



NTSC U/C

PlayStation™



SLUS-00319/555

GOLDEN NUGGET

LAS VEGAS-STYLE CASINO GAMING
featuring 16 Games of Chance



WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game —dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

HANDLING YOUR PlayStation™ DISC:

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

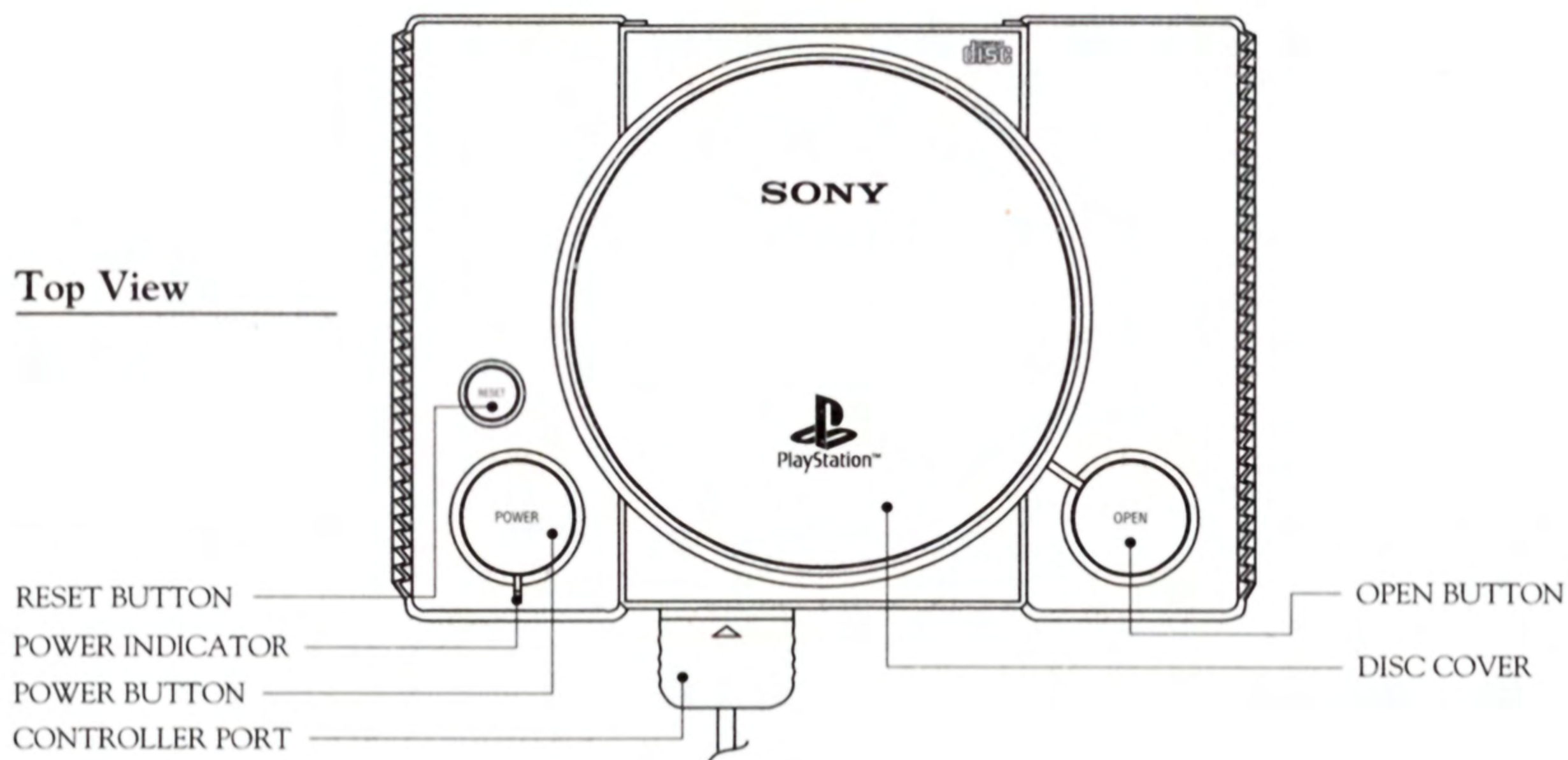
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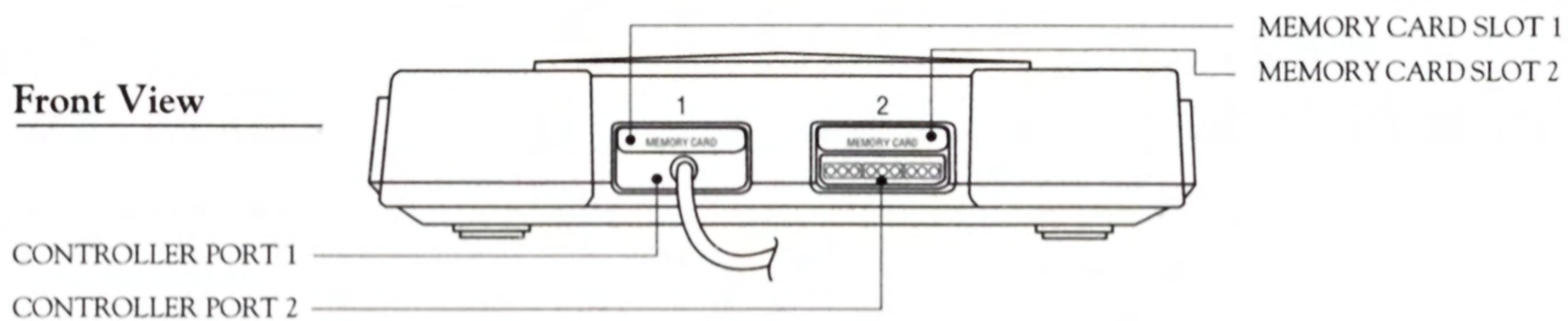
SETTING UP

