# How to Play Table Games

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3-Card Poker with a 6-Card Bonus is an exciting poker game. You may bet against the dealer, bet on the value of your own 3-card hand, or bet both. You may also make a 6-Card Bonus bet to win on your best five-card hand.

PAIR PLUS® Pair Plus lets you bet on the value of your own hand if your hand contains a pair or better, you win.

<table>
<thead>
<tr>
<th>Winning Hands</th>
<th>Bonus Payout Odds</th>
</tr>
</thead>
<tbody>
<tr>
<td>Straight Flush</td>
<td>40 to 1</td>
</tr>
<tr>
<td>Three-of-a-Kind</td>
<td>30 to 1</td>
</tr>
<tr>
<td>Straight</td>
<td>6 to 1</td>
</tr>
<tr>
<td>Flush</td>
<td>4 to 1</td>
</tr>
<tr>
<td>Pair</td>
<td>1 to 1</td>
</tr>
</tbody>
</table>

ANTE Ante lets you play against the dealer’s hand. It’s just your cards against the dealer’s. If you bet on the Ante and like your hand, you must place an equal wager on the Play spot or you will forfeit the ante wager. It’s your 3-card poker hand against the dealer’s 3-card poker hand, and the best hand wins!

PLAY After examining your cards, you have the option to either make a Play wager in an amount equal to the Ante wager, or to forfeit the Ante wager by folding the hand. If the Dealer’s hand does not qualify with a Queen high, the Play wager will be a push. Note: If you have placed an Ante wager and a Pair Plus wager, but do not place a Play wager, you will forfeit both the Ante wager and the Pair Plus wager.

ANTE BONUS If you make the Ante and Play wagers, you may win an Ante bonus payout even if the dealer doesn’t qualify with a Queen high, and even if the dealer’s hand beats your hand. You win with a straight or better.

<table>
<thead>
<tr>
<th>Winning Hands</th>
<th>Bonus Payout Odds</th>
</tr>
</thead>
<tbody>
<tr>
<td>Straight Flush</td>
<td>5 to 1</td>
</tr>
<tr>
<td>3-of-a-Kind</td>
<td>4 to 1</td>
</tr>
<tr>
<td>Straight</td>
<td>1 to 1</td>
</tr>
</tbody>
</table>
6-CARD BONUS Combine your hand with the dealer’s 3-card hand to make your best 5-card poker hand. You win with a three-of-a-kind or better. See pay table for odds.

Winning Hands                  Bonus Payout Odds
Royal Flush                    1,000 to 1
Straight Flush                 200 to 1
4-of-a-Kind                    100 to 1
Full House                     20 to 1
Flush                          15 to 1
Straight                       10 to 1
3-of-a-Kind                    7 to 1
BETTING

Players will place an Ante wager.

OBJECT

Each player will receive five cards face down and make the best 4-card poker hand they can, using all five cards.

RULES

♦ The dealer will receive six cards (one of which is face up) and will make the best 4-card poker hand they can, using all six cards.

♦ After looking at their hand, the player may fold, or make a Play wager.
  - If the player chooses fold, the player will forfeit their Ante bet.
  - If the player makes a Play wager, they may bet from one to three times the amount of the Ante wager.

♦ If the player’s hand beats or ties the dealer’s hand, the player will be paid 1 to 1 on their Play and Ante wagers. All four cards will be used when considering a tie hand.

♦ If the dealer’s hand beats the player’s hand, the player loses both the Ante and Play wagers.

ACES UP WAGER

♦ The object of placing the Aces Up wager is to receive a pair of Aces or better. If the player’s hand contains a pair of Aces or better, the player wins the Aces Up wager.

♦ Players will be paid according to the pay table on the Aces Up wager regardless of the dealer’s hand. (See the Aces Up pay table at each table.)

♦ In order to make an Aces Up wager a player must have made an Ante bet. The Aces Up wager must be equal to or less than the Ante wager.

