

`FLOOR OPERATIONS

When you first move onto the casino floor, you are placed in the center of the room. You will see numerous gaming tables and video machines and people already enjoying the activities.

The room is considerably larger than can fit on a single screen. You use the mouse to scroll to the left or the right. Move the cursor to the far left and press the left mouse button. The room view will scroll to the left. Move to the right side and press the left mouse button and the scene will scroll to the right. The left and right arrow keys can also be used to scroll.

`GAME SELECTION

As you move the cursor over an active table or video/slot machine, the standard black and white arrow cursor will change to a different color arrow with the name of the area included. For instance, if you move over a blackjack table, the arrow turns into a red and yellow arrow with the word Blackjack written beneath it.

Should more information be needed than could be given in the cursor itself, the additional info is placed in the status window at the bottom of the screen. The most common occurrence of this is when you are selecting a slot machine. The cursor will state "SLOTS" and the status window will tell you the name of the machine and the number of coins and reels in that machine. The same goes for the video machines.

Selection of a table or machine is done simply by moving the cursor onto the desired region, ensuring that the cursor properly reflects the correct game, and pressing the right mouse button.

If a table or machine is inactive, which in Tournament play is a distinct probability, the cursor will ignore the table/machine completely.

`NON-GAMING REGIONS

There are several other areas in the casino besides the gaming tables. There is the registration desk, used to sign in players. There is the cashier's cage, used to up your credit line if you start to run short. There is a bar for refreshment. There is a lounge to relax in and listen to terrific music.

These regions are selected just as in the normal gambling method mentioned above with the exception that the cursor will change to a blue arrow instead of a red one to show the difference.