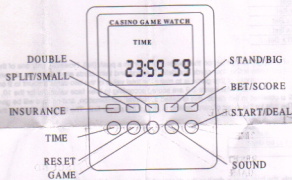


## 5 In 1 Casino Game Watch Instruction Sheet

### Features:

1. Time Mode: Hour, Minute, Second
2. User selectable 12/24 hour format
3. 5 in 1 Casino Games: Blackjack, Draw Poker, Baccarat, Deuces Wild, and Slot Machine
4. Variable betting
5. 14 different melody effects
6. Sound on/off select mode
7. Key tones
8. 10 keys for operation
9. 1.5V operation



### Key Description

Key Description	Draw Poker	Baccarat	Deuces Wild	Slot Machine
1 Blackjack	Draw Poker	Dealer	Hold Card 1	
2 Insurance	Hold Card 1	Push	Hold Card 2	
3 Double	Hold Card 2	Player	Hold Card 3	
4 Decrease Bet / Stand	Hold Card 4/ Decrease Bet	Decrease Bet	Hold Card 4/ Decrease Bet	Decrease Bet
5 Increase Bet	Hold Card 5/ Increase Bet	Increase Bet	Hold Card 5/ Increase Bet	Increase Bet
6 Start / Deal	Start / Deal	Start / Deal	Start / Deal	Start / Deal
7 Sound On/Off	Sound On/Off	Sound On/Off	Sound On/Off	Game Selection
8 Game Selection	Game Selection	Game Selection	Game Selection	Game Selection
9 Game Reset	Game Reset	Game Reset	Game Reset	Game Reset
10 Time	Time	Time	Time	Time

### Time Setting

In normally time mode, press and hold "START" key for 2 seconds to enter time setting, the second digit will flash. Press "STAND" or "BET" button to reset to zero. Press "GAME" key to shift other setting. The setting sequence is "second > minute > hour > second". Press "STAND" or "BET" key to increase or decrease value respectively. Press "TIME" key to confirm.

To set 12/24 hour format:

In normally time mode, press "BET" key to select 12 or 24 hour format.

### Operational Description:

#### 1. Getting Started

A. Press the "GAME" key to start the game. The pre-set game is Blackjack. To change the game selection, simply press the "GAME" Key. When this key is selected, one of the following selections will display:

- SEL 1 - Denotes that "Blackjack" is selected.
  - SEL 2 - Denotes that "Draw Poker" is selected.
  - SEL 3 - Denotes that "Baccarat" is selected.
  - SEL 4 - Denotes that "Deuces Wild" is selected.
  - SEL 5 - Denotes that "Slot Machine" is selected.
- Continue pressing the "GAME" key until desired game is displayed on the screen. Then press the "START/DEAL" key to begin the game.

B. A total of \$2000 in credits will be given at the start of each game. However, if activity has been suspended for more than 2 minutes, the unit automatically return to normal time display, press "GAME" key can continue to play.

#### 2. Betting Method

The money to gamble with is displayed next to the flashing dollar sign "\$". By pressing "STAND/BIG" key or "BET/SCORE" key, the previous bet is shown. The bet can be increase by an increment of 1 by pressing "BET/SCORE" key. To decrease the bet by an increment of 1, pressing "STAND/BIG" key. Continue to press the corresponding key until desired bet amount is displayed. After the bet has been made, press the "START/DEAL" key to begin deal the cards. If the player fails to press "STAND/BIG" or "BET/SCORE" key, pressing the "START/DEAL" key restores the previous bet placed. The bet is pre-set to 1 if it is the first bet laid. The maximum betting amount is \$100.

### SEL-1: Blackjack

A. The rules for this game are quite simple. The goal of this game is to get your cards to total 21 or as close to 21 without going over. The player is the winner as long as the total score is greater than the dealer's score. However, the player loses if his total score is greater than 21 or lower than the dealer's score.

B. The values of the cards are as follows:

- Cards 2 to 10 are scored according to their corresponding face values.
- Face cards such as J, Q, and K are all scored as 10.
- An Ace can be scored as 1, or 11 depending on the player's preference.

C. After the bet has been made, the dealer and player are dealt 2 cards each on the first deal. The dealer's first card is covered. The player can only see the dealer's second card. The following explains two situations that may appear.

1. Insurance: When the dealer's second is an Ace, it is quite possible the dealer will have a Blackjack. In this case, the player may pay the equivalent of the present bet to buy insurance. If the dealer gets a Blackjack, he will refund all the bets to the player. If not, the dealer will take the insurance and the game continues.

2. Double: When the total value of the player's two cards amounts to 11, the player may double the present bet. If he decides to double his present bet, he will receive only "ONE" card. The player is quite likely to get a score of 21 if since he has a score of 11. As long as the player's three cards total is greater than the dealer's score, the player wins. The player still wins if the dealer's score is over 21.

When one or possibly two of the above situations occurs, the exact symbol, namely "insurance" or "Double" will flash on the screen. As this time the player can respond to these situations based on the methods described above. However, the player is advised not to bet if the player has insufficient money to make that bet.

D. If there is no special case, pressing the "START/DEAL" key will deal the cards. When the "STAND/BIG" key is pressed, no more cards will be dealt to the player. The dealer can then deal additional cards to himself. The dealer is required to deal another card.

