

Caesars Palace II FAQ/Walkthrough

by KeyBlade999

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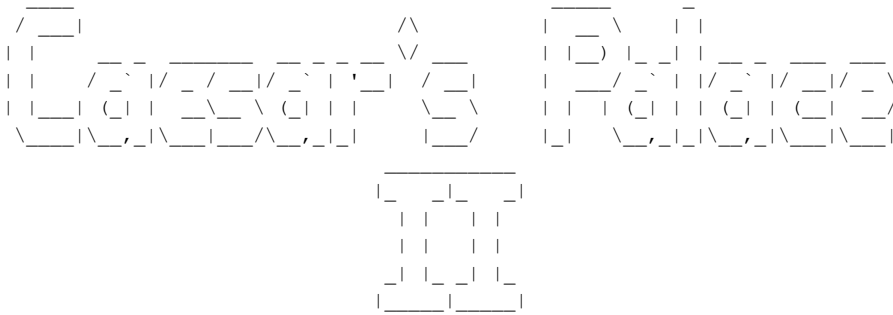


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Donations

While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and they are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. **Thank you so very much for at least considering this!!**

Donation/Contact E-mail

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Introduction

Welcome to one of my most recent FAQs. This covers Caesar's Palace II. Caesar's Palace II is one of your typical gambling video games focused on a casino in Las Vegas, unsurprisingly enough. Also unsurprisingly, it has gone, since its initial release, without an FAQ on GameFAQs. To sum it up, I'll break this streak I have with my only PlayStation FAQs being for the MegaMan Legends series by making this one, on my first gambling game I ever owned...

Well, that kinda sums it up. Hope you enjoy.

Basics of the Game

Reception

At this menu, you have several options:

- **Enter Casino:** Begin "new" gameplay.
- **Load Players:** Effectively load a saved game.
- **Save Players:** Effectively save a game for future loading.
- **Edit Players:** Change player names.
- **Statistics:** Obviously see various stats about the games you can play.

Blackjack

In this game, begin by placing a bet in front of you, between the minimum and maximum, on the table. The people at the table and the dealer will then each get two cards.

You and dealer each get two cards. Your two are shown; only one of the dealer's is. Your goal is to get to 21 or as close to it as possible. You do so by adding the values of your cards, as shown below.

Card	Card's Value
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
J (Jack)	10
Q (Queen)	10
K (King)	10
A (Ace)	11 (if other cards' total is under 11)
	1 (if other cards' total is at/above 11)

If you have a 10-value card and an Ace at the start, you get a Blackjack, which is famous in casinos for the saying "Winner, winner, chicken dinner." But, all kidding aside, your total payoff is 2.5x the original bet (where your profit is equal to 1.5x the original bet).

If you or the dealer go over 21 (22+), the one who went over (busted) loses.

After you receive both cards, you should "Stand" with what you have (stand), or "Hit" to obtain another card for you. The dealer, who cannot hit above 18, I think, will then deal his hand. Whoever doesn't bust or the one with the best hand wins. If you win, you get a profit equal to your bet.

You also have the option to double. In doing so, you will double your bet, at the cost of one thing - only getting a single card on this hand given to you. The dealer deals his hand, etc. If you win, both bets receive the correct amount of money. If you lose, you lose both bets.

If you end up with two equal-value cards, you can play two hands at once. Do so by splitting. The hand splits into two other two-card hands. You may split once more if desired/possible. Each hand plays separately and is not affected by the others.

If the dealer shows an Ace, you may buy insurance (I rarely do). To do so, you place a bet less than or equal to ONE HALF of your original bet on the insurance line. If the dealer does have blackjack, the insurance is paid 2:1. If not, you lose that bet and the hand continues as previously described.

Some tips:

- Whenever the dealer shows a card, assume the other is a 10-value, as it is four times more likely to be such versus other cards.
- Never buy insurance. Out of the 13 other possible cards (not counting suits), 9/13 (~69.23%) will not deal blackjack.
- Never split 10's. Always splits Aces and 8's.
- If you know the counting cards technique, don't use it. Too much is unknown, after all.

