dealer's hand by asking for cards until your hand is as close as possible to 21 points. Go over 21 and you lose. You can't



possibly lose if you are dealt a Blackjack-- that is, if your original two cards equal 21. Face cards count ten points. All others are worth their face value except an Ace, which is either one point or eleven points (your choice).

The dealer will give you several options, depending on your cards. Some options are not available at all times. The options are:

**HIT**                    Get another card.

**STAND**                Stop with the cards you have.

**DOUBLE**              Double your bet, take only one more card, then stand. If you win, you win twice as much. Same thing if you lose.

**SPLIT**                If you are dealt two matching cards, you may split the pair and play two separate hands. This allows you to win double, lose double, or break even. (You may only do this once in the same hand!)

**INSURE**              If the dealer's up card is an Ace, you may insure your game. This "Insurance" is a separate bet of half your original bet. If the dealer has a Blackjack, you will win two-to-one on your insurance bet. If the dealer does not have Blackjack, you lose your insurance bet.

Insurance bets are resolved after you play out your hand (or hands, if you've split). For example, you take insurance, play your hand, and the dealer has a Blackjack. You win an amount equal to your

first bet. If the dealer did not have a Blackjack, you lose only half the amount of your first bet. Your other winnings stand.

Move the joypad up or down and use the A button to make your choice. Repeat until you are satisfied with each hand.

When you are finished, the dealer shows his hand. The dealer must draw more cards until his hand is worth at least 16 points and must stand when his hand equals 17 points or more. If your hand beats the dealer's hand, you win the game and collect your winnings. If you lose, you lose your money. Your bet is not affected by a second player's hand.

## ***Craps***

When you've had enough Blackjack, head over to the Craps table. Craps is a classic dice game where the action is fast and there is a large variety of bets (Screen 4).

The Craps table is divided into several types of bets. You may place one or more bets of as many types as you wish before shooting the dice. To place a bet, move the pointer to the type(s) of bet and press A (Screen 5). The bet window opens. Move the joypad right or left to select a chip value, then up or down to select a bet amount. The possible bet types are:

### ***Pass Line:***

A Pass Line bet can only be made before the first dice roll (the Come Out Roll). A Pass Line bet wins on a roll of 7 or 11 and loses on a 2, 3, or 12. If any other number rolls, that number becomes the

point. To win the bet, you must repeat the point roll before shooting a 7. You lose if you roll a 7 before rolling the point number. Pass Line bets are paid even money and cannot be placed, reduced, or removed after the point is established.

### ***Don't Pass Line:***

The opposite of a Pass Line bet, a Don't Pass Line bet loses on a 7 or 11 and wins on a 2 or 3. A 12 renders the wager void. Any other number becomes the point. To win the bet, you must roll a 7 before repeating the point. Don't Pass bets cannot be placed or increased after the point is established, but may be removed or decreased. Don't Pass bets pay even money.

### ***Come:***

You may place a Come bet any time after the Pass Line point is established. The win/loss rules are the same as for a Pass Line bet. If you roll a 4, 5, 6, 8, 9, or 10 immediately after making the Come bet, the dealer moves the bet to that number's box. This even number bet can't be reduced or removed after the point is established.

### ***Don't Come:***

The opposite of a Come bet, a Don't Come bet may be placed at any time after the Don't Pass Line point is established. The win/loss rules are the same as for a Don't Pass Line bet, with a 12 canceling the bet. This is an even number bet.

### ***Odds:***

When a point is established (4, 5, 6, 8, 9, or 10), an Odds bet can be made to the original Pass Line. The Odds wagers may be reduced



or removed at any time. Odds bets are placed at true mathematical odds. A 4 or 10 pays 2 to 1. A 5 or 9 pays 3 to 2. A 6 or 8 pays 6 to 5. In addition to single Odds wagers for the Pass Line, the casino may offer additional allowable odds (5 times the original Pass Line amount).

### ***Place Bet:***

These bets may be made at any time and can be placed on one or more of the numbers 4, 5, 6, 8, 9, or 10. If a selected number is rolled before a 7, you win the bet. You lose when a 7 is rolled. Place Bets may be increased, decreased or removed at any time. The odds for winning are as follows:

4 or 10: 9 to 5

5 or 9: 7 to 5

6 or 8: 7 to 6

### ***Buy Bet:***

Buy Bets are like Place Bets, except a 5% commission is charged when the dice are rolled, enabling the wager to be paid at true mathematical odds:

4 or 10: 2 to 1

5 or 9: 3 to 2

6 or 8: 6 to 5

Place your wager on one or more of the numbers 4, 5, 6, 8, 9, or 10. The wagers may be increased, decreased or removed at any time. All Buy Bets are inactive on the Come Out roll.