Console

Top View



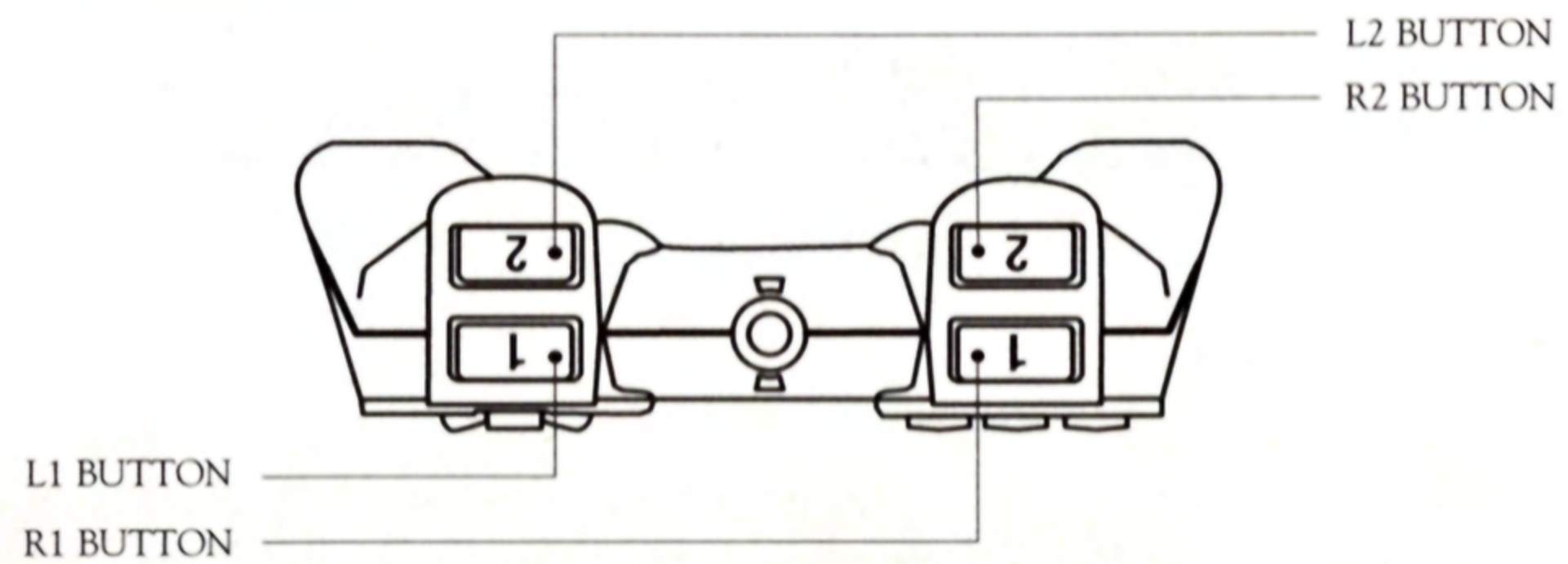
Front View



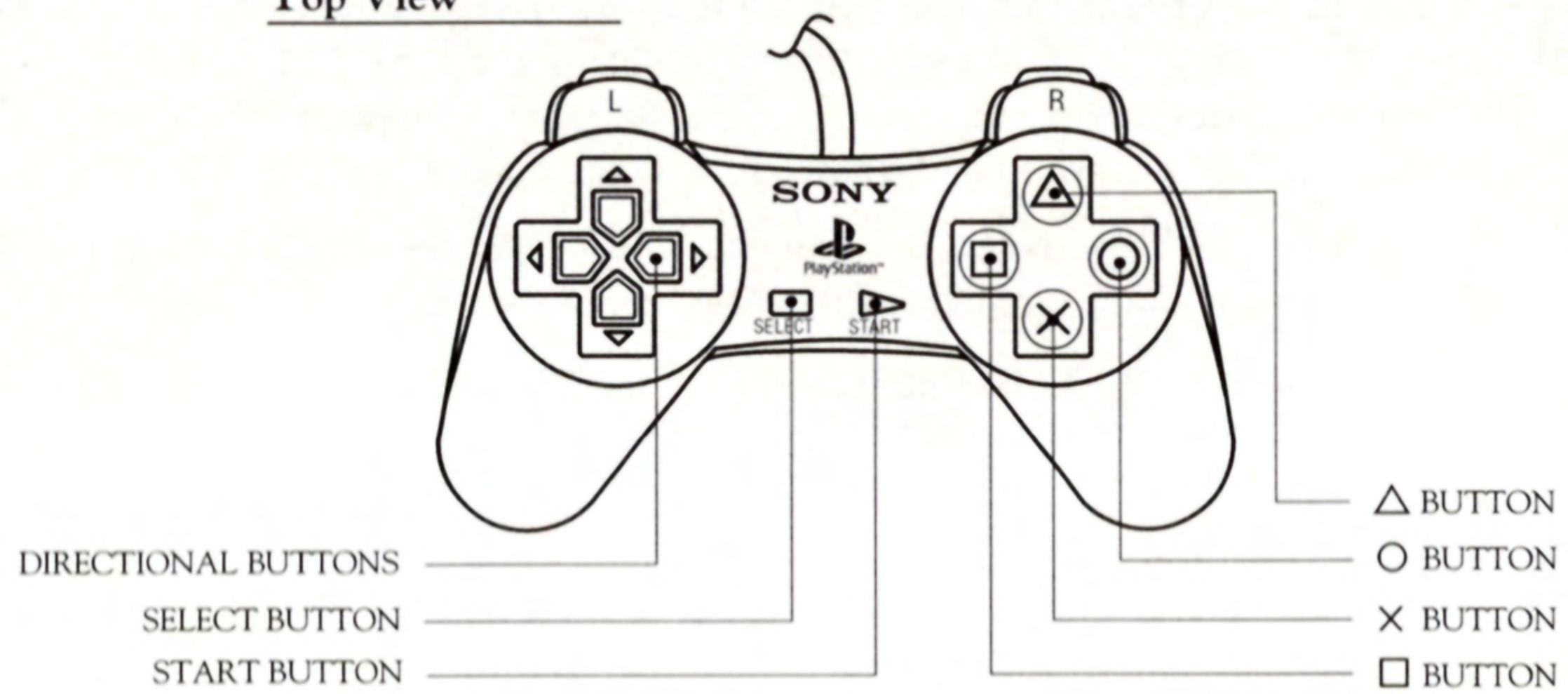
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Golden Nugget* disc and close the Disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Controller

Front View



Top View



INTRODUCTION

Welcome to the *Golden Nugget*-the most realistic casino gaming compendium ever. *Golden Nugget* offers over a dozen games of chance to challenge and thrill you, with all the odds, payoffs and rules of the real thing. From Roulette to Craps, the Slots to Blackjack, you'll enjoy casino gaming the way it was meant to be played—in a four-star casino paradise.

This manual is designed to familiarize you with the various rules of the casino games and the commands and options you will be using in each game. You are about to step into a world of legendary casino gaming. Enjoy!

GETTING STARTED

Beginning the Game

After the game's introduction, the screen will display a menu listing *Start* and *Options*. To check into the Golden Nugget, select *Start* and press the X button. You will now find yourself in the lavish lobby of the Golden Nugget. You will be presented with three options when you enter the lobby: *Exit*, *Casino* or *Registration*. Selecting *Exit* will take you back to the introduction of the game and bring you back to the opening menu. Selecting *Registration* will take you to the *Registration Menu* which will list: *New*, *Load*, *Save*, *Delete* and *Exit*.

At the *Registration Menu* select *New*. You will be asked to choose either *Casino Play* or *Chaos Mystery*. After making your selection, you will be asked to enter your name. Your name has now been registered at the Golden Nugget. Note that you have \$1,000 and 9 "markers" (each worth \$1,000) to gamble with. Selecting *Chaos Mystery* will begin an introductory video for the *Chaos Mystery*, a mystery which you will be asked to help solve. Selecting *Casino Play* will take you immediately to the Casino floor.

Note: The mode of the game which you enter now will be saved for whenever that game is loaded again. If you go straight to the Casino without going through Registration, your saved game will be saved as Steve Killsbourg.

Casino Play-Selecting this mode allows you to play any of the casino games at your leisure. You cannot change a *Casino Play* game into a *Chaos Mystery Tournament* game.

Chaos Mystery-Selecting this mode allows you to take part in an interactive mystery starring Adam West of *Batman*TM fame. A computer chip known as the Chaos Chip has been stolen from a suite in the Golden Nugget. You play the part of Steven Killsbourg, a poker playing sleuth, and you must help your ex-girlfriend, Dr. Shelly Harkness, recover the stolen Chaos Chip. The Chaos Chip has the ability to make sense out of chaos; predict weather patterns, life expectancies, the roll of a die, etc.

First you must make enough money to enter the *Invitational Poker Tournament*, a tournament which all of the suspects have already entered. The *Invitational Tournament* is held in three stages and you will need to qualify for each stage of the tournament by placing an entry fee. You can try to raise the money for these entry fees by playing the casino games of your choice. Once entered into a tournament, you will play 12 hands of 7-Card Stud. During breaks in the action, you will be shown full motion video vignettes that will

help unravel the mystery. If you correctly solve the mystery, you will be given a handsome reward and returned to regular *Casino Play* where you may continue gaming with your newfound wealth.