Craps

INTRODUCTION:

Craps is played by making bets against the casino. Players stand around a large, sunken table. The table is covered with a betting layout, where you can place chips to make different types of bets. One person, the shooter (who may or may not be betting), rolls two dice. The result of the roll determines which bets win or lose. For many types of bets, it can take multiple rolls to determine whether the bet wins or loses. The game is played in turns. At the start of a turn a shooter is chosen. The shooter's goal is to pass. There are two types of rolls, each involving the possibility of passing or not passing:

- The initial roll (the come out roll): The first roll of the shooter's turn is called the come out roll.
- If the shooter rolls a 7 or 11 (a natural) on this roll, the shooter passes, various bets are paid out, and the turn ends.
- If the shooter rolls a 2, 3, or 12 on the come out roll (called "crapping out"), the shooter does not pass, various bets are paid out, and the turn ends.
- If the shooter does not roll a natural or craps on the come out roll, the total rolled becomes the point number. A disk labeled "ON" is placed on the point number on the table, to remind players what the point number is. It then becomes the shooter's goal to roll the point number again before rolling dice totaling 7.

- Subsequent rolls: If the shooter does not roll a natural or craps on the come out roll, he or she continues to roll until either the initial point number is rolled again, or a 7 is rolled.
- If the shooter rolls the point number, the shooter passes, various bets are paid out, and the turn ends.
- If the shooter rolls a 7, the shooter has sevened out and does not pass, various bets are paid out, and the turn ends.
- For any other roll, various bets are paid out, and the shooter continues to roll, trying again for the point number.

After the shooter passes or does not pass, a new turn begins, possibly with a different shooter. Traditionally, the same person can continue to be the shooter as long as he or she doesn't seven out. Otherwise, the next person clockwise around the table has the option to shoot.

BETS AND WAGERS:

Pass Line and Don't Pass bets: Betting on the Pass Line simply means betting that the shooter will pass on his or her current turn. On the contrary, betting on the Don't Pass Bar means betting that the shooter will not pass on his or her current turn. (One important exception is that if the shooter rolls a 12 on the come out roll, you do not win with a Don't Pass bet). Betting the Pass Line makes you a "right" bettor, because you are betting with the shooter. Betting Don't Pass makes you a "wrong" or "contrarian" bettor, because you are betting against the shooter.

Free Odds: Suppose you place a Pass Line or Don't Pass bet and a point number is established on the come out roll. You now have the option of "backing up" your Pass Line or Don't Pass bets with free odds bet. These bets are situated just behind your original bet. The maximum amount of your free odds bets varies depending on your game settings.

Come and Don't Come bets: These bets are very much like Pass Line and Don't Pass bets. Conceptually, they are like starting a Pass Line or Don't Pass bet after the shooter has already established a point number on the come out roll. Imagine it like swapping from "Pass" to "Come" in the middle of the rolls, but with the same end effect.

Place bets: Here you place a bet on one of the numbers at the top of the table. You are simply betting that that number will be rolled before a 7.

Buy bets: Buy bets are variations of Place bets. They are positioned in the upper-third portion of the Place numbers boxes and are indicated with a "B". When you buy a bet, you pay 5% of the bet value to the casino immediately. In return, winning buy bets are paid out at true odds instead of the normal Place bet odds.

Lay bets: Here you place a bet on one of the numbers at the top of the table, and are betting that a 7 will come up before that number is rolled. They are positioned in the upper-third portion of the numbers boxes at the top of the layout and are indicated with an "L". When you lay a bet, you pay 5% of the bet value to the casino immediately.

One Roll bets: There are a number of places on the table where you can bet that the next roll (whether it's a come out roll or not) will have certain values.

Hardways: In the box marked HARDWAYS you can bet that a certain number will be rolled as a double before a 7 is rolled, or before that number is rolled as a non-double. For instance, a Hardway bet on double 3's wins when double 3's are rolled, but loses when a 7 or any other 6 is rolled, such as a 5/1 or 4/2 combination.

BET PROFIT RATIOS AND CHANCES:

The numbers for the Buy and Lay bets take into account the 5% cost of making the bet.

BASIC BETS		
Bet Paid Off	Payoff-Bet Ratio	House Advantage (%)
Pass Line Payoff	1 to 1	1.4%
Don't Pass Payoff	1 to 1	1.4%
Come Payoff	1 to 1	1.4%
Don't Come Payoff	1 to 1	1.4%
Place 6 or 8 Payoff	7 to 6	1.5%
Place 5 or 9 Payoff	7 to 5	4.0%
Place 4 or 10 Payoff	9 to 5	6.6%
Any Craps Payoff	7 to 1	11.1%
Two Payoff	30 to 1	13.9%
Three Payoff	15 to 1	11.1%
Any Seven Payoff	4 to 1	16.6%
Eleven Payoff	15 to 1	11.1%
Twelve Payoff	30 to 1	13.9%
Hard 4 or 10 Payoff	7 to 1	11.1%
Hard 6 or 8 Payoff	9 to 1	9.0%
Big 6 or Big 8 Payoff	1 to 1	9.0%
The Field Payoff	1 ~ 2 to 1	2.8%

