CAESARS PALACE Video Game Casino

Welcome to the CAESARS PALACE Video Game Casino, a royal wonderland that will dazzle you with unparalleled excitement and challenge your every skill with games of chance. Good luck and enjoy the games!

This official seal is your assurance that Nintendo® has endorsed this product and that it has met our standards for excellence in workmanship, durability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.
CONTROLS

THUMB CONTROL PAD - PRESS THE THUMB CONTROL PAD TO MOVE THE POINTER AROUND THE SCREEN.

A BUTTON - PRESS ON THE A BUTTON TO SELECT WHATEVER THE POINTER IS RESTING ON.

B BUTTON - AFTER YOU HAVE PLACED YOUR BETS AND BEFORE YOU HAVE MADE ANY OTHER MOVE (SUCH AS CLICKING ON "DEAL" OR CLICKING ON THE SLOT MACHINE HANDLE) YOU MAY PRESS THE B BUTTON TO CANCEL YOUR BETS.

SELECT - PRESS TO RETURN TO THE MAIN CASINO FLOOR. PRESSING SELECT WILL NOT RETURN YOU TO THE MAIN CASINO FLOOR IF YOU ARE RIGHT IN THE MIDDLE OF GAMEPLAY.

START - PAUSES THE GAME IN ALL THE EVENTS AND DISPLAYS A CHECK INDICATING HOW MUCH MONEY YOU HAVE. ALLOWS YOU TO SEE THE TOTAL AMOUNT YOU HAVE BET ON A PARTICULAR ROUND OF PLAY. AFTER YOU HAVE PLACED YOUR BETS AND BEFORE YOU HAVE MADE ANY OTHER MOVES (SUCH AS CLICKING ON "DEAL" OR CLICKING ON THE SLOT MACHINE HANDLE).
GETTING STARTED

Press any button to arrive at the floor of the casino. After you visit the cashier, you will be able to move around to the various games available in the casino by touching up, down, right or left.

VIDEO POKER

HOW TO PLAY VIDEO POKER

The video poker machines are located in the upper left corner of the casino. Move the pointer to the machine of your choice (there are $1, $5, $20 and $100 video poker machines) and press the A button. The machines that accept the smallest denominations are closest to the table.

AT THE PLAYING SCREEN:

TO BET: Press the A button to drop coins in the slot (the round spot under the $ amount of the machine on the right side). The number of coins you have bet is displayed in the upper right corner. Keep pressing on the A button until you have bet the desired number of coins. The machine will automatically begin dealing when you have reached the maximum bet limit of five coins.

If you wish to cancel your bet on video poker, you must press the B button before you have bet the maximum of five coins.

THE DEAL: Once you have placed your bet, move the pointer to the DEAL button and press A. You will be dealt 5 cards. If you would like to replace some or all of your cards, move the pointer to the button below the card you wish to discard and press A. If you decide to keep a card you have discarded, press A on the button beneath that card. Press A when the pointer is resting on the DEAL button to receive more cards. Before you press the DEAL button, examine the cards you have chosen to discard.

TO WIN: You must have one of the following hands to win in Video Poker.
RANK OF VIDEO POKER HANDS

The following card combinations have value in Video Poker. They are listed in order, lowest ranking hands to highest ranking hands.

1. One Pair - This needs any two cards of the same rank (2s or better).
2. Two Pairs - This needs two cards of any rank plus two cards of a different rank.
3. Three of a Kind - This needs three cards of the same rank.
4. Straight - Any five cards in sequence (not all of the same suit) make a straight.
5. Flush - Any hand with five cards in the same suit constitutes a flush.
6. Full House - Three cards of the same rank and a pair makes a full house.
7. Four of a Kind - This requires any four cards of the same rank.
8. Straight Flush - Five cards in sequence in the same suit constitute a straight flush.
9. Royal Flush - The top five cards in sequence in the same suit (A-K-Q-J-10). These cards may appear in any order on your screen.