Qualifying Fee

1st Tournament	\$50,000	2nd Tournament	\$100,000	3rd Tournament	\$250,000
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Saving a Game

To *Save* a game you must return to the *Registration Menu* in the Lobby. Select the *Save* option and your game will be saved (you must have a Memory Card).

Loading a Saved Game

To load a saved game, simply select the desired name. Notice that the name you have selected will appear at the bottom of the Registration ledger. That game will be loaded (with the amounts of cash and credit indicated in the Ledger). If the loaded game was in *Casino Play* mode, you will be "dropped" into the area of the Casino in which you played last. If the loaded game was in *Chaos Mystery* mode, you will be taken to the point in the story at which you last left off. Leaving a game which has not recently been saved will prompt the program to ask you if you want to save that game before loading another one.

Note: You must select *Exit* to leave the Registration desk and enter the *Casino Mode* after loading a saved game.

When you come back to either start a new game (by selecting *New*) or to load up a saved game, the ledger will indicate the mode of play each game was in, plus the amount of cash and credit you had when each game was last saved.

Resetting the Game

To return to the main options screen during the game, hold down the *Select* button and then press and hold down the *Start* button for 2-3 seconds. You are also able to reset to the main options screen by pausing the game and selecting the "Quit" option.

OPTIONS MENU

When you start the game, you will be presented with an *Options Menu* that will allow you to either start the game or adjust the options. The *Options Menu* can only be accessed at the opening screen of the game. To access it during game play, first *Save* your game and then exit the Casino. You will be returned to the opening *Options Menu*. At the *Options Menu*, you can adjust the following:

Sound Settings:

- Background/SFX/Voices:** Pressing up and down on the Directional button will toggle between the two sound settings. Pressing left and right on the Directional button will allow you to increase or decrease the background or SFX/Voices volume.
- Computer Players On/Off:** Toggle the Directional button left or right to turn this option On or Off.
- Card Animations:** Toggle the Directional button left or right to turn this option On or Off.
- Credits:** Use the X button or Directional button to bring up the *Golden Nugget* credits.
- Exit:** Pressing the X button will take you back to the opening menu.

Statistic Screens

Except for the Slot Machines, all games have *Statistic Screens* that pop up whenever you leave a table. This screen will show you information relating to the game you have just played. It details the following:

- Starting Bankroll
- Winnings
- Total Wagered
- Ending Bankroll
- Number of Games or Hands Played
- Average Wager

NAVIGATION VIEWS

Initial Navigation View

Upon entering *Casino Play* mode, you will be presented with the *Navigation Views* of the various sections of the main Casino Floor. Use the Directional button to move the cursor around the Casino. Press the X button to select the tables or the signs bearing the various games' names to be taken directly to that game. Pressing the X button in the Slots area, for example, will first give you a close-up view of the Slot machines, then you can choose the particular type of machine you want.

Using the Directional button to move the cursor around on the carpet will cause signs saying "Turn Left" or "Turn Right" to appear in the game display area in the upper left-hand corner of your screen. Press the X button to move in the indicated direction.

From the *Navigation View*, you can bring up the Purse by pressing the Δ button. Accessing the Purse from the Navigation View is mainly for taking account of your current cash balance situation. You may want to check it carefully before deciding which game to play!

Navigation Mode

In Navigation Mode, use the Directional button to move the cursor. Use the X button to select your choice.

Navigation Mode Button Controls:

Δ button	Toggles Purse up and down
X button	Executes choice
Start button	Pauses game, brings up menu for <i>Help</i> , <i>Quit</i> or <i>Continue</i>
Select button	Toggles Overhead Map on and off

Note: If you're in *Navigation Mode*, holding the Select and Start buttons will reset your PlayStation game console.

As you peruse the Casino floor, you'll find that there are High Limit Poker and High Limits Slots rooms. You'll need to have a balance of \$50,000 to play in either of those. When you have reached a total of \$50,000, you automatically become a member of the V.I.P. Club and a V.I.P. Club card will appear in your Purse display. This card will allow you to enter the High Limit rooms. These rooms have higher minimum and maximum bet values (which, of course, allow you to increase your worth even faster, if you're skilled, and lucky!)

OVERHEAD MAP

Pressing the Select button will open up the Overhead Map of the Casino floor. From here, you can quickly select any game of your choice and go directly to it. Pressing the Select button again will take you back to the Casino floor.

THE PURSE

Pressing the Δ button brings up the Purse whether you are in the *Navigation View* or a game. Accessing the Purse from the *Navigation View* is mainly for taking account of your current cash balance situation. You may want to check it carefully before deciding which game to play.

Pressing the Δ button again while the Purse is up drops the Purse back down again.

When you are in a game, the Purse is used to select the denominations and amounts of chips, cash or coins to be bet at any of the gaming tables and machines. It varies in its makeup, depending on which game you're in.

Purse Features

- Total accumulated cash is shown in the TOTAL window on the lower left of the screen.
- Your current bet amount (value of the betting "stack") is in the next window to the right of the cash total window marked BET.
- The round area in the middle is called the Purse "Tray." This is where bets are "stacked."
- A V.I.P. Club card will appear in the area on the right side of the Purse. You can become a V.I.P. Club member once you have reached a total of \$50,000 dollars. The card will allow you to enter the High Limit Games and the High Limit Slots.
- When you run out of money completely (the TOTAL window shows \$0), you will automatically be granted the "cashing in" of a marker. This will give you another \$1,000 to play with. When all 9 markers are depleted, the game ends and you will be returned directly to the Registration Desk.

The Purse's Asset Display

Regardless of how much money you have, the Purse displays your assets in the appropriate manner for the game you're in at the time:

- For Slots and Video Poker, assets are displayed as silver coins.
- For Big Six, Keno (and in the Navigation Views), assets are displayed as a combination of coins and currency.
- For all card games and Craps, assets are displayed as a combination of coins and chips of various denominations.
- For Roulette, assets are displayed as the unique Roulette (non-denominational) chips.

GENERAL CHIP HANDLING/ BETTING INSTRUCTIONS

- To bring up the Purse on any game, press the Δ button.
- To build up your bet in the betting "Tray" (middle of Purse), use the Directional button to toggle between the coins/chips/bills on the left side of the Purse.
- To add a chip's amount to the bet accumulated in the Purse Tray, press the X button.
- To subtract a chip's amount from the bet accumulated in the Purse Tray, press the \bigcirc button.
- Total Bet is always shown in Betting Amount window (small window just to left of Tray).
- Move the cursor over stack of chips/coins in tray and hold down the \bigcirc button to remove all chips/coins from the Tray. This will zero out your bet.
- Press the Select button (except in Slots and Roulette) to display the amounts of the bets on the table and the value of the players' hand.

Note: If winnings are left on the table and a new round of play is started, they will be automatically "pressed" into a bet which combines the original bet and the winnings.

ROULETTE

General Description and Rules

The object of Roulette is to guess the color and/or the number of the slot the spinning ball will come to rest in when the Roulette wheel whirls to a stop. The dealer spins the ball counter to the wheel's spin until it falls into a slot in the wheel. The slot's number and color determine the winner. The slots in the wheel are numbered 1 to 36. Half are red, half are black, and two additional green slots are numbered 0 and 00.

Roulette offers a huge variety of bets—more than any other casino table game. Some of the possible bets are: odd vs. even, red vs. black and high vs. low. Pay-offs range from even money to 35 to 1.

General Roulette Instruction Placing Bets

Bring the Purse up to form your bet in the Purse Tray. (Your default bet is already in the tray, at the amount of the table minimum). You must first pick the denomination of the dollar bill you want to wager by using the Directional button to move the cursor over to that particular denomination. Press the X button to select the denomination. Once the denomination is chosen, use the Directional button to move the cursor over the blue multiplier chips to determine how many chips of the desired denomination will be formed in the Purse Tray. Press the X button to select the number of chips. The Bet window will show the amount formed in the tray.

