

# *Users Guide for* **7-in-1 Ultimate Casino**



Model  
No.  
VR07

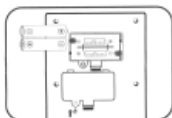
**C**ongratulations on your purchase of 7-in-1 Ultimate Casino! Now you can enjoy casino games anywhere, anytime—draw poker, jack pot poker, blackjack, pirates sea slots, or flag of champion slots.

7-in-1 Ultimate Casino is easy to use and enjoy. But be sure to use it safely. Before getting started, please read this manual thoroughly, especially noting safety, care and battery information. Keep your manual for future reference.

### INSTALLING BATTERIES

Your 7-in-1 Ultimate Casino requires 2 AA batteries. Be sure to review “Battery Information” on page 18. Carefully turn the unit over so that the top side is face-down on a soft surface, such as a towel or magazine. You’ll find the battery compartment on the unit’s back. Use a small Phillips screwdriver to remove

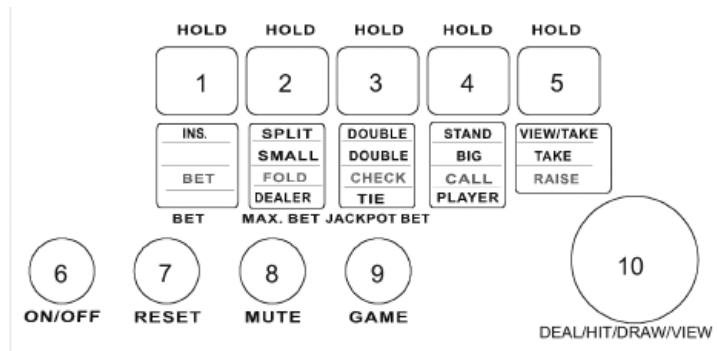
the screw. Lift off the battery compartment lid. Install 3 AA batteries, making sure to match the polarity (+ and -) with the diagram inside the battery compartment. (See diagram at left.) Place the battery compartment lid’s tabs in their slots and snap the compartment door back on. Replace the screw and gently tighten it.



### 7-IN-1 ULTIMATE CASINO



### LAYOUT OF BUTTONS



## FUNCTION OF BUTTONS- CHART 1

7-in-1 Ultimate Casino- Function Of Buttons Chart 1					
KEY GAME	KEY 1	KEY 2	KEY 3	KEY 4	KEY 5
BLACKJACK	BET/INS.	MAX. BET /SPLIT	DOUBLE	STAND	VIEW /TAKE
POKER I & II	BET/HOLD	MAX. BET /SMALL/HOLD	DOUBLE /HOLD	BIG /HOLD	HOLD /TAKE
TEXAS HOLD'EM	BET	FOLD	CHECK	CALL	RAISE/TAKE
BACCARAT	BET	DEALER	TIE	PLAYER	TAKE
SLOT MACHINE	BET				
	BET	MAX.BET	JACKPOT		

4

## FUNCTION OF BUTTONS- CHART 2

Key 6	<b>ON/OFF:</b> to turn the game ON or OFF.
Key 7	<b>RESET:</b> Press RESET 2 seconds to clear stored data and restart the new game.
Key 8	<b>MUTE:</b> to turn the sound ON or OFF.
Key 9	<b>GAME:</b> to select the game: BLACKJACK; POKER I; POKER II; TEXAS HOLDEM, ACCARAT; SLOTS I; SLOTS II.
Key 10	<b>DEAL/DRAW/HIT/VIEW:</b> to start the game, to deal/draw the cards, to hit. To review (in Texas Hold'em game).
Key 11	<b>HANDLE:</b> pull the handle to spin (in slots machine game).

5

The functions of the five round buttons depend on what game you are playing. See the chart below. Using the row of five buttons will be easy if you notice that:

- The black print in the box under each button shows the function of the button in blackjack.

- The yellow print in the box under each button shows the

function of the button in poker.

- The white print beneath a button shows the functions of the button for betting.