♦ The Aces Up wager is a separate wager from the Ante and Play wager and it is an optional wager.
OBJECTIVE
The objective of the blackjack game is to come up with a hand closer to 21 than the blackjack dealer, without going over 21.

RULES
♦ An ace is either valued as 1 or 11. Cards from 2 to 10 are valued as indicated. The king, queen, jack are all worth 10 points. The suit (spades, hearts, diamonds, and clubs) is irrelevant, so an ace of spades is equal in value to an ace of hearts, and so on.
♦ The game is played with one or more 52-card decks.
♦ Betting limits are posted at all tables.

General Rules:
♦ Each table has a spread limit defining the minimum and maximum bets that may be wagered on each spot.
♦ Each player may (if available) play up to two betting spots.
♦ All bets pay even money except a player’s blackjack, which pays 3-to-2.

The Play:
♦ Each player will place a bet in his or her wagering spot(s).
♦ Each player will receive two cards face up. The dealer receives one card face down and one card face up.
♦ The player now has six options: The player can either HIT, STAY, SPLIT, DOUBLE DOWN, SURRENDER, or buy INSURANCE.
♦ The dealer must draw to all hands below 17 and will hit soft 17 (ace and a 6). The dealer will stay on all hands 17 or higher.
♦ After all of the cards are out and the dealer has finished the play of their hand, they will either collect, push, or pay the bets of the players.
♦ The dealer will then gather in the cards and a new round of play will begin.

Blackjack/Natural: A blackjack occurs when the player or the dealer has a total of 21 on his/her first two cards.
Twenty-One: Not to be confused with a blackjack, this occurs when the player or the dealer needs more than two cards to reach 21.
Bust: Whenever a hand goes over 21, it is considered a bust, and whoever busts, automatically loses.
Push: same value. If both dealer and player have a blackjack, it is considered a push.
Soft Hand: A hand is considered “soft” if the ace can be valued as 1 or 11 without the total going over 21. For example, a seven and an ace is a soft 18. If we have a seven, an ace, and a ten, the hand is now considered “hard,” for counting the ace as an 11 will cause the hand to go over 21.

Hit: You can hit to request another card. You may hit as many times as desired, as long as the total of the hand does not exceed 21.

Stay: If you feel that your total is enough to beat the dealer’s hand, you may stay. If you choose to stay, you cannot choose to draw another card.

Split: This option only applies if you have two cards of the same denomination. Splitting would give you a chance of playing both cards as separate hands. When splitting, the bet on both hands must be the same as the original bet. Both hands will be played out (just like a regular hand) by taking hits on each hand, one at a time until you indicate that you don’t want any more cards. A player may split up to three times (four hands total). When splitting aces, the player will receive only one card per ace.

Double Down: If you feel like you have a very good chance of winning with one more card, you can indicate that you want to “double down” and then add more money to your original bet up to the amount that you originally bet. (You may double down for less than your original bet.) You will then get one more card to your hand.

Surrender: If you don’t like your original two cards and don’t wish to play further, you may choose to surrender your hand and get half of your original bet back.

Insurance: When the dealer has a blackjack, they generally beat all players. However, if the dealer’s up card is an ace; you may choose to insure your hand. If you choose to make an insurance bet (half of your original bet) you are betting that the dealer has a blackjack. If the dealer does have a blackjack, you will win 2-to-1 on your insurance bet, and will lose your original bet. If the dealer does not have a blackjack, you will lose your insurance bet and your hand will continue to play as a regular hand. If you have a blackjack and the dealer’s up card is an ace, you may take insurance and get paid even money for your blackjack, however, if you wish to play against the dealer and the dealer has a blackjack, your blackjack hand will be a push. If the dealer does not have a blackjack, your blackjack hand will be paid 3-to-2 on your bet.
Buster Blackjack is an exciting Blackjack side bet that allows players to win based on the number of cards in a dealer’s busted hand.

