

## **Blackjack Rules**

Blackjack is one of the more popular casino games. In this game, you are trying to draw cards that total 21, or come closer to 21 than those held by the dealer without exceeding that number. To begin, the dealer deals two cards to each player. The dealer's first card faces up, the second faces down. All face cards (King, Queen, Jack) count as 10 each. All other cards are equal to face value except for the Ace, which counts as a 1 or 11 as you decide. (An Ace and a 6, for example, could be counted as a seventeen or a seven.) An Ace with any 10, Jack, Queen or King is a Blackjack. If you have a Blackjack, the dealer will pay you one and 1/2 times your bet (unless the dealer also has a Blackjack). In this case, the hand is a "push" (tie) and neither wins.)

If you don't have Blackjack, you can ask the dealer to "hit" you, that is, give you another card. To indicate that you want to hit, you can tap the blackjack table beside you cards with your finger or you can say "hit" to the dealer. You may draw as many cards as you like (one at a time), but if you go over 21, you "bust" and lose the hand. At that point, the dealer will remove your busted cards from play. If you do not want to "hit", you may "stand" by waving your hand across the table from one side to the other. After all players are satisfied with their hands, the dealer will then turn his down card face up and stand or draw as necessary. The dealer must draw to any count up to and including 16, and stand on all 17's.

Your dealer will explain the gestures to you if you are not sure.

You should become familiar with the following terms before you play:

**Blackjack:** Any Ace with a 10 value card (10, J, Q, K) pays one and 1/2 times your bet.

**Bust:** When you draw cards that add up to 22 or more.

**Hit:** When you want to receive another card.

**Splitting Pairs:** When your first two cards are the same denomination (Example: 8, 8), you may "split" the pair into two separate hands and play each hand individually. You must wager the same amount as your original bet on each hand. Note that if you split Aces, you only get one card for each Ace. If the card you receive is a 10 value card, it is not a Blackjack.

**Doubling Down:** If you are dealt a high card such as a 10 or 11 and think you can win with only one more card, you can place another bet next to your original bet. The bet can only be up to or equal to the amount of the original bet you placed. You will then be dealt one more card, face down. If your 2 cards beat the dealers hand (or if the dealer busts), you win on both bets placed. If your hand does not beat the dealer, you lose both bets.

**Insurance:** If the dealer's "up" (face up) card is an Ace, you will be offered insurance. Here you are betting that the dealer has a ten value card in the "hole" (face down). You can bet only 1/2 of your original bet. If the dealer does have a Blackjack, your original bet loses but your insurance bet is paid 2 to 1. If the dealer

does not have a Blackjack, he takes your insurance bet. However, after he takes your insurance bet, the game continues and you are still playing a normal hand with your original bet.

**Even Money:** If a player has a Blackjack, and the dealer has an Ace up, the player may request "even money" instead of insurance prior to the dealer checking his "hole" (face down) card. The player forfeits the chance to be paid one and 1/2 times the bet and gets paid even money (1:1), just like any other win against the dealer.

**Stand:** When you don't want any more cards.

**Push:** A tie with the dealer. Neither wins.

## **Roulette Rules**

Roulette is a simple, easy to learn and a very exciting game. It offers a wide variety of bets and a combination of bets with both long and even odds.

The Roulette wheel has 36 numbers from 1 to 36, a "0", and a "00". The numbers are alternately colored red and black with the "0" and "00" green.

Play begins when the Players have placed most of their bets by placing chips on the numbered layout. The Dealer then spins the white ball in the opposite direction of the spinning wheel.

Bets may be placed until the ball is ready to leave the track and fall onto the spinning wheel. At this point, the Dealer will call "No more bets." The ball then falls onto a number on the wheel. The Dealer will then place a marker on the winning number and bets are paid out accordingly.

Chips (also known as "checks"), range in value and can be bought in stacks of 20 from the dealer. You can determine what the checks are worth when you buy-in and you are given a color. Players can make as many bets as they wish and can use roulette checks, chips or money to place their bets. The checks have no value at other games, so you must cash in your checks before leaving the table.

There are many different bets that can be made on a Roulette table. Players may choose to change numbers on every spin or play favorite numbers. Some people play their birthday, age or just lie them down in random patterns. There is no wrong way to play the numbers - it is completely up to you.

Several sample bets are listed below along with the payout odds. Each listed wager is described below too.