- The red print in the second row of the box under each button shows the function for Texas Hold 'Em. The red print in the fourth row under each button shows the function for Baccarat.

## SELECTING THE GAME

Playing is easy.

- Press the **ON/OFF** key to turn on the unit. Your LCD will display the previous game if you left it in the middle of a game. (This is the game's auto-save feature.)

- The game title "BLACKJACK" will appear in the "GAME TITLE" area. (See Diagram 2.)

- If you want to play a differ-

ent game than blackjack, press the **GAME** key repeatedly until the game you wish is displayed. You have seven games to choose from:

Blackjack  
Poker I (Draw Poker)  
Poker II (Jackpot Poker)  
Slots I (Pirates Sea)  
Slots II (Flag of  
Champions)  
Texas Hold 'Em  
Baccarat

- Press the **DEAL/DRAW/HIT/VIEW** button to confirm selection and start the game. The

music will play and the lights will flash.

## PLAYING BLACKJACK

If you're unfamiliar with blackjack, see "Basic Blackjack Rules," on page 9. Once you have selected blackjack by pressing the **DEAL/DRAW/HIT/SPIN** button, 7-in-1 Ultimate Casino will announce "Place your bet!" and you'll be given an initial balance of 10,000 points, which will be displayed in the right, middle of the LCD.

500, 600, 700, 800, 900, 1000.

You can press the **MAX BET** key to place the maximum 1,000 points. (This will start the game automatically, without your pressing the **DEAL** key.) You can also push the **DEAL/DRAW** button and a minimum bet of 20 will be made automatically. (Your unit will remember your bet and keep it the same until you change it.)

## BETTING

Immediately above the display of your balance, the words "BET 0" will flash, waiting for you to make your bet.

- Press the **BET** key to bet from 20 to 1000 points. Each time you press the **BET** key, you'll raise your bet in the following sequence: 20, 40, 60, 80, 90, 100, 200, 300, 400,

## DEALING

- Press the **DEAL/DRAW** button to enter the bet (unless you've pressed **MAX BET**), and the cards will be dealt automatically. You'll hear the sound effects of shuffling and dealing.

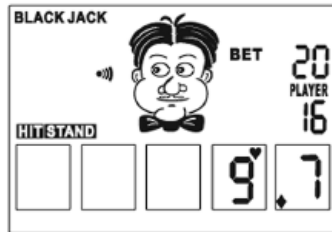


Diagram 2

Your two cards are on the right side (Diagram 2) and the dealer's two cards are on the left. After his second card, his total card points will be displayed to the left.

- The second dealer's card will be dealt face up.

The dealer's card will be visible only for a moment! (You can see the card again by pressing **VIEW/TAKE**.)

- The display will then flash "HIT OR STAND" Your unit will wait for your decision.

## HIT

When you want to take another card to add to the total of your hand, press the **DEAL/DRAW/HIT/VIEW** key.

## STAND

When you are satisfied with your hand, press the **STAND** key to indicate that you do not want any more cards dealt to you.

## DOUBLE DOWN

When your first two cards equal a value of 11, you may double your bet by pressing the **DOUBLE** key and you will receive only one additional card from the dealer.

## SPLIT

When your first two cards are of equal value, you may split them into two separate hands by pressing the **SPLIT** key. Splitting will place a bet of equal value to your original bet on the second hand. You will then play each hand separately.

## INSURANCE

When the dealer's face-up card is an ace, you can buy "insurance" (you win if the dealer makes a blackjack) by pressing the **INSURANCE** key. An insurance bet is half of your ini-

tial wager. You will be paid two-to-one if the dealer gets blackjack.

## BLACKJACK PAYOUTS

- Playing a winning hand pays 1-to-1.
- Player with Blackjack pays 3-to-2.
- Insurance pays 2-to-1.

## BASIC BLACKJACK RULES

### OBJECT

The object of Blackjack (21) is to beat the dealer by drawing cards that add up to 21, or as close to 21 as possible, without exceeding 21. The Ace is worth 11 points unless this amount pushes a hand over 21, in which case the Ace counts as 1. Face cards are worth 10 points. All other cards count their face value. You compete only against the dealer.