To place bets, move the cursor to the desired location on the table and press the X button. To pick up a bet, move the cursor over an existing bet and press the X button. Your bet will automatically be added back to your Purse.

Spinning the Wheel

Once betting is complete, select the button to spin the wheel. To end a spin early, press any button, or let it stop on its own. If you let it stop on its own, you'll automatically be returned to the view of the table.

The dealer will place a marker on the winning number, and will automatically make payoffs and collect losing bets. Payoffs for inner area bets are placed just above the Purse. Payoffs for outer area bets are placed adjacent to the original bets on the table. Bets in the inner area can be left or removed as outlined above for the next spin. Winning bets in the outer area (in two stacks) can be left on the table for the next spin; they'll be pressed together when the next spin occurs. Any stack of chips can also be manually cleared.

Roulette Button Controls:

Δ button	Toggles Purse up and down
\circ button	Exit, leave menu
<input type="checkbox"/> button	Spins wheel
X button	Executes choice
Start button	Pauses game, brings up menu for <i>Help</i> , <i>Quit</i> or <i>Continue</i>

BACCARAT

General Description and Rules

The object of Baccarat is to have a wager on the hand that gets closest to a total of 9. The player wagers on the Player hand, the Bank hand and/or the Tie. The dealer gives two cards to the Player and two cards to the Bank. All face cards and ten value cards count as zero. All other cards use their face value. Pressing the Select button will display the amounts of the bets on the table and the value of your hand.

Sample Hands:

9+7=16	Hand counts 6
5+5+5=15	Hand counts 5
10+9=19	Hand is a "natural" 9

A third additional card may be dealt, but the player does not ask for a third card. All additional cards are subject to a third card rule. No hand will receive more than three cards. When the Player and Bank hands are the same total, the hand is a Tie. A wager may be placed prior to the cards being dealt. Winning tie wagers pay 9 for 1.



Third Card Rules

Player's Hand:

0-5	Player Hand must draw
6-7	Player Hand must stand
8-9	"Natural" (both hands stand)

Banker's Hand:

0-2	Bank Hand Must draw
3-6	Third card to Player Hand determines draw or stand
7	Bank Hand must stand

When Bank Hand Totals 3-6:

Bank Hand Totals	Bank Hand Draws If Player Hand Drew	Bank Hand Stands If Player Hand Drew
3	1-2-3-4-5-6-7-9-10	8
4	2-3-4-5-6-7	1-8-9-10
5	4-5-6-7	1-2-3-8-9-10
6	6-7	1-2-3-4-5-8-9-10

General Baccarat Instructions

Placing Bets

Bring the Purse up to form your bet in the Purse Tray. (Your default bet is already in the Tray, at the amount of the table minimum). Place a single bet on *Player*, *Banker* and/or *Tie*. Start the round by selecting the *Deal* tab. If you lose, bets are cleared by the dealer. If you win, winnings are placed next to your original stack of chips. If you leave the winnings on the table, it will be pressed upon initiating the next deal.

Commissions must be paid when you get a winning hand. To do this, press the X button on the Pay Commissions box. Play cannot commence until you pay your commissions.

Baccarat Button Controls:

△ button	Toggles Purse up and down
X button	Executes choice
Start button	Pauses game, brings up menu for <i>Help</i> , <i>Quit</i> or <i>Continue</i>
Select button	Displays amounts of bets on table

KENO

General Description and Rules

Keno is very similar to state lotteries. The player may choose 1 to 15 or 20 numbers from the 80 numbers on the Keno ticket (if you wish to play 20 numbers, the minimum bet must be \$5). The casino then draws 20 numbers and the player is paid according to a pay-out schedule based on the player's number of hits. The player simply marks numbers on the Keno ticket. After the numbers are drawn, the player is paid according to the casino's pay-out schedule.

General Keno Instructions

Placing Bets

Bring the Purse up to form a bet in the Purse Tray. (Your default bet is already in the Tray, at the amount of the table minimum). The minimum game price of \$1 will appear in the Price Per Game box on the ticket, and a dollar in currency will be in the Purse Tray (if Purse is up). If you wish to bet more than the minimum amount, bring up the Purse and increase your bet by selecting the different currency denominations.

Keno Features

"No. of Games"

Since you may only play one ticket at a time, this feature defaults to 1 game.

New Ticket

Selecting *New* will present you with a new Keno ticket.

Mark Ticket

Mark your selected numbers on the Keno ticket.

Play Ticket

Selecting *Play Ticket* will take you to the Keno Board where you will see the numbers appear as they are selected. To exit this screen, push any button.

The Keno Board

The Keno Board shows the winning numbers. To return from the Board to the Desk, press any button.

BLACKJACK

General Description and Rules

The objective in Blackjack is to beat the dealer by drawing cards totaling closer to 21 than the dealer draws. You can win in one of two ways: by having a higher card total than the dealer, or if the dealer "busts." When either the dealer or the player draw cards totaling more than 21, they have busted, and are losers. If the player ties the dealer, it is a "push" and neither party wins or loses.

Before the cards are dealt, each player places their bet in front of them. Each player is dealt two cards, face-up. The dealer also takes two cards, one face-down (the hole card) and one face-up (the up card). The cards are dealt one at a time, clockwise, with the player to the dealer's immediate left receiving the first card. A card's point value is the same as its face value. For example, a 5 is worth 5 and a 10 is worth 10. All face cards have a value of 10 and Aces have a value of 1 or 11, whichever the player prefers.

If the first two cards the player receives are an ace and a 10 value card, the player has a Blackjack, the strongest hand possible. This is an automatic winner and the player's bet is paid at 1 1/2, provided that the dealer does not also have a Blackjack, in which case the player would push.

Stand or Hit • If the player does not have a Blackjack with the first two cards, the player may elect to Hit (draw additional cards) or Stand (draw no additional cards). The dealer must Stand on all hands of 17 or more and must Hit on all hands of 16 or less. There is no limit to the number of cards a player may draw as long as the total value of the player's hand does not exceed 21.

Double Down • After having been dealt the first two cards, the player may elect to Double Down. To do this, the player places an additional bet equal to the original bet. The player then receives one, and only one additional card, dealt face-down.

Split • If the first two cards dealt to the player are a matching pair, the player may elect to split the pair. For example, the player's first two cards are 7's. The player turns both cards face up and then places an additional bet equal to the original bet. Now the player is playing two hands. The player draws cards on the first 7 until satisfied and then in turn, the second 7. If the first card dealt to either split is another 7, the pair may be split again. In other words, a split pair may be resplit. The exception to this rule is a pair of aces. Aces may be split, but when the player splits aces, only one additional card will be dealt to each ace.

Insurance • If the dealer's up card is an ace, he will offer "insurance" to the player before he peeks at the hole card to see if he has a Blackjack. To buy insurance, the player must place a bet equal to half the current bet on the table. If the dealer has Blackjack, the player loses the original bet, but is paid on the insurance bet at 2 to 1. This is actually a push, the player loses no money. If the dealer does not have a Blackjack after having peeked at his hole card, the player loses the insurance bet, but retains the original bet and the game continues.

General Blackjack Instructions

Placing a Bet

Bring the Purse up to form your bet in the Purse Tray. (Your default bet is already in the Tray, at amount of table minimum). Dealing occurs when Bet is placed.

Playing

When the play comes around to you, an Options Available menu box will appear. Listed will be: *Hit*, *Stand*, *Double-Down*, *Split* and *Leave*. Use the Directional button and the X button to initiate your command.