Buy 4 or 10 Payoff	2 to 1	4.7%
Buy 5 or 9 Payoff	3 to 2	4.7%
Buy 6 or 8 Payoff	6 to 5	4.7%
Lay 4 or 10 Payoff	2 to 1	2.4%
Lay 5 or 9 Payoff	2 to 3	3.2%
Lay 6 or 8 Payoff	5 to 6	4.0%
PASS LINE/COME ODDS		
Bet Paid Off	Payoff-Bet Ratio	House Advantage (%)
4 or 10 Payoff	2 to 1	0.0%
5 or 9 Payoff	3 to 2	0.0%
6 or 8 Payoff	6 to 5	0.0%
DON'T PASS/DON'T COME ODDS		
Bet Paid Off	Payoff-Bet Ratio	House Advantage (%)
4 or 10 Payoff	1 to 2	0.0%
5 or 9 Payoff	2 to 3	0.0%
6 or 8 Payoff	5 to 6	0.0%

Roulette

Roulette is a game of luck, in which you bet that, on a roll of one number out of thirty-eight, your bet will satisfy on of the conditions on the board. Most of the "conditions" are landing on an exact number, though there are lower-risk chances (e.g. red, black, odd, even).

Here is an chance system denoting which bets have which a chance of being right on a fair basis. Please note that all percentages are rounded to the nearest one-thousandth of a percent.

Bet	Probability	Chance	Odds of Winning
00	1 in 38	2.632%	37 to 1
0	1 in 38	2.632%	37 to 1
1	1 in 38	2.632%	37 to 1
2	1 in 38	2.632%	37 to 1
3	1 in 38	2.632%	37 to 1
4	1 in 38	2.632%	37 to 1
5	1 in 38	2.632%	37 to 1
6	1 in 38	2.632%	37 to 1
7	1 in 38	2.632%	37 to 1
8	1 in 38	2.632%	37 to 1
9	1 in 38	2.632%	37 to 1
10	1 in 38	2.632%	37 to 1
11	1 in 38	2.632%	37 to 1
12	1 in 38	2.632%	37 to 1
13	1 in 38	2.632%	37 to 1
14	1 in 38	2.632%	37 to 1
15	1 in 38	2.632%	37 to 1
16	1 in 38	2.632%	37 to 1
17	1 in 38	2.632%	37 to 1
18	1 in 38	2.632%	37 to 1
19	1 in 38	2.632%	37 to 1
20	1 in 38	2.632%	37 to 1
21	1 in 38	2.632%	37 to 1
22	1 in 38	2.632%	37 to 1
23	1 in 38	2.632%	37 to 1
24	1 in 38	2.632%	37 to 1

25	1 in 38	2.632%	37 to 1
26	1 in 38	2.632%	37 to 1
27	1 in 38	2.632%	37 to 1
28	1 in 38	2.632%	37 to 1
29	1 in 38	2.632%	37 to 1
30	1 in 38	2.632%	37 to 1
31	1 in 38	2.632%	37 to 1
32	1 in 38	2.632%	37 to 1
33	1 in 38	2.632%	37 to 1
34	1 in 38	2.632%	37 to 1
35	1 in 38	2.632%	37 to 1
36	1 in 38	2.632%	37 to 1
1st 12	6 in 19	31.579%	13 to 6
2nd 12	6 in 19	31.579%	13 to 6
3rd 12	6 in 19	31.579%	13 to 6
1 - 18	9 in 19	47.368%	10 to 9
19 - 36	9 in 19	47.368%	10 to 9
Even	10 in 19	52.632%	9 to 10
Odd	9 in 19	47.368%	10 to 9
Red	9 in 19	47.368%	10 to 9
Black	9 in 19	47.368%	10 to 9
Column	1 in 3	33.333%	2 to 1
2-Street	1 in 6	16.667%	5 to 1
Quint	1 in 7	14.286%	6 to 1
Quad	1 in 9	11.111%	8 to 1
Trio	12 in 1	8.333%	11 to 1
Split	18 in 1	1.316%	17 to 1

Keno

Here, you will fill out a Keno lottery ticket. Each ticket has 80 numbers on it. A number of balls are later picked out of 80, which will correspond to the numbers on the ticket. If you have enough correct numbers (based on payoff), you'll win money!