### HOW TO PLAY

Just like a professional dealer, 7-in-1 Ultimate Casino will deal you two cards and deal itself one. You must then decide whether to press **STAND** (to

- A hand of 5 cards not exceeding 21 pays 1-to-2.

- A hand of three cards that equal 7 pays 3-to-1.

- Whenever you win, you'll hear the sound of the crowd cheering. When you lose, you'll hear it moan.

draw no more cards), or to press **DEAL** to take another card. Remember, if you go over 21, you automatically lose! When you've decided to stand, 7-in-1 Ultimate Casino finishes its hand.

If your final count is closer to 21 than the dealer's count, while not exceeding 21, you win an amount equal to your bet, and get your betting money as well. If your count is the same as the dealer's, it's a tie (or push)—nobody wins, and you keep the money you've bet. If your hand is less than the dealer's (and the dealer hasn't gone over 21), you lose your bet.

## PLAYING DRAW POKER (POKER I)

The object of Poker I is to make the best five-card poker hand possible using only one draw of cards. See the ranking of poker hands on page 11.

Once you have selected “POKER I” and confirmed your choice by pressing the **DEAL/DRAW/HIT/VIEW** button, 7-in-1 Ultimate Casino will announce “Place your bet!” and you’ll be given an initial balance of 10,000 points.

### BETTING

Immediately above the display of your balance, the words “BET....0” will flash, waiting for you to make your bet.

• Press the **BET** key to make your bet. The amount will increase according to the following sequence: 10, 20, 30, 40, 50, 100, 150, 200, 250 and 300—which is the maximum betting amount for this game. If you want to be a “high-roller” and bet big, you can press the **MAX BET** key to place the maximum bet of 300 points. (This will start the game

automatically, without your pressing the **DEAL** key.)

• You can also start the game with the minimum bet of 10 points by pressing the **DEAL/DRAW/HIT/SPIN** button.

### DEALING

• When you have placed your bets, press the **DEAL/DRAW/HIT/VIEW** button. You’ll hear the sounds of shuffling and dealing. Your 7-in-1 Ultimate Casino will automatically deal you five cards.

• The display will then flash “DRAW OR HOLD” (Diagram 3). 7-in-1 Ultimate Casino will wait for your decision.

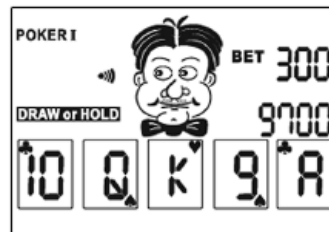


Diagram 3

• Choose the cards you want

to hold by pressing the **HOLD** key. The LCD will display “HOLD” under each card you want to retain. (Press **HOLD** again to turn it off). You can hold any number of your cards.

• Press the **DEAL/DRAW** button. You will be dealt new cards for each one not marked “HOLD.”

• A final hand of a pair of Jacks or better wins.

### Ranking of Draw Poker Hands & Payoffs

PAIR (JACKS OR BETTER)	1
TWO PAIRS	2
THREE OF A KIND	3
STRAIGHT	4
FLUSH	5
FULL HOUSE	8
FOUR OF A KIND	25
STRAIGHT FLUSH	50
ROYAL FLUSH	250

## PLAYING JACKPOT POKER (POKER II)

The object of jackpot poker is the same as draw poker, except that there is a chance to win a jackpot, a bonus payout that is made if your hand is a flush or better.

Once you have selected “POKER II” and confirmed your

• Whenever you win, you’ll hear the sound of the crowd cheering. When you lose, you’ll hear it moan.

### PAYOUTS

The better your hand, the more points you win. The chart below shows the rates of payout. Points are automatically added to your balance.

choice by pressing the **DEAL/DRAW/HIT/VIEW** button, 7-in-1 Ultimate Casino will announce “Place your bet!” and you’ll be given an initial balance of 10,000 points.