If you lose, placing a new bet will automatically initiate the next hand. If you win, a menu will appear which will allow you to *Clear Bets*, *Deal* or *Leave*. When you are satisfied with your bet, select *Deal* to initiate the next hand.

If the dealer is showing an Ace and asks for Insurance, select *Insurance (Yes or No)* or select *Leave*. If you say Yes to Insurance, one-half of your existing bet is automatically taken from your Purse and placed on the Insurance bar on the table. If the dealer calls for Insurance to the table, but you have a 21, a menu will give you the choice of saying *No* or *Even Money*, in which case appropriate payoffs will be made.

Blackjack Button Controls:

△ button	Toggles Purse up and down
X button	Executes choice
Start button	Pauses game, brings up menu for <i>Help</i> , <i>Quit</i> or <i>Continue</i>
Select button	Displays amount of bets on table and card totals

CRAPS

General Description and Rules

The object of Craps is to predict the outcome of a roll of the dice. The first roll of the dice is called the "Come Out" roll.

Types of Bets

Pass Line Bets • This is by far the most popular bet at the Craps Table. A wager on the Pass Line wins if the first roll of the dice (the Come Out Roll) is a 7 or 11 and loses if a 2, 3 or 12 is first rolled. If a 4, 5, 6, 8, 9 or 10 is rolled, that number becomes the Point. To win the bet, the player (or shooter) must repeat the Point before a 7 is rolled. If the Shooter rolls a 7 before the Point is repeated, the Pass Line bet loses. A winning bet is paid even money. Once the point has been established, this bet may not be removed or altered.

Don't Pass Bets • This bet is the opposite of the Pass Line bet. This bet wins if the shooter rolls a 2 or 3 on the Come Out roll and loses immediately if a 7 or 11 is rolled on the Come Out. If a 12 is rolled, it's a tie and play continues. Once the point has been established, this bet wins if the shooter rolls a 7 before the point is repeated.

Come Bets • Come Bets may be wagered after the point has been established on the Come Out roll. The rules for this bet are the same as the Pass Line bet. If the shooter rolls a 4, 5, 6, 8, 9, or 10 after a Come Bet has been placed, the dealer will move the Come Bet from the Come area to the corresponding box for that particular number. Just as with the Pass Line bet, this wager may not be reduced or removed until play is completed. A winning wager is paid even money.

Don't Come Bets • This bet is the opposite of the Come Bet. It may be wagered any time after the point has been established on the Come Out Roll. If a 4, 5, 6, 8, 9 or 10 is rolled after a Don't Come Bet has been placed, the dealer will move the wager from the Don't Come area to the corresponding box for that particular number. The rules for winning are the same as the Don't Pass Bet. A winning wager is paid even money.

Hard Way Bets • Whenever a shooter rolls doubles and the outcome is a 4, 6, 8 or 10 the shooter is said to have hit the number the “hard way,” that is, by rolling doubles. If any of these same numbers are rolled and the outcome is not doubles, the shooter is said to have hit the number the “easy way.” Example: The shooter rolls a pair of 5’s and has a Hard 10, or 10 The Hard Way. Another example: The shooter rolls a 6 and 4. This is an Easy 10, or 10 The Easy Way.

A Hard 8 would be a pair of 4’s, while 8 the “easy way” would be a 5 and 3 or 6 and 2. Possible Hard Way bets are 4, 6, 8 or 10. A Hard Way bet wins when the shooter rolls a number the Hard Way. A Hard Way Bet loses if the shooter rolls a number the Easy Way or if the shooter rolls a 7. Hard Way 4 and 10 pay 7 to 1. Hard Way 6 and 8 pay 9 to 1.

One Roll Bets • These are wagers on the outcome of a single roll of the dice. The player immediately loses or wins dependent on the next roll of the dice.

- Field - This is a wager that the next roll be a 2, 3, 4, 9, 10, 11 or 12. The 2 pays double and the 12 pays triple.
- Any Craps - This is a wager that the next roll will be a 2, 3 or 12. Pays 7 to 1.
- Any Seven - This is a wager that the next roll will be a 7. Pays 4 to 1.
- Three-Eleven - Betting on either number, this is a wager that the next roll will be a 3 or 11. Pays 15 to 1.
- Two-Twelve - Betting on either number, this is a wager that the next roll will be a 2 or 12. Pays 30 to 1.
- Eleven - This is a wager that the next roll will be an 11. Pays 7 to 1.
- Horn - This is a four-way bet that requires four chips. This is a wager that the next roll will be a 2, 3, 11 or 12. Pays 30 to 1 for the 2 or 12 and pays 15 to 1 for the 3 and 11.

General Craps Instructions

Placing Bets

Bring the Purse up to form your bet in the Purse Tray. (Your default bet is already in the Tray, at the amount of the table minimum). The type of bet is determined by the cursor location. Any type of bet is identified by a sign which appears in the upper left hand corner of the screen. Selecting (at that location) after the sign appears will set that type of bet on the table.

If you attempt to make a legal bet, but the amount of the bet is invalid, the dealer will inform you of the proper amount (e.g., multiples of \$2), and the chips will not be placed on the table until the bet amount is correctly adjusted. If you select the invalid spot anyway, nothing will happen; chips will not be put down.

Buy, Place, Odds and Lay bets on the 4-5-6-8-9-10 point boxes are indicated by the sign in the upper left-hand corner, dependent on cursor location. For example, if you wish to place a Lay bet on 8, you would move the cursor into the rectangle above the number 8. The sign in the upper left hand corner will say Lay 8 (or, if you have a Don’t Come bet against 8, it will say Odds 8). Move the cursor to the desired bet location and press the X button to place that type of bet.

When a point is made, the dealer will put the Off/On puck to Off. All bets still on the table (i.e., Buy bets, Lay bets, Place bets, Hard Way bets), will be considered "off" on the next Come Out roll. You can turn these bets "on" by moving the cursor over the bet of your choice and pressing the X button. A small "on" chip will appear, signifying that this bet will be "working" on the next Come Out roll.

After you're done betting, select Roll Dice to throw the dice.

Any of your bets on the table (including winnings from the previous roll) which can be "taken down" can be instantly removed all at once from the table by selecting Clear All Bets. You can take down any one specific bet (which is legal to take down) by selecting that bet with the cursor. As usual, if you leave your winnings on the table, they will be pressed with your original bets onto the next dice roll.

Craps Button Controls:

△ button	Toggles Purse up and down
○ button	Exit options
□ button	Rolls dice
X button	Executes choice
Start button	Pauses game, brings up menu for <i>Help</i> , <i>Quit</i> or <i>Continue</i>
Select button	Displays amount of bets on table

Note: If you move the hand cursor over the chip and leave it there, a gold indicator will automatically reveal the amount of the chips.

POKER TABLE STAKES

(FOR CASINO PLAY)

Table Stakes choices on Casino Floor: \$2-4, \$5-10, \$10-20, \$50-100.

Table Stakes choices High Limit Room: \$50-100, \$100-200, \$500-1,000, \$1,000-2,000.

7-CARD STUD

General Description and Rules

Each player is first dealt three cards, one at a time, beginning with the player to the dealer's immediate left. The first two cards are dealt face-down and the third card is dealt face-up. A round of betting takes place, with the lowest face-up card opening the round. A player may fold at any time, with the exception being that if the player has the lowest face-up card in the first round of betting, the player must open the round. A fourth card is dealt face-up by the dealer to the remaining players. Another round of betting commences with the highest showing hand opening the round. A fifth card is dealt face-up to each remaining player and another round of betting commences. A sixth card is dealt face-up to each remaining player and another round of betting commences. Finally, a seventh card is dealt face-down to each remaining player. There is a final round of

betting, also called the “showdown.” After the final bet has been made, the players turn their cards up. Each player forms the best possible 5-card hand from their 7 available cards with the pot going to the highest hand.