### ***Lay Bet:***

Lay Bets are the opposite of Buy Bets. If you roll a 7 before the number on which the bet is made, the wager wins at true odds. The wager loses if the number is rolled before a 7.

### ***Field:***

A one-roll wager that wins if a 2, 3, 4, 9, 10, 11, or 12 comes up on the next roll and loses if a 5, 6, 7, or 8 is rolled. The 2 and 12 pay 2 to 1. All other numbers pay 1 to 1.

### ***Hardways:***

These bets are on pairs. In other words, if you bet on a Hardway 4, you win if a pair of twos is rolled. A Hardway 6 wins on a pair of threes, a Hardway 8 on a pair of fours, and a Hardway 10 on two fives. If you wager on a Hardway 4, and an Easyway 4 is rolled (3 and 1), you lose the wager. You also lose if a 7 is rolled.

### ***Any Seven:***

A one-roll wager that wins only if a 7 is thrown on the next roll.

### ***Any Craps:***

A one-roll wager that wins only if a 2, 3, or 12 is thrown on the next roll.

### ***Craps Two:***

A one-roll wager that wins only if a 2 is thrown on the next roll.

### ***Craps Twelve:***

A one-roll wager that wins only if a 12 is thrown on the next roll.

### ***Craps Three:***

A one-roll wager that wins only if a 3 is thrown on the next roll.

### ***Eleven:***

A one-roll wager that wins only if an 11 is thrown on the next roll.

### ***Horn:***

A one-roll wager that wins if a 2, 3, 11, or 12 is thrown on the next roll. The Horn bet is made in multiples of \$4. It is treated as four separate bets on 2, 3, 11, and 12 and is paid accordingly.

After choosing your bets, press B to roll the dice. In a two-player game, each player must press B before the dice are thrown.

## ***Roulette***

After shooting Craps for a while, you may wish to move to the Roulette wheel (Screen 6). When you get to the Roulette wheel, you purchase a stack of Roulette chips. The Roulette chips all have the same value. Place bets by laying chips on the numbers on the table. To place a chip, use the joypad to move the pointer to the desired spot on the table, then press A (Screen 7). Chips can be placed straight up on one number, or on the line between 2 or more numbers. When a chip is placed on a line, that chip is good for all numbers it touches, but at reduced odds. To spin the wheel, move down to SPIN at the bottom of the screen, then press A. If two people are playing, each one must SPIN before the wheel will start spinning. When the ball settles on a number, press A to see how you did. The odds table for Roulette is listed below.

<i>Wager</i>	<i>Odds</i>
Straight Up	35 to 1
Two Numbers	17 to 1
Three Numbers	11 to 1
Five Numbers	6 to 1
Six Numbers	5 to 1
Column Bet	2 to 1
Dozen Bet	2 to 1
Color	1 to 1
1-18/19-36	1 to 1
Even/Odd	1 to 1

After the spin, a box will appear asking if you want to place the same bets over again. (But only your last 15 bets are remembered).

## ***Poker***

For gaming excitement with lower stakes, move over to the Poker machines for a little video Poker (Screen 8). Press A to bet a dollar, up to a total of five dollars for each game. Press B to deal the cards (the cards are dealt automatically after the fifth coin is inserted). When the cards are dealt, use the joypad to move the finger to the button beneath any card you want to hold (Screen 9). Press B to discard all cards that are not held and deal replacements. Each hand is played with a 53-card deck containing one joker. The joker is wild. The minimum hand needed to win is two pairs. Other odds are listed in the Odds window that appears as the first coin is bet. If two people play Poker simultaneously, they will each use a separate machine. The outcome of one player does not affect the other.

## *Slots*

If you feel your luck is better than your gaming skill, try the slots (Screen 10). The slots are low stakes, but you can play for a long time with your thousand dollars at five dollars a game.