## BETTING

Betting is the same as in draw poker (Poker I), but to be eligible for a jackpot, you must place a 1-point bet in the coin slot on screen.

After you set the amount of your initial bet, press the **JACKPOT BET** key once to make the jackpot bet. When the bet has been accepted, a dot will circle the coin slot (Diagram 4). (If you want to skip the jackpot bet, press the **DEAL** button without pressing the **JACKPOT BET** key.)

The jackpot bet and payout is fixed no matter how much your initial betting amount is.

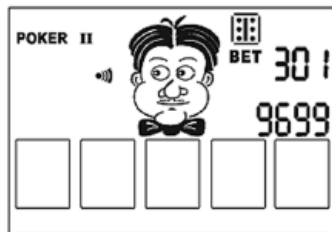


Diagram 4

- Press the **DEAL** button to

## Jackpot Poker Payouts:

FLUSH	100
FULL HOUSE	200
FOUR OF A KIND	500
STRAIGHT FLUSH	50,000
ROYAL FLUSH	200,000

confirm the bets and start receiving five cards.

- Continue the game as you would with Draw Poker (Poker I).
- If you finish with a flush or better, “JACKPOT” will flash, together with the casino lights, while the music plays.

Both the regular draw poker payouts (see chart on page 11) and jackpot payouts (see chart above) will be added to your point balance.

If you finish with jacks or better, but do not have a flush or better, you will win the same payout as in draw poker.

If you lose, the crowd will moan as usual, and both your bets will be subtracted from your point balance.

## BIG OR SMALL BETTING AND TAKE (POKER I & II)

In either POKER I or II, after you win a hand, you will be offered the opportunity to play a “Big or Small” game by pressing the **DOUBLE** key. If you win, you will receive double the amount you just won, but if you lose, you lose the amount you just won.

A card facing down will be dealt and you will be asked to guess its value by pressing the **BIG** or **SMALL** key.

If the card value is smaller than 7 and you guess **SMALL**, you win. Otherwise you lose. If

the card value is bigger than 7 and you guess **BIG**, you win. Otherwise you lose. If the card value is 7, you win no matter if you guess **BIG** or **SMALL**.

If you win the first round, you can “let the bet ride” and guess another card by pressing the **DOUBLE** key again.

After you win a bet, the score display rolls up until you reach the total score. If you wish to bypass the score roll-up, press the **TAKE** button.

## PLAYING PIRATES SEA SLOTS (SLOTS I)

Slots is a game of pure chance. Skill is not a factor. Playing is easy. Simply press the **DEAL/DRAW/HIT/VIEW** button, pull the arm on the right of the unit, or press **MAX BET**, and watch the symbols spin in the upper LCD.

When they stop spinning, if the symbols along the middle mark correspond to any of the possibilities shown in Diagram

5 (they don't have to be in the

	1 COIN	2 COIN	3 COIN
7 7 7	2000	4000	6000
🏴‍☠️ 🏴‍☠️ 🏴‍☠️	500	1000	1500
BAR BAR BAR	100	200	300
BAR BAR BAR	50	100	150
ANY TWO 🏴‍☠️	25	50	75
BAR BAR BAR	10	20	30
ANY ANY ANY BAR BAR BAR	3	6	9
ANY ONE 🏴‍☠️	3	6	9

Diagram 5



same order), you win. You'll win points as given in the charts along side the slots LCD.

Once you have selected "SLOTS I" and confirmed your choice by pressing the DEAL/DRAW/HIT/SPIN button, 7-in-1 Ultimate Casino will announce "Place your bet" and you'll be given an initial balance of 10,000 points (Diagram 6).

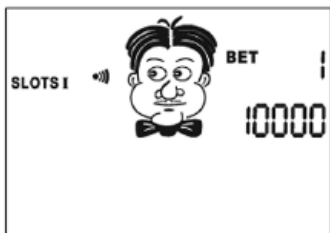


Diagram 6

## BETTING

Immediately below the display of your balance, the words "BET....□" will flash, waiting

*Your point balance will transfer from one game to another. You can change games by pressing the GAME key, but only at the end of each round, before the computer asks you to place your bet.*

for you to make your bet.