Wager	Payout Odds
Single Number / Straight Up	35 to 1
2 - Number (Split)	17 to 1
3 - Number (Across)	11 to 1
4 - Number (Corner)	8 to 1
6 - Number (Across)	5 to 1
Section (12 Numbers)	2 to 1
Column (12 Numbers)	2 to 1
1 - 18 or 19 - 36	1 to 1
Odd or Even	1 to 1
Color (Red or Black)	1 to 1

**Single Number / Straight Up:** Any number on the table. (Example: 0, 17, 29, etc.)

**2 - Number (Split):** Placing a bet on the line dividing two adjoining numbers on the table. When this bet is placed, you are betting that one of the two numbers will come up. (Example: 13 and 14, 22 and 25)

**3 - Number (Across):** Placing a bet on any 3 adjoining numbers on a table. To place this bet, place your chips on the line to the left of the first number in the series. (Example: 16, 17, 18. Bet would be placed on the left line of the box around the 16.)

**4 - Number (Corner):** Placing a bet on four numbers whose position on the table make a square. To place this bet, place your chips on the line in the center of the square. (Example: 11, 12, 14, 15. Bet would be placed in the middle of the square made up by these four numbers.)

**6 - Number (Across):** Placing a bet on six numbers made up of two rows of three numbers each. To place this bet, place your chips on the line to the left of the first number in the series and between the two rows of numbers. (Example: 31, 32, 33, 34, 35, 36. Bet would be placed on the line to the left of the 31 and 34 and on the line that divides the two rows.)

**Section (12 Numbers):** There are three different ways to make this bet. You can either bet that the number that comes up will be "1st 12", "2nd 12" or "3rd 12". That is that the number will be in the first group of 12 numbers (1 - 12), the second group (13 - 24) or the third group (25 - 36). Note that none of these groups include the "0" or "00". To place this bet, place your chips in the section marked "1st 12", "2nd 12" or "3rd 12".

**Column (12 Numbers):** There are three different ways to make this bet too. You can bet that the number that comes up will be in the first column (1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34), second column (2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35) or third column (3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36). To place this bet, place your chips in the square at the bottom of the column you wish to bet on.

**1 - 18 or 19 - 36:** You can bet on whether the number that comes up will be between 1 and 18 or 19 and 36. Note that neither of these bets include the "0" or "00". To place this bet, place your chips on the section marked "1 to 18" or "19 to 36".

**Odd or Even:** You can bet on whether the number that comes up is an odd or even number. Note that neither of these bets include the "0" or "00". To place this bet, place your chips on the section marked "Odd" or "Even".

**Color (Red or Black):** You can bet on what color the number that comes up will be. Note that neither of these bets include the "0" or "00" since these numbers are green. To place this bet, place your chips on the section marked "Red" or "Black".

### **Caribbean Stud Poker Rules**

Caribbean Stud Poker is played on a special table, similar to a Blackjack table, and is based on the five card stud poker game.

To play, each player antes, with the option of playing for a progressive jackpot (for an extra \$1), and receives five cards face down. The dealer gets five cards, with one card facing up. The player then examines his hand and decides to fold, forfeiting the ante, or to make an additional bet by doubling his ante.

The dealer can only play with an ace/king combination or better. If the dealer can't open, the player automatically wins the ante and that hand is over. If the dealer can open, and the player does win the hand, the player collects his additional bet. The player is also paid a special bonus for hands that are two pair or higher. The bonus paid out is based on the table below:

One Pair	Even Money
Two Pairs	Two to One
Three of a Kind	Three to One (Up to the table maximum payout)
Straight	Four to One (Up to the table maximum payout)
Flush	Five to One (Up to the table maximum payout)
Full House	Seven to One (Up to the table maximum payout)
Four of a Kind	Twenty to One (Up to the table maximum payout)
Straight Flush	Fifty to One (Up to the table maximum payout)
Royal Flush	One Hundred to One (Up to the table maximum payout)

As mentioned earlier, the player can place an optional bet for the Progressive Jackpot at the same time he places his ante bet. To do so, simply drop a \$1 coin into the acceptor slot located in front of each player. The player then qualifies for a Progressive Jackpot by drawing one of the five hands listed in the table below.

Royal Flush	100% of jackpot amount shown on table meter.
Straight Flush	10% of jackpot amount shown on table meter.
Four of a Kind	\$100
Full House	\$75
Flush	\$50

Players may win a Progressive Jackpot payoff even if the dealer has a higher hand. Should two or more players qualify for a Progressive Jackpot payoff during the same hand, the players will share the jackpot as an aggregate.