WINNING

When you have a winning hand, you will see your money fall into the coin tray. If you don't want to watch all of your new found bounty accumulated, press the A button. Now you are ready to play a new hand or you may sell to the main floor by pressing B button.

TO START A NEW HAND

The last hand you have played will remain on the screen until you press the A button. The Dealer will now deal you new cards.

VIDEO POKER PAYOFF TABLE

<table>
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<tr>
<th>TYPE OF POKER</th>
<th>1-COIN</th>
<th>2-COINS</th>
<th>3-COINS</th>
<th>4-COINS</th>
<th>5-COINS</th>
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<tr>
<td>ONE PAIR</td>
<td>1</td>
<td>2</td>
<td>5</td>
<td>4</td>
<td>5</td>
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<tr>
<td>TWO PAIRS</td>
<td>2</td>
<td>4</td>
<td>6</td>
<td>8</td>
<td>10</td>
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<tr>
<td>THREE OF A KIND</td>
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<td>6</td>
<td>9</td>
<td>12</td>
<td>15</td>
</tr>
<tr>
<td>STRAIGHT</td>
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<td>8</td>
<td>12</td>
<td>16</td>
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<tr>
<td>FLUSH</td>
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<td>12</td>
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<td>FOUR OF A KIND</td>
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<td>ROYAL FLUSH</td>
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<tr>
<td>ROYAL FLUSH</td>
<td>250</td>
<td>500</td>
<td>750</td>
<td>1000</td>
<td>4000</td>
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</table>
SLOT MACHINES

In 1897, American inventor Charles Fey made the first slot machine in a small machine shop in San Francisco. Called the Liberty Bell, the first slot machine was manufactured by hand and combined three wheels with colorful hearts, diamonds, spades, bells, horseshoes and stars printed on them. His machines were an immediate success and are now found in all parts of the world.

HOW TO PLAY THE SLOT MACHINES

If you want to try your luck at the slot machines, you'll find them in the upper right and middle right areas of the casinos. Move the pointer to the machines of your choice (there are $1, $5, $25, $100 and $200 machines available in 3 reel or 4 reel progressive versions), and press A.

AT THE PLAYING SCREEN

Move the pointer to the coin slot and press A to drop in as many coins (up to the maximum for that particular machine) as you would like to bet. When you have finished betting, move the pointer to the handle and press A to start the reels spinning.

PAYOUTS

Scroll up to the top of the screen to see a display of payoffs for the alignment of various symbol combinations. If the symbols appearing horizontally on the payout lines, when the reels stop spinning, are a winning combination, you will be paid out the correct number of coins.

TYPES OF MACHINES

There are two types of 3-reel machines and one type of 4-reel.

THE RICHES OF ROME: This is a traditional 3-reel “fruit machine”. It offers smaller payoffs than the other machines, but the jackpots are hit more frequently.

MAGNIFICENT SEVENS: This is a 3-reel machine with displays, also guessed it, sevens and cherries. The jackpots are hit less frequently with this machine, but the payoffs are bigger.

With both the RICHES OF ROME and the MAGNIFICENT SEVENS machines, you may have up to three payout lines, depending on how many coins you insert:

- Insert one coin and your payout lines is the middle line.
- Insert two coins and your payout lines are the top line and the middle line.
- Insert three coins and your payout lines are the top, middle, and bottom lines.

The amount of coins that can be bet is equal to the number of payout lines the slot machine has.
FOUNTAINS OF Fortune:

This 4-reel slot machine pays out the center line only. Each additional coin increases the size of your jackpot. Who knows; it could be your lucky day. You can only win the progressive jackpot if you bet all three coins.

TO SPIN THE REELS AGAIN:
Once the reels have stopped and you have seen or told you may press A while the pointer is on the coin slot to start the betting for the next spin.

TO EXIT:
Press Select once the wheels have stopped spinning to take you back to the main game screen.

CHIP TRAYS

When you play the BIG SIX MONEY WHEEL, ROULETTE, or BLACKJACK, you will use a chip tray to keep your bets and make your own change.