- Press the BET key to make your bet. You can bet 1, 2, or a maximum of 3 points.

- Confirm the bet and start spinning by pressing the DEAL/DRAW/HIT/VIEW button or pull the arm or press MAX BET. Your point balance will be adjusted.

- The wheel will spin randomly for about 3 seconds. Then the left-hand column will stop first, followed by the middle and right-hand columns.

- When you win, "WIN" will be displayed, and the crowd will cheer. If you hit a major jackpot, the crowd will cheer twice.

## Playing Flag of Champion Slots (Slots II)

This is the same game as Slot I, except that the ship symbols are replaced by flag symbols. Play it the same way.

The payouts for Slots II are shown in the diagram at right. Your 7-in-1 Ultimate Casino will automatically add your winnings to your point balance.

	1 COIN	2 COIN	3 COIN
	2000	4000	6000
	500	1000	1500
	100	200	300
	50	100	150
	25	50	75
	10	20	30
	3	6	9
	3	6	9

Diagram 7: Slots II payouts.

## PLAYING BACCARAT

### OBJECT

Baccarat is a guessing game. Before each hand, you must guess whether your hand will be best, the dealer's hand will be best, or the hands will tie. The best hand is the hand that comes closest to nine in total points. If you correctly guess the best hand (yours or the dealer's), you get paid double your bet amount. If you guess wrong, you lose your bet amount. If you guess that the hands will tie and you are correct, the computer pays nine times your bet amount.

### CALCULATING POINTS

Aces = one point.

2 through 9 = face value points. (a seven is seven points etc.)

10 & face cards = 0 points.

If the hand is 10 points or more, subtract 10 to get the value of the hand. For example: 7+6=13=3 and 4+6=10=0.



## PLAYING BACCARAT

Two cards each are dealt to the player and the dealer (computer). Depending on the point total of the two cards, proceed as follows:

1. If the point total for either hand is 8 or 9, the hand is a "natural" and neither hand receives any more cards.

2. If the point total for either hand is 6 or 7, that hand stands and does not receive any more cards.

3. If the point total for either hand is 0, 1, 2, 3, 4 or 5, that hand receives a third card.

## OPERATION

1. Turn on the 7-in-1 Ultimate Casino. Press the **GAME** key until "BACCARAT" is displayed. Then press **DEAL** to confirm. You will start out with 10,000 points. Max will tell you to "Place your bet" (Diagram 8). Press the **BET** key repeatedly until the amount you want to bet is displayed (from 10 –300 points).

2. Press the **DEALER**, **TIE**, or

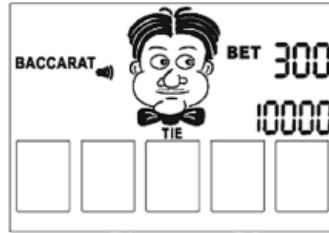


Diagram 8

**PLAYER** key to predict the game outcome.

3. Press the **DEAL** key. The cards will be dealt automatically. The player's cards will be shown on the right (Diagram 9)

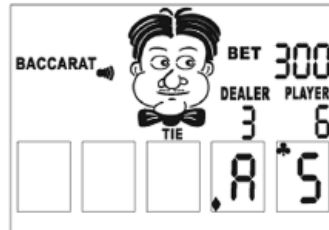


Diagram 9



Diagram 10

and the dealer's cards on the left (Diagram 10). If either or both hands get a third card, that card is then shown alongside the first two cards.

4. If you guessed the best hand (player's or dealer's) correctly or if you correctly guessed the outcome would be a tie, Max will announce, "Player wins. Pay the man."

## PLAYING TEXAS HOLD 'EM

Texas Hold 'Em is played against the dealer, Max. Five community cards and each player's hole cards are combined to make the best five card hand. The highest hand wins.

## LIMITS

The limits set the amount of the bet in each round. During the first and second betting rounds, the lower limit is used. The upper limit is used in the third and fourth betting rounds. If the limit is "10-20," \$10 would be the bet amount in betting rounds 1 and 2, and \$20 would be the bet amount in betting rounds 3 and 4.

