

= Caesars Palace 2000 =

Caesars Palace 2000 is a gambling simulation video game developed by Runecraft and published by Interplay Entertainment . It was released in North America and Europe in June 2000 for the PlayStation , Dreamcast and Microsoft Windows ' PCs . It is named after the famous Caesars Palace luxury hotel and casino on the Las Vegas Strip in Las Vegas , Nevada .

Interplay announced in late 1999 that they were working on a title for the Dreamcast which was known to be a 3D simulation of gambling with traditional casino games . The game was fully licensed by the Caesars Palace casino and features six card games , table games , five slot machine themes , and video game machines . Each game plays by official Caesars Palace rules and uses casino odds and payouts verified by a Ph.D in statistics . The PC version of the game received praise for its graphics and sound , but the Dreamcast version received criticism for its presentation , graphics , and slow pace .

= = Gameplay = =

There are eleven casino games , authentic Caesars Palace cards , chips , rules , and tutorial guides for beginners throughout each game . In the PlayStation version of the game , there are six card games , including variations of poker and blackjack ; table games , including roulette and craps ; video game machines , including video poker and keno ; and five slot machine themes . For each of the various games included , official Caesars Palace tables and equipment are used . Each game plays by official Caesars Palace rules and uses casino odds and payouts confirmed by statistician William Bertram , Ph.D. Tutorials and in @-@ game hints can be shown on each of Caesar 's Palace 2000 : Millennium Gold Edition 's various games . The tutorials and hints are displayed at times when the game notices that the player is making moves considered incorrect by casino standards . For further assistance , Caesar 's Palace 2000 : Millennium Gold Edition also features the Caesars Palace Guide to Gaming Handbook , which details rules and strategies for the included games .

In the PC and Dreamcast versions of the game , an initial stake of \$ 2 @,@ 000 is given , though more is available through loans at a virtual automated teller machine . Official Caesars Palace rules and tutorials are given for each game , along with genuine cards and chips . Odds and payouts are confirmed by Bertram . The card games include blackjack , Pai gow poker , Mini @-@ Baccarat , Red dog , Casino war , and Spanish 21 . The table games include craps and roulette , while machine gambling include video poker , poker challenge , and video Keno . The five slot machine themes include Ancient Egypt , Baseball Challenge , Halloween Spooky , Progressive Fruit , and Wild West . They all have different payouts and odds . The settings can be customized for some games , including the volume , coaching , number of decks , card tracking , bet limits , and animations .

= = Development = =

In September 1999 , publisher Interplay Entertainment announced the arrival of several Dreamcast titles to be developed by Rage Software . Interplay revealed that they were working on another title , known as Caesars Palace 2000 for the Dreamcast . It was known to be a 3D simulation of gambling , and they promised that it will be " one of the most realistic portrayals of the casino atmosphere ever " . It was going to have traditional casino games , like blackjack , poker , and slots , and was slated for a late fourth @-@ quarter release in 1999 .

In May 2000 , developer Runecraft was simultaneously working with publisher Ripcord Games on the Dreamcast port of Spec Ops , while developing Caesars Palace 2000 . It was announced that the game was set for release on the PC , Dreamcast , and PlayStation . They promised to include all the things associated with gambling , and a release in late May 2000 . The game was fully licensed by the Caesars Palace casino , with twenty @-@ three different gambling games and adhering to the Official Caesars Palace Rules . Runecraft promised a title that " reflects the ambiance of

Caesars Palace , including dealers with personality " . Players would also be able to track their performance and do some statistical analysis .

= = Reception = =

Caesars Palace 2000 received mixed reviews from critics , while the PC version received the most positive reaction . It received aggregate scores of 55 % and 45 % from GameRankings for PC and Dreamcast respectively .

For the PC version , GameSpot editor Stephen Poole stated " You 'll be better off looking for free online versions of the various games contained in Caesars Palace 2000 " . In contrast , IGN was more favorable to the PC version of the game . Francois Laramee of Allgame praised the game for its " excellent audio @-@ visuals . The 3D accelerated graphics , specifically the tables , the cards and the dealers ' hands , are well modeled and lit , and the playing chips are beautiful . The sound effects are accurate , and the voice actors , competent " . However , he noted that " some of the 3D effects are not particularly wieldy , the menus flicker , it 's often hard to stop the scrolling menus at the right time , and the camera angles switch too fast and frequently to be anything but distracting . The slot machine wheels are a bit on the small side and difficult to read " . Laramee went on to call the game " a competent effort , but is essentially dry and uninspired " . ComputerAndVideoGames.com 's Alex Huhtala criticized the game for its " Poor , vomit @-@ inducing presentation " .

For the PlayStation version , IGN 's David Zdyrko cited that " Many of the games are quite enjoyable , but the truth of the matter is that it never quite matches the thrill of the real thing " and criticized on how " the visuals are very bland on the whole . It has low @-@ resolution backgrounds , and pretty much nothing at all to get excited about " . He also called the music " boring and completely uninspiring " . Allgame editor Matt Grandstaff commended the card games , as they " require a fair amount of strategy , and thus remain entertaining " and that " the look and feel of Caesars Palace 2000 recaptures the feel of one of the most successful casinos of all @-@ time " . He stated that the game " is definitely not about the looks " but " does an admirable job recreating the casino experience " . Grandstaff felt that the game " has the sound of a real casino . From background clatter to the voices of the dealer , this is Caesar 's Palace " . He noted that players " will enjoy sitting through hours of card games " but to " Avoid the slots " . Grandstaff also commented that the strategy book that comes with the game " should be packed on any trip to Vegas " .

The Dreamcast version was heavily criticized . Ryan Davis of GameSpot stated that " the best bet for all involved would be to take your chips elsewhere " . Similarly , IGN editor Jeremy Dunham noted that " the blandness of the game 's presentation would probably disappoint the most basic of cavemen . Even the graphics are disappointing . True , those card tables can look very realistic , but what else is there to marvel at ? Nothing ! Without any type of exploration feature , or other characters there isn 't anything to render " . Allgame 's Bryan Hightower criticized that " there are not enough games , there are annoying wait times , and the help mode is terrible " . He also complained that " the dealer deals painfully slow and has to say what cards you have twice . You can already read your hand right on the screen , so you don 't need the dealer to waste your time " . Hightower also cited that " when you win at slots , the camera always goes to the bottom of the machine to show you the payout scale " which " becomes frustrating after a few credits because it is so slow . The act of leaving the table or machine is even slower " . He also said that the advice the game gives you is " Perhaps the most irritating ' feature ' of this game " because " Each time you do something the computer wouldn 't have done , a pop @-@ up screen will appear that adds more time to the lengthy procedure of completing a bet " . Hightower commented that " The above @-@ par graphics are quickly negated by the rock @-@ bottom enjoyment factor " and that " this game doesn 't have any of the character the real casino has " .