Each chip tray has 3 columns of $100, $25, $10, $5, and $1 chips and each column can hold 10 chips.

You can have up to 34 chips of each denomination in your chip tray. If you have more than 32 $100 chips, you will not be able to see all of them in their designated column in the chip tray. If you drop below 32 $100 chips, you will see them begin to disappear from their column.

A WORD ABOUT WINNING

If you win when playing Blackjack, the Money Wheel or Roulette, the word WINNER flashes along with the amount of money you have won for that particular round of play. The amount that is flashing does not include the amount of your bet for that round, which is also returned to you.
BLACKJACK

Blackjack is the casino's most popular card game. The game was adapted from a version of the French game "vingt-et-un" or "21".

The object of the game is to have the total point value of the cards dealt to you exceed the point value of the Dealer's hand without going over 21. If you go over 21 or "bust", you automatically lose, even if the Dealer subsequently also goes bust. Picture cards (Jack, Queen or King) count as 12. Aces count as either 1 or 11, whichever you choose. All other cards (2, 3, 4, 5, 6, 7, 8, 9, 10) count as face value.

After you place your bet, the dealer starts the game by dealing you two cards and himself two cards. If you feel you need additional cards to beat the Dealer, you may take a "hit" and receive another card. There is no limit to how many "hits" you can take as long as you don't "bust" (go over 21). When you are satisfied with your hand, you will indicate to the Dealer that you will "stand" - no more cards. The dealer will then check his cards. The Dealer must draw a card on any point total of 16 or less and stand on any point total of 17 or more. If your cards total 21 or less and the Dealer's point total is over 21, you win. If the Dealer gets closer to 21 than you without going over, the Dealer wins.

When your point total is the same as the Dealer's, the hand will be a "push" (you neither win nor lose), and your bet will be returned to you.

HOW TO PLAY BLACKJACK

The two Blackjack tables are located in the lower left corner of the casino. Watch your step! Move the pointer to the table of your choice and press the A button.
AT THE PLAYING SCREEN:

TO BET: Place the pointer on top of one of the chips you wish to bet. Use the pointer to move the chip you want to bet to the BET square and press A to release the chip. Re-repressing the A button will automatically move up more chips of the same dollar value as the chip you most recently placed in the BET square. Holding down the A button will move the chips up more rapidly, or "quick-release" your bet. For example, if you move a $1 chip up to the BET square and press A five times, you will increase your bet to five $1 chips.

THE DEAL: When you are satisfied with the amount you have bet, move the pointer up to the large CP where the word "deal" is flashing and press A. The Dealer will then deal you two cards.

TO HIT: After you have received your first two cards, you may opt to take a "hit" or "stand." If you would like another card, press the A button to the right of your hand where the word "hit" is flashing. From this position, you may press A to receive as many additional cards as you want. Remember, your goal is to get as close to 21 as possible without going over. If you bust (go over 21), the Dealer will take your bet. Your cards will remain on the screen until you press A to start the new deal.

TO STAND: When you are satisfied with the point total of your hand, move the pointer to the BET square where the word "stand" is flashing and press A.

BLACKJACK: If your first two cards total 21 are Aces with 10, Jack, Queen, or King, you have a Blackjack or a "natural." If both you and the Dealer have Blackjack, it's a standoff or "push." A Dealer's Blackjack ties the point total of 21, or a Player's three card point total of 21. A winning BlackJack pays 3 to 2 (or 1.5 times the amount of your bet).

SPLITTING PAIRS: If your first two cards have the same numerical value, you may split them into two hands. You may also split any of the following into two hands: 10, J, Q, K. Over the first hand is played and completed your may play the second hand. If the split pair are Aces, you are limited to one card hit on each hand. When you split a pair, a BlackJack pays off the amount of your original bet but not 1.5 times your bet.

TO SPLIT A PAIR: If you would like to split a pair, move the pointer to where the word SPLIT is flashing on the right side of the screen and press the A button. The bet on the second hand will automatically be placed and is equal to the original bet.