Rank of Cards:

Royal Flush
Straight Flush
Four of a Kind
Full House
Flush
Straight
Three of a Kind
Two Pair
One Pair
No Hand

General 7-Card Stud Instructions

Beginning the Game

Upon entering 7-Card Stud, you will see a menu with three choices: *Deal*, *Set Stakes* and *Leave*. Select *Stakes* to set the amount for the betting rounds. *Golden Nugget* uses a 2/4 betting system. The betting/raising amount on the first four cards will be \$2. For the last three cards, the betting/raising amount will be four dollars. Select *Deal* to initiate deal of the first hand. The dealer will deal three cards to all players, last one up. The lowest card showing on the table must ante; if it belongs to someone else at the table, they will automatically make the first ante. If the low card or hand belongs to you, the Ante tab on the lower left of the screen will appear. Selecting *Ante* will place the bet/raise on the table. If you keep the Purse up, you can view the total amount of the current bet/raise in the Bet window. Select the *Leave* button to exit the game.

Folding, Calling and Raising

As betting commences around the table, each player in succession has the choice to “fold,” “call,” “raise” or “leave.” When play comes around to you, a menu will appear on the screen listing: *Fold*, *Call*, *Raise* and *Leave*. The dealer will ask again if you wish to “fold, call or raise.” If play has been “checked” to you, the dealer will say “you may check or bet,” instead. In this case, a *Bet*, *Check* or *Leave* menu appears on the screen.

If you fold, play commences without you, but the other computer players play out the hand. If you call, an amount matching the current bet (which could include raises by the preceding players) is automatically removed from your Purse and added to the pot. Selecting *Raise* will add an amount matching the current bet plus the raise amount. If you check, play bypasses you completely and continues around the table. If every player around the table checks, the dealer proceeds to deal another card to each player.

After the first round of betting, all the chips on the table are collected into the pot and another card is dealt to each player. The player with the highest hand showing is told by the dealer, “you may check or bet.” If you have the highest hand, a *Bet*, *Check* or *Leave* menu will appear.

When any player does place a new bet (by selecting *Bet*), betting commences as before, wherein each player has the opportunity to fold, call or raise. After the first bet in each round, there can only be a maximum of three raises by any player. On the last two rounds of cards being dealt around the table, the bet/raise is changed to double the original amount selected in the *Table Stakes* menu.

After all cards are dealt, and betting is complete on the last round, the last person to raise must show their cards. Then, each successive player either folds (if their hand is lower than the best showing), or turns their cards over (if their cards are better than the previous showing).

After going through all the players left in the game in this way, the highest hand wins the pot. At the end of the game, the table is completely cleared by the computer of all cards and chips, and the words *Deal*, *Set Stakes* and *Leave* appear.

7-Card Stud Button Controls:

△ button	Toggles Purse up and down
□ button	Show "Hole" cards
X button	Execute choice
Start button	Pauses game, brings up menu for <i>Help</i> , <i>Quit</i> or <i>Continue</i>
Select button	Displays amounts of bets on table and rank of hand

TEXAS HOLD-EM

General Description and Rules

Each player is first dealt two cards, face-down, and one at a time, beginning with the player to the dealer's immediate left. This player is known as the "blind bettor," since he must open the betting with a mandatory bet. The minimum blind bet will vary from table to table, but its purpose is to create immediate action. A button is placed in front of the bettor to signify that the player is the "blind bettor". This position rotates clockwise at the beginning of each new hand, so that all players will have the opportunity to be the "blind." Betting rotates in a clockwise fashion. A player may raise, call or fold. Players may not "pass" or "check" on the first round of betting.

After this initial round of betting, three cards are dealt face-up in the center of the table. This is known as the "flop." These cards are used collectively by all of the players to form the best possible hand. Another round of betting takes place, with the initial opener placing the first bet. In the event that the "blind bettor" has folded, the next active player to the immediate left assumes that duty.

Two more cards are dealt face-up, one at a time in the center of the table, with a round of betting after each card. There is a final round of betting, also called the "showdown" with the highest ranking hand winning the pot. If all of the players have folded, then the last remaining player wins the pot.

Rank of Hands:

Royal Flush
Straight Flush
Four of a Kind
Full House
Flush
Straight
Three of a Kind
Two Pair
One Pair
No Hand

General Texas Hold-Em Instructions

Beginning the Game

Upon entering Texas Hold-Em, the initial "dealer" will be indicated by a round button which says "dealer." This is the second player from the right during the first hand played (and it rotates clockwise around the table each successive hand).

The player to the immediate left of this "dealer" button must ante one-half the table bet amount as determined by the Table Stakes option. (This player at that moment is called the "little blind.") The next player to the left will be prompted to make his or her ante by the dealer saying "You are the big blind." If you happen to be either "little blind" or "big blind," the dealer will inform you and a menu with both *Bet Blind* and *Leave* appears in the lower left of the screen. Select *Bet Blind* to make the correct ante and proceed with the game.

A menu listing *Deal*, *Set Stakes* and *Leave* will now appear. Select *Deal* to initiate deal of the first hand. The dealer will deal two cards to each player, both face-down. If you keep the Purse up, you can view the total amount of the current bet/raise to you in the Bet window. This is not necessary to play the game, however.

Folding, Calling and Raising

As betting commences, each player in succession has the choice to either "fold," "call" or "raise." When play comes around to you, a menu listing *Fold*, *Call*, *Raise* and *Leave* will appear. The dealer will ask again if you wish to "fold, call or raise." If play has been "checked" to you, the dealer will say "you may check or bet," instead. In this case, *Bet*, *Check* or *Leave* will appear on the menu.

If you fold, play commences without you, but the other computer players play out the hand. If you call, an amount matching the current bet (which could include a raise by the preceding player) is automatically removed from your Purse and added to the pot. Selecting *Raise* will add an amount matching the current bet plus the minimum raise amount.

After the first round of betting, all the chips on the table are collected into the pot, and three “common” cards (the “flop”) are dealt face-up in the middle of the table. Betting then recommences around the table. Each player in succession has the choice to either “fold,” “call” or “raise,” based on a possible poker hand which utilizes his own two cards plus the cards in the middle of the table, plus two more which will later be dealt.

When play comes around to you, one of two menus will appear listing either *Fold, Call, Raise and Leave* or *Bet, Check and Leave*, depending on the state of the player before. Check bypasses you completely, and play continues around the table. If every player around the table checks, the dealer proceeds to deal another card to each player.

When any player does place a new bet (by selecting *Bet*) betting commences as before, wherein each player has the opportunity to fold, call or raise. After the first bet in each round, there can only be a maximum of three raises by any player. After the second round of betting, all the chips on the table are collected into the pot, and one more card is dealt face-up (called the “turn”) in the middle of the table. At this point, the bet amount doubles to the higher amount as selected in the Table Stakes options.

Betting then recommences around the table. Each player in succession has the choice to either fold, call or raise (three-raise limit), based on a possible poker hand which utilizes his own two cards plus the cards in the middle of the table, plus one more which will be dealt the next round. When play comes around to you, the screen menu will list: *Fold, Call, Raise and Leave* or *Bet, Check and Leave*, depending on the state of the player before.

After the third round of betting, all the chips on the table are collected into the pot, and the last card is dealt face-up (called “the river”) in the middle of the table. Betting then commences for the last time around the table; each player in succession has the choice to either fold, call or raise, based on a possible poker hand which utilizes his own two cards plus all the cards in the middle of the table. When play comes around to you, the screen menu will list: *Fold, Call, Raise and Leave* or *Bet, Check and Leave*, depending on the state of the player before.