You should become familiar with the following terms before you play:

**Ante Bet:** Each player makes this opening bet in order to play.

**Progressive Jackpot Bet:** Each player has the option of making an additional \$1 bet in order to participate in the Progressive Jackpot. Players can win all or part of the jackpot with a Royal Flush, Straight Flush, Four of a Kind, Full House, or Flush.

**Fold:** When a player forfeits their ante bet after the cards are dealt if he thinks his hand won't beat the dealer's.

**Bet to Call Dealer:** When the player places an additional bet that is exactly twice the amount of his ante bet. This is done when the player thinks he can beat the dealer's hand.

**Dealer's Bet:** The dealer must have an Ace/King combination or higher to continue. If the dealer can't open, the hand is over and the players who stayed in the hand are paid their antes.

**Bonus Payouts:** Player may be eligible for a bonus payout if he beats the dealer with any of the hands listed earlier.

### **Big Six Money Wheel Rules**

The Big Six Money Wheel is also known as the "Big Wheel" or "Wheel of Fortune." It is called "Big Six" because the winning payouts come in 6 denominations.

The Big Six is a vertical wheel that spins around on an axle until it slows down and then stops to identify a specific segment on the perimeter of the wheel. It is similar to the Wheel of Fortune game on television, but vertically mounted.

Big Six wheels have 54 different segments each marked in denominations of payouts. The denominations are \$1, \$2, \$5, \$10, \$20, and two spots that pay \$40 on a \$1 bet. One spot is represented as a Joker and the other is a Flag.

There is a table in front of the Big Six Money Wheel, where players place their bets on a layout board that is comprised of all the denominations. See example layout:

Joker	1	2	5	10	20	Flag
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The dealer spins the wheel, and if it lands on the denomination that the player bet on, the player wins. Otherwise, the player loses. The player can bet on 1 denomination or multiple ones. The payouts vary by denomination and wagers and are shown as an example in the table below:

Denomination	Wager	Payout
\$1	\$2	\$2
\$2	\$2	\$4
\$5	\$2	\$10
\$10	\$2	\$20
\$20	\$2	\$40
Joker	\$2	\$80
Flag	\$2	\$80

### Craps Rules

Perhaps no other casino game causes as much excitement as Craps! While it may look complicated, you may be surprised it isn't as difficult to learn the basics as you might think.

Craps is played on a purpose-built table and two dice are used by the players to dictate the action. The player must handle the dice with one hand only when throwing and the dice must hit the walls on the opposite end of the table. In the event that one or both dice are thrown off the table, they must be inspected (usually by the stickman) before putting them back into play.

The craps table can accommodate up to about 10 players, who each get a round of throws or at 'shooting' the dice. If you don't want to throw the dice, you can bet on the thrower. Several types of bets can be made on the table action. The casino crew consist of a stickman, boxman and two dealers.

The first roll of the dice in a betting round is called the Come Out roll - a new game in Craps begins with the Come Out roll. A Come Out roll can be made only when the previous shooter fails to make a winning roll, that is, fails to make the Point or seven out.

A new game then begins with a new shooter. If the current shooter does make his Point, the dice are returned to him and he then begins the new Come Out roll. This is a continuation of that shooter's roll, although technically, the Come Out roll identifies a new game about to begin.

When the shooter fails to make his or her Point, the dice are then offered to the next player for a new Come Out roll and the game continues in the same manner. The new shooter will be the person directly next to the left of the previous shooter - so the game moves in a clockwise fashion around the craps table.

The dice are rolled across the craps table layout. The layout is divided into three areas - two side areas separated by a center one. Each side area is the mirror reflection of the other and contains the following: Pass and Don't Pass line bets, Come and Don't Come bets, Odds bet, Place bets and Field bets. The center area is shared by both side areas and contains the Proposition bets.

Pass bets win when the come out roll is 7 or 11, while pass bets lose when the come out roll is 2, 3, or 12. Don't bets lose when the come out roll is 7 or 11, and don't bets win when the come out roll is 2 or 3. Don't bets tie when the come out roll is 12 (2 in some cases; the 'Bar' roll on the layout indicates which roll is treated as a tie).

It is important that you become familiar with some of the terms used in Craps. Note that during a game, you may not hear all of the terms listed here. But if you spend the time learning them, Craps will be less intimidating.

**Ace:** The one spot on a die.

**Any Craps:** Numbers 2, 3 or 12.

**Around the Horn:** Same as "Horn Bet". A single bet covering 2, 3, 11 and 12.

**Back Line:** Same as "Don't Pass". This is the section of the layout where you bet that the shooter won't make his or her point.