DOUBLING DOWN: When your first two cards total 10 or 11, the word DOUBLE will flash on the left side of the screen. When the flashing DOUBLE appears, you may elect to wager an additional amount equal to the value of your original bet.

DOWNS: When you double down, you are allowed to draw only one additional card.

TO DOUBLE DOWN: If you would like to double down, move the pointer to the DOUBLE square and press the A button.

INSURANCE: If the Dealer's face up card is an Ace, you may elect to take insurance after the initial deal. The insurance bet is a wager that the Dealer has a BlackJack. In other words, you are betting that the Dealer's face down card will be a 10, Jack, Queen, or King. If you are one half of your original bet to buy insurance. If the Dealer has a BlackJack, your original bet and your insurance bet will be returned to you. Insurance bets pay 2 to 1. If the Dealer has a BlackJack, but not all in all instances, if the Dealer doesn't have a BlackJack, he will force your insurance bet and you will pay your hand as usual, hitting or standing, as you wish.
THE BIG SIX MONEY WHEEL

Also known as the Wheel of Fortune or Pan-Mudlar Wheel, this is an easy game to play that can have you swimming in the chips.

Bets are made by placing a chip on the layout in one of the boxes. These boxes correspond to the numbers on the wheel and indicate the payoff rates. Bets must be made before the wheel is spun. Wagers are paid off immediately after the wheel stops on a number. If that number is the one you put your money on, you’re a winner. The higher the odds, the larger the payoff.

HOW TO PLAY THE BIG SIX MONEY WHEEL

The MONEY WHEEL is located in the middle of the casino down the chips on the right.

AT THE PLAYING SCREEN

TO BET: Move the pointer to the column that holds the chips you wish to bet. When the pointer is resting on a chip, press A. Move the pointer with the chip attached to it on top of the dollar bill boxes you believe the wheel will stop on. Once you have positioned a chip in the box you wish to bet on, press A to release the chip. Re-pressing the A button will increase the amount of similar chips for that particular bet. Holding down the A button will move the chips up more rapidly, or “auto-reap” your bet. You may place a bet in one or all of the boxes that appear on the table, as long as you have the money to do so.
PAYOFFS: Here is an example of how the payouts work. If you are betting a $1 chip on the $20 box, and the wheel stops on $20, you will win $20 $1 chips. If you bet more than $1 on a dollar value, you win, you will get your bet multiplied by the dollar value you wagered on as well as your original bet returned. For example, if you bet $2 on the $20 dollar box, and the $20 box showed up on the wheel, you would win $40 ($2 x 20) plus your original $2 bet.

TO SPIN THE WHEEL: Move the pointer to the very top of the screen and press the A button on the bottom of the wheel to start it spinning.

MAXIMUM BET: The maximum bet on any dollar box (including the ‘CAESAR’ and ‘CLEO’ boxes) is $75.00.

ROULETTE

Roulette can be traced back to ancient Greece, when soldiers would spin their shields on the points of their swords and then bet on where they would stop. And in Roman times, Caesar played on a wheel that he had installed in the gaming room of his palace. The game as we know it today is of French origin and dates from the early 18th century.

Roulette is an intriguing game that is played throughout the world. The large payoffs that are possible for small wagers always stimulate the interest of the expert as well as the novice players.

The diagram indicates the payouts for single chip bets and the many combinations available to you.

TYPEs OF BETS AND PAYOFFS:

A. Single number bet pays 35 to 1. Also called “straight up.” Example: 7, 8, 9, 12, 11, 14.
B. Double number bet paying 17 to 1. Also called “split.”
C. Three number bet pays 11 to 1.
D. Four number bet pays 8 to 1. Also called a “corner bet.”
E. Five number bet pays 6 to 1. Only one specific bet which includes the following numbers: 00-0-1-2-3
F. Six number bet pays 5 to 1. Example: 3, 5, 6, 11, 12, 13.
G. Column bet (12 numbers in a horizontal row) pays 2 to 1.
H. Twelve numbers or dozens (1st, 2nd, 3rd dozen) pays 2 to 1.
I. All bets placed in the squares on the bottom (1-18, odd/even, light/dark 19-36) pay even money.
HOW TO PLAY ROULETTE

The two Roulette tables can be found down the stairs, in the lower right corner of the casino.