**HOW TO PLAY**

- Play regular Blackjack.
- Make the optional Buster Blackjack side bet.
- Players may win both the Blackjack bet and the Buster bet if the dealer busts.
- Players may lose their Blackjack bet by busting their hand, and still win their Buster bet if the dealer busts.
- The odds payout is based on the number of cards in the dealer’s busted hand. If the dealer busts with eight cards, players win the highest odds.
- If all players’ hands bust, the dealer must still play out his hand according to house rules if any Buster bets have been made.
- If the dealer does not bust, all Buster bets lose.
- See pay table for odds based payouts.
Casino War® is the fastest, simplest table game to learn and play, and is the only game where players can beat the dealer more than 50% of the time. Casino War® also offers the optional Tie side bet.

The Play:
Make a bet in the marked area. You and the dealer will each receive a card face up. If your card is higher than the dealer’s, you win even money. If your card is lower, you lose. (Ace is high)

Rules:
If your card matches the dealer’s card in rank, you can either surrender half your bet or go to war. When going to war, you and the dealer match your original bet, and each receives another card. If your second card beats the dealer, you win all three bets. If your second card loses to the dealer, you lose all three bets. If you go to war and tie the dealer, not only do you win, but you win an extra unit. Winning ties when going to war is huge. Because of this rule, you will win 50.3% of the time in Casino War®, assuming you never surrender.

Tie Bet
Make a wager on the Tie Bet and if your card matches the dealer’s card, you win. See layout for odds.
HOW to PLAY

DOUBLE DECK BLACKJACK

OBJECTIVE

The objective of the Double Deck Blackjack game is to make a hand closer to 21 than the Dealer’s hand, without going over 21.

How to Play/Rules of the Game for Double Deck Blackjack

An ace is either valued as 1 or 11. Cards from 2 to 10 are valued as indicated. The king, queen, jack are all worth 10 points. The suit (spades, hearts, diamonds, and clubs) is irrelevant, so an ace of spades is equal in value to an ace of hearts, and so on.

The Play:

Each player will place a bet in his or her wagering spot(s). Each table has a spread limit defining the minimum and maximum bets that may be wagered on each spot.

Each player will receive two cards face up. The dealer receives one card face down and one card face up.

The player now has five options: The player can either Hit, Stay, Split, Double Down, or Buy Insurance.

The Dealer must draw to all hands below 17 and will hit soft 17 (ace and a 6). The Dealer will stay on all hard hands 17 or higher.

After all of the cards are out and the dealer has finished the play of their hand, they will either collect, push, or pay the bets of the players.

The dealer will then gather in the cards and a new round of play will begin.

General Rules:

- Double Deck Blackjack is played with two standard 52-card decks.
- Dealers will hit Soft 17.
- All Blackjacks will pay 6-to-5 odds.
- Guests may not receive even money on a Blackjack.
- Guests may not Surrender.
- Guests may Split any two equal value cards.
- Guests may only Split aces once, receiving one card on each ace.
- Guests may Double Down after Splitting, except on aces.
- Guests may Double Down on any two cards, including a Blackjack.
- Double Down bets can be up to the amount of the initial wager.
**Common Terms Used**

**Blackjack/Natural** - A Blackjack occurs when the player or the dealer has a total of 21 on his/her first two cards.

**Twenty-One** - Not to be confused with a Blackjack, this occurs when the player or the dealer needs more than two cards to reach 21.

**Bust** - Whenever a hand goes over 21, it is considered a bust, and whoever busts automatically loses.

**Push** - A push occurs when the dealer’s and the player’s hands have the same value. The exception to this rule is when the dealer or the player has a Blackjack, while the other has a 21. Though both have the same total, whoever has the Blackjack will automatically win. If both dealer and player have a Blackjack, it is considered a push.

**Soft Hand** - A hand is considered “soft” if the ace can be valued as 1 or 11 without the total going over 21. For example, a seven and an ace is a soft 18. If we have a seven, an ace, and a ten, the hand is now considered “hard,” for counting the ace as an 11 will cause the hand to go over 21.