When any player does place a new bet, betting commences as before, wherein each player has the opportunity to fold, call or raise. After the first bet in each round, there can only be a maximum of three raises by any player. After all cards are dealt, and betting is complete on the last round, the last person to raise must show their cards. Then, each successive player either folds (if their hand is lower than the one showing), or turns their cards over (if their hand is better than the best showing).

After going through all the players left in the game in this way, the highest hand wins the pot. At the end of the game, the table is completely cleared by the computer of all cards and chips, and the dealer button passes to the next player to the left.

Texas Hold-Em Button Controls:

△ button	Toggles Purse up and down
□ button	Show "Hole" card
X button	Execute choice
Start button	Pauses game, brings up menu for <i>Help</i> , <i>Quit</i> or <i>Continue</i>
Select button	Displays amount of bets on table and rank of hand

PAI GOW POKER

General Description and Rules

Pai Gow Poker is played on a table of the same size and shape as those used for Blackjack, and originally used both cards and dice. More recently, the dice have been replaced by a random number generator and an LED. In Golden Nugget, dice are used. There are betting areas for six players. Each betting area consists of a circle to hold the wager, a rectangle marked "L" or "Low" and a rectangle marked "H" or "High."

There are two decks of cards, although only one is in play at any given time. The decks each contain 53 cards, the usual 52 plus a joker. While one deck is in play, the other is being shuffled by an automatic shuffling/dealer device located behind the table to the dealer's right. The table also contains a discard rack for holding cards as they are removed from play, and a white rectangular marker, about the size of a domino, which is used to indicate the "banker." The game is serviced by a single dealer.

Players must wager before any cards are dealt. A player bets by placing at least the minimum bet into the circle of their betting area.

Before dealing, the dealer will shake the dice and roll to determine which player will receive the first hand dealt. Number 1 indicates the banker, number 2, the player to the banker's right. Empty betting areas count as well. The machine deals seven hands. Seven cards are dealt to a hand before continuing with the next hand. As each hand is dealt, the dealer removes it from a tray on the machine and places it face-down on the appropriate betting area, whether empty or not. Hands dealt to empty betting areas are collected and placed in the discard rack.

The players then arrange their cards into two hands: one consisting of two cards, which is placed face-down in the betting area marked "L" or "Low," and one consisting of five cards, which is placed face-down in the betting area marked "H" or "High." These hands must be arranged so that the high hand beats the low hand according to established poker ranking procedures. The joker can be used only as an ace or to complete a straight or a flush. If the high hand does not beat the low hand, the player's wager is automatically lost.

The dealer will turn up his hand and place it spread out and face-up. He will select the best element (such as the highest card, pair or triplet, or a straight or a flush) with which to form his high hand. The next best two cards are used to form his low hand. Any remaining cards are used to complete his high hand. The dealer's hands are laid out with the low hand toward the players and the high hand toward the dealer.

The dealer reveals the banker's hands and the house's wager is decided. The dealer then proceeds to reveal each players' hand in turn. As each pair of hands is faced, the wager is either paid by the banker, paid to the banker or pushed. Each player's cards are put in the discard rack before continuing to the next player.

Pay-outs are made using the following rules: the banker wins all tie hands; players winning both low and high hands are winners; players winning only low or only high hands are pushes; players losing both low and high hands are losers.

Finally, the dealer collects a 5% commission from all winning players.

General Pai Gow Poker Instructions

Placing Bets

Bring the Purse up to form your bet in the Purse Tray. (Your default bet is already in the Tray, at the amount of the table minimum). Place your bet on the table in your betting circle (third from the left) by selecting Bet from the menu. If your bet is over the table maximum, the dealer will inform you to reduce your bet. If your bet is under the table minimum, the dealer will inform you to increase your bet. Placing your bet automatically initiates the deal.

The cards are dealt, and dice are rolled automatically to determine the distribution order of the hands. Select the best "low" hand by using the Directional button to move the cursor over the desired card. Use the X button to select the best "low" hand. Use the button to place high and low hands in the correct locations and continue play. The dealer will automatically make payoffs to all players.

If you lose, place a new bet in the betting circle for the next hand. If you win, you can move your winnings back to your Purse, or leave them on the table, in which case they'll be automatically pressed when you initiate the deal of the next hand.

A *Pay Commissions Options* menu listing *Pay Commissions* and *Leave* will pop up when it is necessary to pay commissions. Select it to pay commissions. If you select *Deal* to initiate the next hand, your winnings will be automatically pressed and added to total bet.

Pai Gow Button Controls:

△ button	Toggles Purse up and down
○ button	Sets hand
X button	Executes choice
Start button	Pauses game, brings up menu for <i>Help</i> , <i>Quit</i> or <i>Continue</i>
Select button	Displays amounts of bets on table

VIDEO POKER

General Description and Rules

In addition to conventional slot machines, there is Video Poker. In this game, the player is presented with five cards. The player may elect to keep or discard any of the cards. Discarded cards are replaced with new ones. The player is paid according to the rank of the cards as evaluated according to established poker ranking procedures. A pay-out schedule is displayed on the front of the video poker machine.

General Video Poker Instructions

- To bet, place the cursor on the coin slot and press the X button. To make a single credits bet, select the Bet button using the Directional button. To bet five credits, select the Max button using the Directional button.
- To change to the default bet amount, move the cursor to the denomination window in the upper right-hand of the screen.
- To start the deal, select the Deal button using the Directional button. If five coins are inserted, then the deal will start automatically.
- To hold cards, select the Hold button using the Directional button.
- Select *Deal* again if you desire more cards, or press the button.
- Press the R1 button to view the top of the machine. Press the L1 button to view the lower portion of the machine.
- When looking at the pay-out tables of the machine, press any button to continue game play.
- To cash out your credits, select Pay.

Video Poker Button Controls:

△ button	Toggles Purse up and down
□ button	Deals cards
X button	Executes choice
Start button	Pauses game, brings up menu for <i>Help</i> , <i>Quit</i> or <i>Continue</i>
R1 button	Shows top of machine
L1 button	Shows bottom (coin tray) of machine

BIG SIX

General Description and Rules

Big Six, also called the moneywheel, is a large wheel spun *Wheel of Fortune*[™] style, with 54 slots each representing one of six different payoff levels. The table is rectangular and topped with glass. Underneath the glass are betting squares marked with different pay-out odds. The different pay-outs are:

1 to 1	Marked with a \$1 bill and occupying 23 of the 54 wheel slots
2 to 1	Marked with a \$2 bill and occupying 15 of the 54 wheel slots
5 to 1	Marked with a \$5 bill and occupying 8 of the 54 wheel slots
10 to 1	Marked with a \$10 bill and occupying 4 of the 54 wheel slots
20 to 1	Marked with a \$20 bill and occupying 2 of the 54 wheel slots
40 to 1	Casino Wager and occupying 1 of the 54 wheel slots
40 to 1	Marked with the Joker and occupying 1 of the 54 wheel slots

The player may wager at the minimum bet of \$2 on each of as many outcomes as desired. When all wagering is done, the dealer will spin the wheel. When the wheel comes to a stop, the bet indicated by the pointer at the top of the wheel is the winner. All other wagers are collected, then the winners are paid.

General Big Six Instructions

Bring the Purse up to form your bet in the Purse Tray. (Your default bet is already in the tray, at the amount of the table minimum). Bet on the desired denominations on the table by moving the cursor and pressing the X button.