**Bet The Dice To Win:** You bet the shooter will make his or her point.

**Big 6 and 8:** The section of the layout where you bet that a 6 or 8 will be thrown before a 7.

**Box Cars:** Two sixes.

**Come Out Roll:** The first roll a shooter throws. The roll to shoot a natural or establish a point.

**Craps:** When a 2, 3 or 12 is thrown.

**Dealer:** Same as the "Stick Person". The casino dealer who gathers the dice with a stick or rake and slides them to the shooter. Also oversees the game and offers assistance with bet placement or questions players may have.

**Deuce:** The two spot on a die.

**Don't Pass:** Same as "Back Line". The section of the layout where you bet that the shooter won't make his or her point.

**Field:** The section of the layout containing numbers 2, 3, 4, 9, 10, 11, 12.

**Front Line:** Same as the "Pass Line". The section of the layout where you bet the dice will pass.

**Hard Way:** The numbers 4, 6, 8, or 10 thrown with two duplicate pairs. (Example: A hard 4 is 2, 2. A hard 10 is 5, 5.)

**Hopping:** A one roll bet.

**Horn Bet:** Same as "Around the Horn". A single bet covering 2, 3, 11 and 12.

**Layout:** Includes all sections of the table where bets are made.

**Natural:** A 7 or 11 thrown on the come out roll.

**One Roll Bet:** Any bet that is in action for a single roll of the dice. Some examples include - Any Craps, Field, Any 7, and more.

**Pass:** A natural on the first roll or shooter makes an established point.

**Pass Line:** Same as the "Front Line". The section of the layout where you bet the dice will pass.

**Point:** Any 4, 5, 6, 8, 9 or 10 that the shooter throws on the come out roll.

**Proposition Bets:** One roll bets that pay high odds.

**Shooter:** The player throwing the dice.

**Snake Eyes:** Two aces.

**Stick Person:** Same as the "Dealer". Casino dealer who gathers the dice with a stick or rake and slides them to the shooter. Also oversees the game and offers assistance with bet placement or questions players may have.

**The following explains the bets that can be made in Craps:**

**Pass Line** - If you want to bet that the shooter will roll the point, place your bet on the Pass Line before the Come Out (First Roll). If the shooter rolls a 7 or 11 on the first roll, you win even money. If he rolls Craps (2, 3, 12) on the first roll, you lose. If he rolls any other number, it becomes his point. If he rolls this point again before rolling a 7, you win. A roll of 7 after the point is established, completes the shooter's hand and you lose. The dice then move to a new shooter. The pass line is a contract bet that must remain until won or lost.

**Come Line** - Similar to the Pass Line except that you bet on the Come Line only after the Come Out (First Roll). You can make Come bets on any and every roll after the point is established. Bets that are placed on the Come take the next roll of the dice. If the next roll is a natural (7 or 11), you win. If it is Craps (2, 3, or 12), you lose. Any other number becomes your point for that bet and your bet is moved to that number. It will remain there until that point is rolled, and you win, or until the shooter throws a 7, in which case you lose. Come bets pay even money.

**Don't Pass** - If you want to bet the shooter will not roll the point, place your bet on the Don't Pass Line (also known as the Back Line) before the Come Out (First Roll). If the shooter rolls a 3 or 12 on the first roll, you win. If he rolls a 7 or 11 on the first roll, you lose. If he rolls a 2, it is a Push (Tie) and no one wins. If he rolls any other number, it becomes the Point. A 7 must be thrown before this point is rolled again in order for you to win. If the point is rolled before a 7, you lose. Don't Pass bets may be removed at any time by asking the dealer to take them down.

**Don't Come Line** - Similar to the Don't Pass Line except that you may only bet on the Don't Come Line after the Come Out (First Roll). If you want to bet that the dice won't pass on succeeding numbers after the shooter has established his point, make your bet on the section marked "Don't Come". Bets may be placed on this section on any or every roll, but the bet applies to the next roll of the dice. If 3 or 12 is rolled, you win. If a 7 or 11 is rolled, you lose. Nobody wins if a 2 is thrown. Should any other number be rolled, it becomes the "Don't Come Point". A 7 must be rolled before the "Don't Come Point" is rolled again for you to win. However, if you have a bet on the "Don't Come" line and a 7 rolls, the "Don't Come" bet loses.