Lights flash and bells ring as your total is incremented. If you won a lot, this will go on for a while. You can bypass the celebration if you want to by pressing the **TAKE** key.

5. If you guessed the game outcome incorrectly, Max says, "Dealer wins," and you lose your bet.

## BLINDS

Blinds are antes automatically placed for each hand. The small blind is equal to 1/2 the lower betting limit. The big blind is equal to the lower betting limit. The blinds rotate with each hand.

## PLAYING THE GAME

1. Turn the 7-in-1 Ultimate Casino on.

2. Press the **GAME** key repeatedly to select "TEXAS HOLD 'EM," then press the **DEAL** key to confirm.

3. Press the **BET** key repeatedly to set the limits. When the limits you want to use are dis-

played, press the **DEAL** key to start the game.

4. The player's initial amount of 10,000 credits is shown. Then, the amounts of the blinds posted by the player and the dealer are shown, as well as the amount in the pot. Two cards are dealt to the player and two to the dealer. The player may view his hole cards by pressing the **VIEW** key.

5. The first betting round begins. The small blind plays first. The limit is the lower limit for betting round one. He can **FOLD**, **CHECK** or **RAISE**. If the dealer is the small blind, Max announces his play. If the player is the small blind, he presses **FOLD**, **CHECK** or **RAISE**. The limit is the lower limit for round one. Betting alternates between dealer and player until the bets are even.

6. Once the bets are even, three cards are dealt face-up to the table (the flop), and the second betting round begins. The big blind plays first. The limit is the lower limit for round two. Betting alternates between dealer and player until the bets

are even.

7. Once the bets are even, one card is dealt face-up to the table (the turn), and the third betting round begins. The big blind plays first. The limit is the upper limit for round three. Betting alternates between dealer and player until the bets are even.

8. Once the bets are even, one card is dealt face-up to the table (the river), and the fourth betting round begins. The big blind plays first. The limit is the upper limit for round four. Betting alternates between dealer and player until the bets are even.

9. Once the bets are even, the showdown occurs. The dealer's cards are revealed alongside the player's cards. Then the five table cards are shown. The dealer and the player use the best five cards from their two hole cards and the five community cards. The highest hand wins the game. Max announces, "Dealer wins" or "Player wins."

## RANKING OF THE HANDS

1. Royal Flush: Ten, Jack, Queen, King, Ace of the same suit.

2. Straight Flush: Straight with all five cards in the same suit.

3. Four of a Kind: Four cards of the same rank.

4. Full House: Three of a kind plus a pair.

5. Flush: Five cards of the same suit. If there is more than one flush, the hand with the highest card(s) wins.

6. Straight: Five cards in sequence. Cards can be in any suit. An Ace can be used in the highest straight (10, J, Q, K, A) and the lowest straight (A, 2, 3, 4, 5).

7. Three of a Kind: Three cards of the same rank.

8. Two Pair: Two cards of the same rank plus two other cards of a different rank.

9. One Pair: Two cards of the same rank.

10. High Card(s): The highest card or cards.

***Your unit will shut off if it hasn't been used for three minutes. Your game will be saved. You can resume your game by pressing ON. You can save your game by pressing OFF.***