After betting, press the \bigcirc button to see a menu listing *Bet*, *Clear Bets*, *Spin* and *Leave*. If you would like to remove all your bets at once and start over with the betting process, select *Clear Bets* by pressing the Δ .

To spin the Big Six, press the \square button or select *Spin* from the menu. Allow the spin to stop on its own or press the \square button again to interrupt the spin and go back to the betting table. Once the Big Six has finished spinning, winning locations will be paid off, and losing locations will be removed. You can press *Clear Bets* to clear the table, remove your winnings back to the Purse in the normal manner, or press *Spin* again. The location with the winnings will be pressed into a new larger bet.

Big Six Button Controls:

Δ button	Toggle Purse up and down
\square button	Spin wheel, stop wheel spin
X button	Execute choice
Start button	Pauses game, brings up menu for <i>Help</i> , <i>Quit</i> or <i>Continue</i>

SLOTS

General Description and Rules

Golden Nugget has a wide variety of slot machines. They are all basically identical in their functionality, but differ in the denomination of coin used, the number of coins accepted per play, the number of wheels, the images depicted on the wheels, and the number of payoff lines. Some machines offer a progressive jackpot which grows over time as more action plays on machines of that type.

In Golden Nugget, there are two general types of slot machines, regular and high-roller. Regular slot machines will play at the 25 cent to \$5 levels. High-roller slots will accept denominations of \$25 to \$1,000.

General Slots Instructions

Game play Controls

- To bet, place the cursor on the coin slot and press the X button.
- To play one credit, select the Bet button. To play maximum credits, select the Play Max button.
- To change default bet amount, move the cursor to the denomination window in the middle of the machine and press the X button.
- To spin the wheel, select the Spin button once it is lit on the machine and press the button..
- Press the R1 button to view the pay-out tables. Press the L1 button to view the lower portion of the machine. Some machines have additional pay-out information located at the lower part of the machine.
- For more game play, when looking at the lower or upper portion of the machine, press any key to return to play.
- To cash out your credits, select the Pay button.

Slot Machine Choices

There are several different Slot Machines to choose from, featuring a variety of jackpot combinations: Royal Flush Slot Machine, Double Diamond Slot Machine, Treasures of the Sea Slot Machine, Eureka Slot Machine or the What Luck Slot Machine.

Slots Button Controls:

△ button	Toggles Purse up and down
□ button	Spins wheel
X button	Executes choice
Start button	Pauses game, brings up menu for <i>Help</i> , <i>Quit</i> or <i>Continue</i>
R1 button	Shows top of machine
L1 button	Shows bottom (coin tray) of machine

Please note: The Slot Machines do not show *Statistics Screens* when you exit them.

V.I.P. CLUB

The V.I.P. Club allows entry into High Limit Games and High Limit Slots. These areas have a higher minimum/maximum bet limit. To become a member you must have a total of \$50,000 dollars in your Purse. When you have accumulated this amount, a V.I.P. Club card will appear in the area on the right side of the Purse. This card will allow you to enter the High Limit Games and the High Limit Slots.

THE CHAOS SOLUTION-AN INTERACTIVE MYSTERY

As alluded to earlier, behind the four-star glamour of the *Golden Nugget* lurks a dangerous mystery that you will be asked to solve through an interactive story. Can you uncover the secrets of the missing Chaos Chip? Featuring live action video with *Batman* star Adam West, this interactive story will test your gaming skills in three Poker Tournaments. Each Tournament will reveal clues to the mystery. If you find the correct solutions, you will be richly rewarded!

Getting Into the Mystery

To begin the interactive story, select *Chaos Mystery* when you sign in for a new game. A video will introduce you to the mystery, including a description of the Chaos Chip. You have been requested by Dr. Shelly Harkness to help her solve the mystery of who stole the Chaos Chip. To acquire clues critical to successfully solving the mystery, you must win enough money in the Casino to enter all of three different Poker Tournaments.

1st Poker Tournament

Just after the opening video sequence, a text screen will inform you that to enter the first Tournament you will have to have \$20,000 in winnings already accumulated. There is no time limit. Table stakes in the first tournament are \$25 to \$50.

2nd Poker Tournament

A screen will inform you that to enter this Tournament you will have to have \$100,000 in winnings already accumulated.

Clues and monetary prizes, are also acquired in this Tournament. Table stakes in the second Tournament are \$100 to \$200.

3rd and Final Poker Tournament

\$250,000 will be needed to enter this Tournament.

This last Tournament contains the final clues to the mystery. At the end of the tourney, a selection screen will appear which will allow you to identify the culprit! If you guess correctly, you will receive immense-and unexpected-rewards. Table stakes in this Tournament are \$250 to \$500.

If you do not guess correctly, you will be given a second chance. Good luck!

TECHNICAL SUPPORT

Thank you for purchasing this Virgin Interactive Entertainment product. To get the most out of your game, take advantage of the following product support:

Hints

There are many ways to receive hints for Virgin games. Hint Books are available for most major games, and can be found at many software stores or ordered from our direct order line at 888-VIE-COM1.

Virgin also has two automated hint lines, available 24 hours a day. You must have a touch-tone phone, and be at least 18 years old or have parental or guardian permission before calling. Please be advised that not all

Virgin products/titles are supported on the hint lines. In the U.S.A., please call (900) 288-4744. The cost is only \$.95 cents per minute.

We also have a hint line available for our Canadian customers. The cost is only \$1.25/Canadian per minute. The Canada Hint Line is available at (900)451-4422. If, at any time, you have a problem with either hint line, please call (702)387-3239. If not answered by a live person, you will be allowed to leave a voice mail message. Follow the directions given.

Online Support

If you have access to the Internet, Virgin offers 24 hour, 7 days a week support through our web site address at <http://www.vie.com>. Customer service information and answers to common technical problems are available on this system.

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In addition to our online support, Virgin offers 24 hours a day, 7 days a week support through our Automated Support System. Simply dial (714) 833-1999 from a touch-tone phone and you can access solutions to many technical issues in just minutes with no waiting necessary. If you have access to a FAX machine, many technical support documents are available for FAXback through the Automated Support System.

Technical Support

If you need assistance, our technical support team is available to help you. If the answer is not available through our Automated Support System, live technical support representatives are available Monday through Friday, 8:00 a.m.-6:00 p.m., Pacific Standard Time at (714) 833-1999.

You can also FAX requests for technical support to (714) 833-2001. Please include your name, call back number and the number where we should FAX back the information you are requesting. In addition, please include a complete description of the problem, along with the name of your system.

Order Line

The latest Virgin products can be ordered over the phone using your credit card! The toll-free number is 888-VIE-COM1. Please note that the Virgin Order Line and Retail Center is not equipped to handle your technical support requests or inquiries. Calling the order line will not expedite your problem-handling, and may result in further delays.

Defective Disc Replacement

Virgin highly recommends calling technical support before sending your disc back for replacement. Your problem can often be solved right over the phone.

If you have a defective disc, Virgin will replace it without a charge as long as it is within 90 days of purchase and you are able to supply us with the dated receipt. Simply mail in the defective disc(s) with a copy of your receipt in a regular envelope with a letter explaining the problem(s) you encountered, a return address, and the name of your system. Please remember to include your phone number in all correspondence in case we must contact you.

If you do not have the receipt, or if 90 days have passed, please enclose a check or money order for \$10.00, made payable to Virgin Interactive Entertainment. Sorry, we do not accept cash or credit cards. Please do not

mail your entire game box. If you require a refund for a product, you must return the product to the original place of purchase under any refund and/or exchange policy the store has.

Please return the discs to:
Virgin Interactive Entertainment
18061 Fitch Ave.
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Original Art and Code Abalone Entertainment Software and Development

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