The tickets are along the bottom and as follows:

- **Straight Ticket:** Simply pick 1 ~ 20 numbers and hope enough make it.
- **All Catches:** Pick 7 ~ 10 numbers. You'll always win money; more matches, more money. Not always as much as your bet, though...
- **All or Nothing:** Pick 4 ~ 8 numbers; you only win if all or none match.
- **Bet Against:** Pick 8 ~ 15 numbers; you win if all do not match.
- **Catch All:** Pick 2 ~ 7 numbers; you win if all do match.
- **Last Ball Drawn:** Your money doubles if the last number drawn is one of yours (1 ~ 6) and you have all other matches.
- **Super Special:** Seems to have a higher payout rate than the standard ticket.

Slot Machines

There are four slot machine types: fun/video, single line, multiple line, and progressive. Fun slots are the basic slot machines you know of already. Video ones can differ somewhat.

Single line and multiple line basically means the ways you can match up things. For example, the classic slot machine is middle row, all horizontal. Multiple line ones let you add diagonal lines with a second and third coin added in, kinda like the slot machines in the Game Corner of Pokemon R/S/E. You can, sometimes, the top and bottom horizontal lines with further bets.

Progressive slot machines have the jackpot build up over a multi-line-machine network until someone hits it.

Anyways, that's it. Match up what you can on a machine - each one blatantly shows the combos to you - so good luck.

Poker Challenge

Card Hands:

We'll first discuss this before the actual games. They are ranked from high to low.

- Royal Flush (Ace, King, Queen, Jack, and 10 of the same suit)
 - Straight Flush (a straight that is also a flush)
 - Four of a Kind
 - Full House (pair and three of a kind of separate types)
 - Flush (all cards of the same suit)
 - Straight (five cards in an ascending, continuous order (2, 3, 4, 5, 6))
 - Three of a Kind
 - Two Pair
 - One Pair
 - High Card (the highest card in an otherwise worthless hand)
-
-

(Texas) Hold'em Challenge:

You will have use of seven cards - two dealt to you, and five available to all, but not all at once. You first will pick one of three hands dealt to you for the two cards. At that point, you'll see two other hands (the discarded ones) and five cards will be made available for all of the hands. Whoever has the best one wins.

In the doubles challenge, you simply have another hand to contend with. When you choose your hand, you'll also see only three of the five "all available" cards and can then double your bet if you wish.

(Seven Card) Stud Challenge:

You will have use of seven cards - three initially dealt to you, and four later on. You first will pick one of three hands dealt to you for the initial three cards. At that point, you'll see two other hands (the discarded ones) oppose you and everyone gets four cards each. Whoever has the best hand at that point wins.

In the doubles challenge, you simply have another hand to contend with. Also, when you choose your hand, you'll also see only two of the four second-draw cards and can then double your bet if you wish.

Video Poker

Basics:

Here, you are trying to get a good hand. Here are the hands from best to worst:

- Royal Flush (Ace, King, Queen, Jack, and 10 of the same suit)
- Straight Flush (a straight that is also a flush)
- Four of a Kind
- Full House (pair and three of a kind of separate types)
- Flush (all cards of the same suit)
- Straight (five cards in an ascending, continuous order (2, 3, 4, 5, 6))
- Three of a Kind
- Two Pair
- One Pair
- High Card (the highest card in an otherwise worthless hand)

Once you receive your five cards, which is after a bet and clicking "Deal", you can choose to keep (hold) as many as you want. Afterwards, hit "Deal" for your end hand. This will lead to your scoring hand, which will end up giving you credits. To take them, hit "Cash Out".

Machines:

There are three types.

- Jacks or Better pays off, overall, ~98%.
 - Deuces Wild and Jacks Wild pay off ~102%.
 - 10's or Better tends to pay off 90% ~ 95%
-
-

Mini Baccaarat

Two hands are dealt - one is the Banker hand, another is the Player hand. You are to bet on which one you predict will be closer to 9 or whether a tie will occur. Then it's beyond your control, but we may as well, right? ;)

Two cards are dealt to each hand. The hands are reveal and the values are found as follows:

- 10 and face cards are worth 0.
- Aces are worth 1.
- All others are worth their face value.
- If hands have two-digit values, only the one's digit is used.
 - For example, 9/9 = 18 = 8 in baccarat, which is the same as 4/4.
 - 6/4 = 10 = 0 for another example.