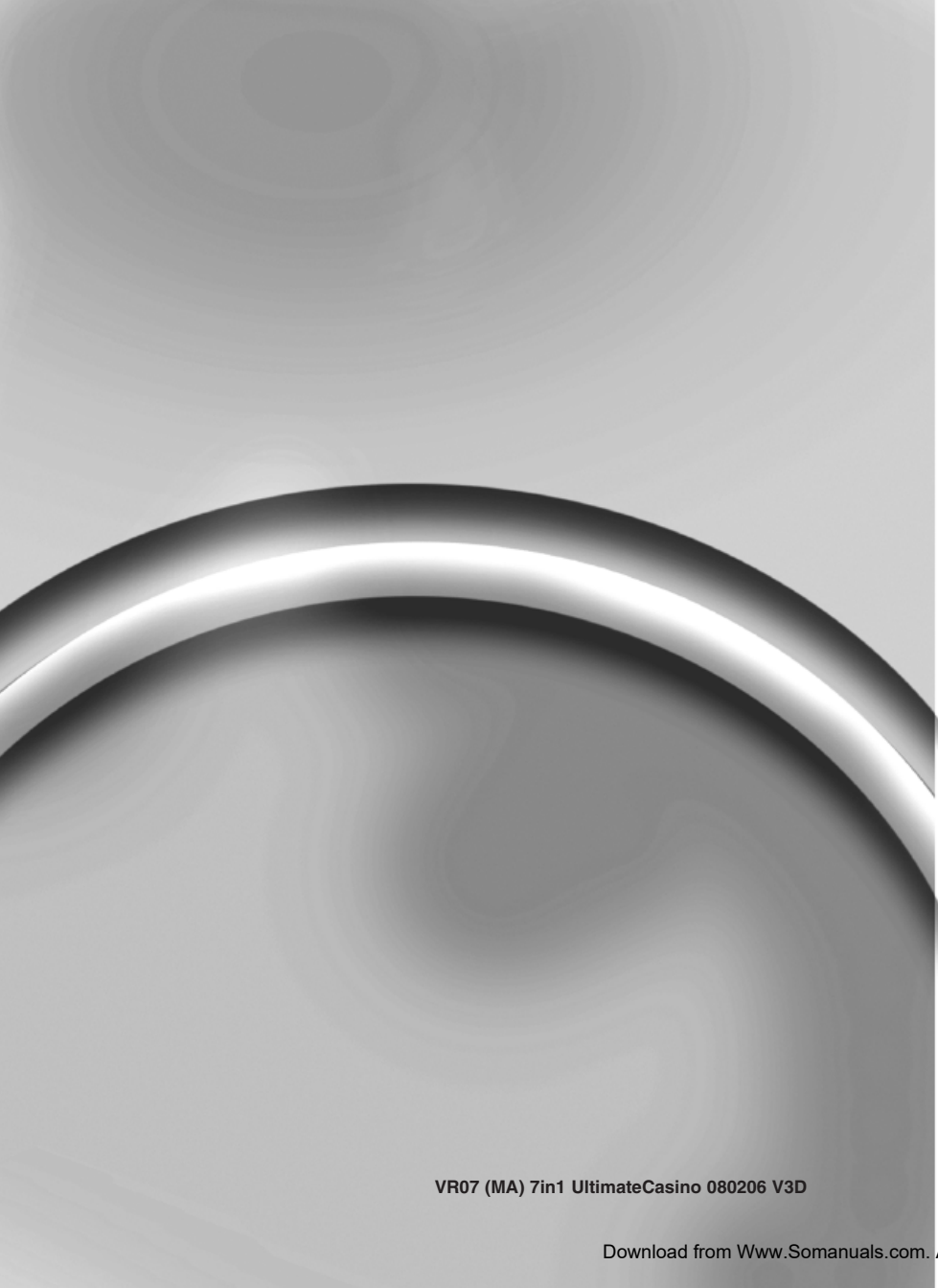
## **SPECIAL CARE & HANDLING**

- Avoid rough handling such as bumping or dropping.
- Avoid moisture and extreme temperatures. For best results, use between the temperatures of 39°F and 100°F (4° C and 38° C).
- Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.

## **BATTERY INFORMATION**

- **CAUTION:** Batteries should be removed and replaced by adults only.
- Your 7-in-1 Ultimate Casino uses 2 AA batteries, not included.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Do not use rechargeable batteries.
- Remove exhausted batteries from the unit.
- Do not short circuit battery terminals.
- Remove batteries and store them in a cool, dry place when not in use.
- To avoid explosion or leakage, do not dispose of batteries in a fire or attempt to recharge alkaline or other non-rechargeable batteries.

*Due to continuing improvements, actual product may differ slightly from the product described herein.*



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