E. HIT "START/DEAL" key means to add another card to your existing hand. Press "STAND/BIG" key means that you want to stay with the cards you currently have. "PUSH" means your score is tied with the dealer, you whether win or lose in this situation. Bets are return on a PUSH. The betting rates for winning are calculated in the following ways:

Double down win	4 x Bet
Blackjack win	2 x Bet
Insurance win	2 x Bet
5 cards less than 21 points	2 x Bet
Winning hand	2 x Bet

**SEL-2: Draw Poker**

- A. After the bet has been made, 5 cards are dealt by pressing the "START/DEAL" key. At this time, "Draw or Hold" flashes on the screen. Press the corresponding key to hold desired cards (see key description section). Player may hold all five cards if desired. A "Hold" symbol will appear beneath each card that is on hold. Pressing the corresponding "Hold" key a second time will remove the hold. Cards not on hold will be re-dealt by pressing the "START/DEAL" key.
- B. On the basis of the five cards, the betting rates for winning are calculated in the following ways:

Condition	Score
Pair (Jacks or better)	1 x Bet
Two Pairs	2 x Bet
Three of a Kind	3 x Bet
Straight	5 x Bet
Flush	9 x Bet
Full House	35 x Bet
Four of a Kind	100 x Bet
Straight Flush	500 x Bet
Royal Flush	1000 x Bet

**SEL-3: Baccarat**

- A. Baccarat consists of three ways of betting. You can bet on the dealer, player or on a push (tie). However, only one of the three betting ways can be selected at a time. After the bets have been made, four cards are dealt. The first and third cards are dealt to the players whereas the second and fourth cards are dealt to the dealer. The purpose of this game is to make the total value of the two cards amount to 9 or better.
- B. The value of an ace is scored as 1. The values of the cards 2-9 are scored according to their face value. As for the 10, J, Q, and K, their values are all scored as 0. If a total of 8 or 9 is obtained in two cards, this is called a "Natural" combination, and no card will be given further. However, a third card can be dealt if necessary. The rule for the order of card dealing is always the player first. The following explains the rules for dealing the third card:

Player	The third card is dealt:
1-2-3-4-5-0	No cards are to be dealt
6-7	Natural
8-9	Natural

- 2) Dealer  
When the player holds 2 cards only, the third card is dealt to the dealer when the sum of these two cards is 0-5, and the sum of the player's is 6, 7, or 8. Otherwise, the third card can be dealt to the dealer. Winning or losing is decided by the total value of the cards held. The winning hand is the hand that gets a total of 9 or nearest to 9. If the scores of the dealers and players are the same, it is called a "Push". At this time, the one who bets on a "Push" is the winner.

When selecting the way to bet, the screen displays the following:

- When the dealer is betted on, the word "Bank" is shown.
  - Press "INSURANCE" key to bet on the dealer.
  - When a push/tie betted on, the word "Push" is shown.
  - Press "SPLIT" key to bet on a push/tie.
  - When player is betted on, the word "Player" is shown.
  - Press "DOUBLE" key to bet on the player.
- Winning rates for each bet is as follows:
- Bets on Dealer/Player - 2x Bet
  - Bets on Push/Tie - 9x Bet

**SEL-4: Deuces Wild**

- A. After the bet has been made, 5 cards are dealt by pressing the "START/DEAL" key. At this time, "Draw or Hold" flashes on the screen. Press the corresponding key to hold desired cards (see key description section). Player may hold all five cards if desired. A "Hold" symbol will appear beneath each card that is on hold. Pressing the corresponding "hold" key a second time will remove the hold. Cards not on hold will be re-dealt by pressing the "START/DEAL" key.
- B. When one of the cards is a "2", that "2" is considered wild, which means that "2" card can be anything card depending on the player's preference and then on the basis remaining four cards. It is highly recommended you hold any "2" cards that appear.
- C. The rates of winning are calculated in the following ways:

Condition	Score
Three of a Kind	2 x Bet
Straight	4 x Bet
Flush	9 x Bet
Full House	10 x Bet
Four of a Kind	10 x Bet
Straight Flush	50 x Bet
Five of a Kind	50 x Bet
Royal Flush w/2's	100 x Bet
Straight Flush	500 x Bet
Four Deuces	500 x Bet
Royal Flush	1000 x Bet

**SEL-5: Slot Machine**

- A. The game is started when the "DEAL/START" key is pressed after the bet is made. The "1" segment is used to simulate the "BAR" in real slot machine. The scoring is based on the combination of the "1" segment which is shown below in "BAR"

Combination	Scoring
BAR BAR BAR	500
BAR BAR BAR	50
BAR BAR BAR	10
ANY BAR ANY BAR ANY BAR	2

Note: The highest cumulative score is 999999. Any scoring results more than this value will be counted at this value.

**Maintenance**

Your SLY Casino Game is an example of superior design and craftsmanship. The following suggestions will help you care for the game so that you can enjoy it for years.

1. Keep the game dry. If it gets wet, wipe it dry immediately. Liquids might contain minerals that can corrode the electronic circuits.
2. Use and store the game only in normal temperature environments. Extreme temperatures can shorten the life of electronic devices, damage batteries, and distort or melt plastic parts.
3. Handle the game gently and carefully. Dropping it can damage its circuit board, causing the game to work improperly.
4. Keep the game away from dust and dirt, which can cause premature wear on the parts.
5. Wipe the game with a dampened cloth occasionally to keep the game looking new. Do not use harsh chemicals, cleaning solvents or strong detergents to clean the game.
6. Use only fresh batteries of recommended size and type. Always remove old or weak batteries; they can leak chemicals that can destroy electronic circuits.

**Specification**

Operating Voltage	1.5V DC
Standby Current	5uA
Operating Current During Game With Melody	5mA
Operating Temperature	50° - 122°F (10° - 50°C)

Caution: Do not mix old and new batteries. Do not mix Alkaline, Standard (carbon-zinc), or Rechargeable (nickel-cadmium) batteries.

Remarks: When the display is dim, replace with new battery "AG12" x 2 pcs.

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MODEL: CGW501

**SLYTRONIC**  
WRISTWATCH  
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DATABASE