If a hand is equal to 8 or 9, the hand ends.

Otherwise, we draw cards. If the Player Hand is 6 or 7, the Banker Hand will draw (0 to 5), or stand and end the round (6 to 7). If the Player Hand is from 0 to 5, then the Banker's Hand is applied.

If it is 0 to 2, the Banker must draw. If 3, the Banker must draw if the Player is not 8. If 4, draw if not 0, 1, 8, 9. If 5, draw at 4 to 7. If 6, draw at 6 or 7. If 7, don't draw.

Afterwards, whoever is closer to 9 is evaluated (or tied). The pot is divided equally among winning Player or Banker bets, but, in the latter, the house will be given 5%. In a winning bet on ties, those bets are paid 8:1 and other bets are neither won nor lost.

As a bit of trivia, the advantages for each bet to the house are 1.24% on Player bets, 1.06% on Banker bets, and 14.36% on tie bets. Obviously, do not do a tie bet unless you're a freakin' psychic, in which case, you oughta move to Keno. The others have a VERY slight edge over each other, but you're 0.18% more likely to win on a Banker bet. That is 18 out of every 10,000 times, so very, very slight. So don't worry and just have fun with the two obvious ones.

Credits

In no particular order...

- GameFAQs, Neoseeker, and Supercheats:
 - For being the most amazing FAQ-hosting sites I know.
- CJayC, SBAllen, and Devin Morgan:
 - General sucking up to the GameFAQs admins. =P
- Me (KeyBlade999):
 - For making this FAQ. =P
- You, the reader:
 - For hopefully enjoying this FAQ.

Version History

- **Final:**
 - First and likely only version of this FAQ.
 - Time: 1:12 AM 3/15/2013.

Legalities

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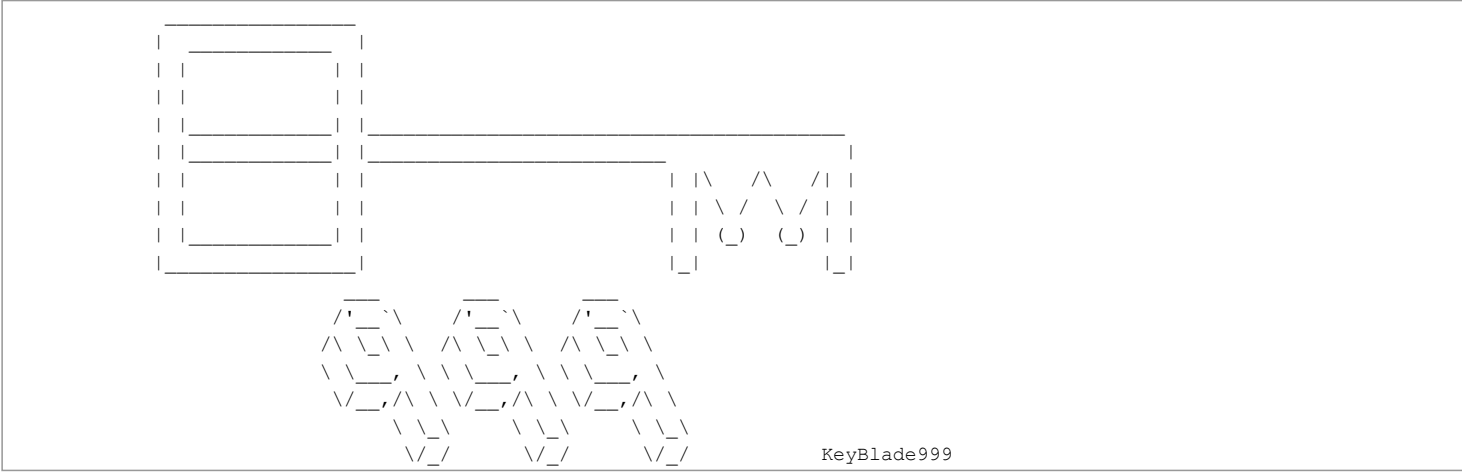
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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

Allowed sites for my FAQs	Forever-Banned Sites
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	Cheat Database (www.cheat-database.com)
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)

	Cheat Search (www.cheatsearch.com)
	Cheatstop (www.panstudio.com/cheatstop)
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)

This is the end of KeyBlade999's Caesar's Palace II (PS) FAQ.



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