**Place Bets** - If you want to bet the shooter will roll a specific number (Either a 4, 5, 6, 8, 9 or 10) before he throws a 7, inform the dealer. He will place your bet on the number or numbers of your choice. You can make or take down place bets at any time. 4 and 10 pay nine to five, 5 and 9 pay seven to five and 6 and 8 pay seven to six.

**Buy Bets** - These bets are similar to Place Bets but with slightly different odds. If you want to bet the shooter will roll a 4, 5, 6, 8, 9 or 10 before he throws a 7, inform the dealer which number you want to buy. Buy bet minimums are \$20. You must pay a charge of five percent of the wager to the House at the time you make this bet. Payoff odds for buy bets are true and correct odds - two to one on 4 and 10, three to two on 5 and 9 and six to five on 6 and 8. You may buy or take down these bets at any time. If you do take down a bet, the five percent charge will be returned to you.

**Buy Behind Bets** - If you want to bet that the shooter will not roll a 4, 5, 6, 8, 9 or 10 before he rolls a 7, inform the dealer which number you wish to buy behind. You must pay an added amount of five percent of the amount to be won to the House at the time you make this bet. Payoff odds for buy behind bets are true and correct odds - one to two on 4 and 10, two to three on 5 and 9, five to six on 6 and 8. You may buy or take down these bets at any time. If you do take down a bet, the five percent charge will be returned to you.

**One Roll Bets** - These are bets that are valid for only one roll. Bets placed on the "Any Craps" section of the layout pays seven to one. (Remember, Craps = 2, 3 or 12). Bets placed on "3 or 11" pay fifteen to one. Bets placed on "2 or 12" pay thirty to one. "Any 7" pays four to one. The dealer will place these bets for you.

**Horn Bets** - If you want to bet that the shooter will roll either 2, 3, 11 or 12 on the next roll, make a horn bet. If the shooter rolls any of these numbers, you win. This is a One Roll Proposition Bet that pays high odds. If a 2 or 12 is thrown, it pays 6.75 to one. If a 3 or 11 is thrown, it pays three to one. The dealer will place these bets for you.

**One Roll Hardway and Turn Bets** - There are four "Hard Way" combinations: Hard 4 (2, 2), Hard 6 (3, 3), Hard 8 (4, 4), Hard 10 (5, 5). A one roll or "hopping" hardway is a bet that a specific hardway number will roll on the next roll of the dice. These bets pay thirty to one when the number rolls and lose if any other number rolls. An "On The Turn" bet is another one roll bet that may be made on any specific combination of the dice from 4 through 10 with the exception of the hardways. Example: 3, 1 on the turn or 5, 4 hopping. These bets pay fifteen to one when the specified combination rolls and lose if any other number or combination rolls.

**All Day Hardways** - These bets are wagers that the shooter will throw a specific number (4, 6, 8 or 10) the Hard Way (A pair of 2's, 3's, 4's or 5's) before he rolls any other combination which makes this number, or before he rolls a 7. To make a Hard Way bet, inform the dealer and he will place your bet. You can place or take down Hard Way bets at any time. Hard Way 6 and 8 pay nine to one. 4 and 10 pay seven to one.

**Big 6 and Big 8** - If you want to bet the shooter will roll a 6 or 8 before he throws a 7, you can place a bet on the "Big 6" or "Big 8" section. These bets can be placed or picked up at any time. The bet pays even money.

**Field Bets** - If you have a hunch the shooter will roll a 2, 3, 4, 9, 10, 11 or 12 on the next roll of the dice, you can place your bet on the field. If the shooter rolls any of the above numbers, except 2 or 12, you win even money. If he rolls a 2, you win double your bet and if he rolls a 12, you win double or triple your bet. (Different casinos pay out differently for the 12. This is why you win double OR triple. The payout for the 12 is printed on the felt of the table so make sure you notice the payout before placing a bet.)

**Odds** - Commonly known as "Front Line Odds" and "Back Line Odds". Players with bets on 4, 5, 9 or 10 may make an additional bet of twice their original bet. Players with bets on the 6 or 8 can make an additional bet of two and one-half times their original bet. By doing so, they are betting that the dice will make the point (Front Line or Come) or will not make the point (Back Line or Don't Come). True and correct odds are paid: On the Front Line, 4 and 10 pay two to one, 5 and 9 pay three to two, 6 and 8 pay six to five. On the back line, 4 and 10 pay one to two, 5 and 9 pay two to three, 6 and 8 pay five to six.