Press A to insert a dollar coin. Repeat as many times as you want, up to five dollars. If you bet five dollars, the wheel spins (Screen 11). If you bet less than five dollars, press B to pull the handle. All payouts are shown on the odds window that appears when you insert the first coin. The machine has a statistical payback of 97%, which qualifies it as a true-to-life slot machine. Two people can play the Slots at the same time, but each player will have his own machine.

## *Cashier*

If you lose your thousand dollars, you can visit the cashier's window to get some credit. The cashier will give you an additional \$500. The cashier will only extend your credit twice. After you've lost \$2,000 you are out of luck and might as well go home and replan your winning strategy for next time.

## *Patrons*

Like any casino, the Lynx Casino is full of, shall we say, "interesting" people. To talk to somebody, face that person and



press A. The person will respond at the bottom of the screen (Screen 12).

Press A a few times to hear everything somebody has to say. Spend too much time talking and the person you talk to will lose interest and start to say the same things over again.

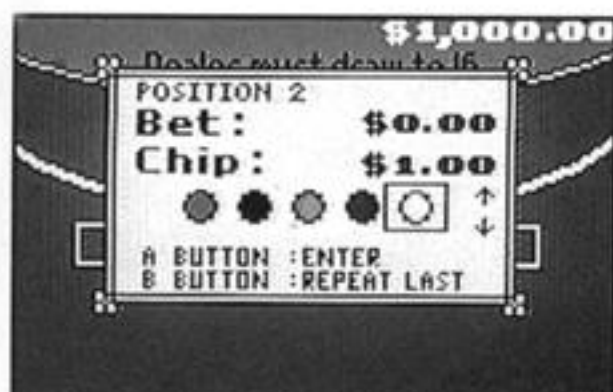
Remember, there's no limit to how much you can win in Lynx Casino, so work on your strategy and keep coming back until you really hit it big! Good luck!



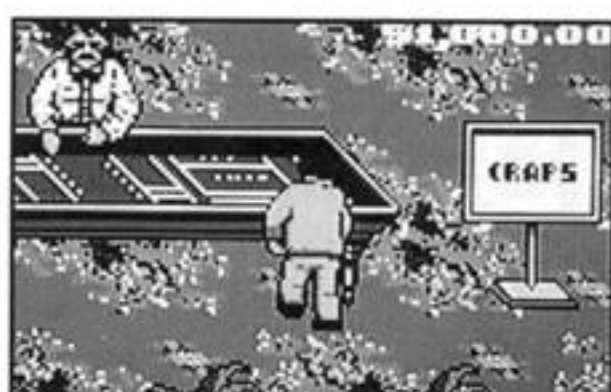
Screen 1



Screen 2



Screen 3



Screen 4



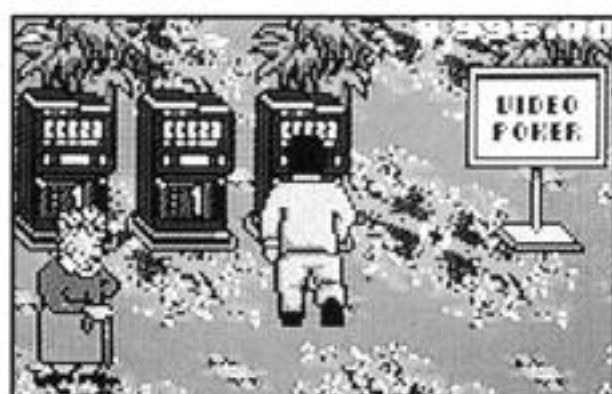
Screen 5



Screen 6



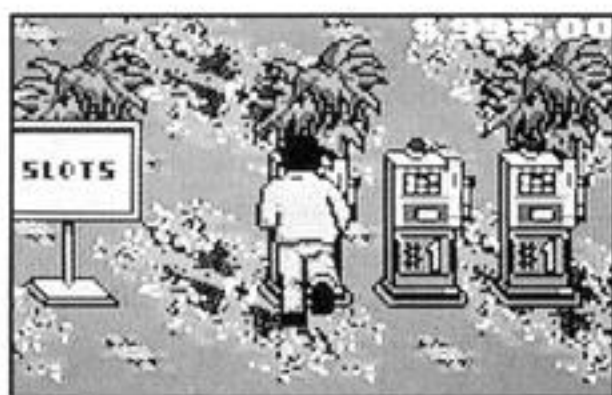
Screen 7



Screen 8



Screen 9



Screen 10



Screen 11



Screen 12



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