There are 36 positions on the wheel, containing the numbers 1-36 as well as a 0 and 00. Half of the numbers 1-36 are red and half are black. Each spin of the wheel provides a multitude of options for the player. A player may bet on single numbers, rows of numbers or adjacent numbers. A player may also place bets on even numbers or odd numbers. A bet on a single number pays 35 to 1, including 0 and 00. Unlike the other numbers on the wheel, the 0 and 00 don’t count as being red or black, odd or even. Bets on the red or black, odd or even pay back 1 to 1 or even money.

TO BET: Move the pointer to the chip of your choice and press the A button. Once the chip is attached to the end of the pointer, place your bet on the Roulette table and, when you have the chip positioned where you like, press the A button. Right after you have placed one chip on the Roulette table, you may press the A button if you would like to increase the amount of chips on that particular bet (or hit down the A button for "auto-repeat"). Study the diagram to see how to position your chips for each possible bet. You may place up to eight chips per spin of the Roulette wheel. After you have placed eight chips, the wheel will start spinning automatically.

If you would like to place a bet on the right side of the table, move the pointer to the right side of the screen and continue holding down the right arrow until the position you would like to bet on is visible.

TO PLAY AGAIN: Press the A button to deal the table and then follow the above instructions for betting and spinning the Roulette wheel.

TO EXIT: Once the wheel has stopped spinning and the Dealer has collected the losing bets and paid out the winning ones, you may press Select to take you back to the main casino menu.

MAXIMUM BET: For each spin of the wheel, you may place eight bets. You’re allowed to bet a maximum of $1,000 for each bet placed.

TO SPIN THE WHEEL: After you have placed all of your bets, move your pointer anywhere on the Roulette wheel visible on the left side of the table. Press the A button to start the wheel spinning.

Once the wheel has stopped spinning, the screen will scroll to the right and you will see the Dealer take away all of the losing bets. The screen will then scroll back to the left, paying off the winning bets. If there are any.
<table>
<thead>
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<th>Credit for CAESARS PALACE for the Game Boy</th>
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### HIGH SCORE CARD

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### HIGH SCORE CARD

Keep track of your scores below

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### WARNING

READ BEFORE USING YOUR NES, SUPER NES, OR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games, including games played on the NES, Super NES and Game Boy systems. People who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.
WARNING
DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES®), your Super Nintendo Entertainment System® (Super NES®), or any NES® or Super NES® games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES® or Super NES® games, neither Nintendo nor any of Nintendo's licensees will be liable for any damage. This situation is not caused by a defect in the NES®. Super NES®, NES® games or Super NES® games; other third or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

COMPLIANCE WITH FCC REGULATIONS

Under FCC rules, changes or modifications to this product not expressly approved by the manufacturer could void the user's authority to operate this product. This product generates and uses radio frequency energy and, if not installed and used in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. This product complies with the limits for a Class B computing device in accordance with the specifications in Subpart J or Part 15 of the FCC Rules, which are designed to provide reasonable protection against harmful interference when operated in a residential environment. However, there is no guarantee that interference will not occur in a particular installation. If this product does cause interference to radio or television reception, which can be determined by turning the product off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna
- Relocate the Control Deck with respect to the receiver
- Move the Control Deck away from the receiver
- Plug the AC adapter from the Control Deck into a different outlet so the Control Deck and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-03454-4.
VIRGIN GAMES, INC. LIMITED WARRANTY

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This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the VIRGIN GAMES, INC. software product has arisen through abuse, unreasonable use, mishandling or neglect. This warranty is in lieu of all other warranties and/ or other representations or claims of any nature whatsoever. In no event will VIRGIN GAMES, INC. be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this software product.

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