**Hit** - You can hit to request another card. You may hit as many times as desired, as long as the total of the hand does not exceed 21.

**Stay** - If you feel that your total is enough to beat the dealer’s hand, you may stay. If you choose to stay, you cannot choose to draw another card.

**Split** - This option only applies if you have two cards of the same denomination. Splitting would give you a chance of playing both cards as separate hands. When splitting, the bet on both hands must be the same as the original bet. Both hands will be played out (just like a regular hand) by taking hits on each hand, one at a time until you indicate that you don’t want any more cards. A player may split up to three times (four hands total). When splitting aces the player will receive only one card per ace.

**Double Down** - If you feel like you have a very good chance of winning with one more card, you can indicate that you want to “double down” and then add more money to your original bet up to the amount that you originally bet. (You may double down for less than your original bet.) You will then get one more card to your hand.

**Insurance** - When the dealer has a Blackjack, they generally beat all players. However, if the dealer’s up card is an ace, you may choose to insure your hand. If you choose to make an insurance bet (half of your original bet) you are betting that the dealer has a Blackjack. If the dealer does have a Blackjack, you will win 2-to-1 on your insurance bet, and will lose your original bet. If the dealer does not have a Blackjack, you will lose your insurance bet and your hand will continue to play as a regular hand. If the dealer does not have a Blackjack, your Blackjack hand will be paid 6-to-5 on your bet.
HOW to PLAY
EZ BACCARAT

2 cards are dealt to each player. The winning hand is the one closest to 9 after all the cards have been dealt.

PLAYER

<table>
<thead>
<tr>
<th>When Player’s first two cards total:</th>
<th>0-1-2-3-4-5</th>
<th>Draws a card</th>
<th>6-7</th>
<th>Stands</th>
<th>8-9</th>
<th>Natural-Neither hand draws</th>
</tr>
</thead>
</table>

BANKER

When the Player stands on 6 or 7, the Banker will always draw on totals of 0-1-2-3-4 and 5, and stand on 6-7-8 and 9.

When the Player does not have a natural, the Banker shall draw on the totals of 0, 1 or 2, and observe the following rules:

<table>
<thead>
<tr>
<th>When Banker’s first two cards total:</th>
<th>Draws when Player’s third card is:</th>
<th>Does not draw when Player’s third card is:</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>1-2-3-4-5-6-7-9-10</td>
<td>8</td>
</tr>
<tr>
<td>4</td>
<td>2-3-4-5-6-7</td>
<td>1-8-9-10</td>
</tr>
<tr>
<td>5</td>
<td>4-5-6-7</td>
<td>1-2-3-8-9-10</td>
</tr>
<tr>
<td>6</td>
<td>6-7</td>
<td>1-2-3-4-5-8-9-10</td>
</tr>
<tr>
<td>7</td>
<td></td>
<td>Stands</td>
</tr>
<tr>
<td>8-9</td>
<td></td>
<td>Natural-Neither Hand Draws</td>
</tr>
</tbody>
</table>

All winning Banker/Player bets are paid even money. When the Banker wins with a 3 card total of 7 (DRAGON 7), the Banker hand pushes and the DRAGON 7 bets pay 40 to 1. When the Player wins with a 3 card total of 8 (PANDA 8), the Player bets win and the PANDA 8 bets pay 25 to 1. TIE bets pay 8 to 1.
HOW TO PLAY FORTUNE PAI GOW

HOW IT’S PLAYED

Fortune Pai Gow Poker is played with a 53-card deck including a joker. The joker can be used to complete a straight, flush or straight flush. Otherwise it is counted as an ace.

OBJECTIVE

The object of the game is for a player to create two poker hands out of the seven-card hand dealt by the dealer; a five-card poker hand, and a two-card poker hand. The five-card hand must always be a higher poker hand than the two-card hand. To win, the player must beat both of the dealer’s hands. If the player wins one hand, but loses the other, this is considered a “push” and no money exchanges hands. A commission of 5% is collected on all winning hands.

STANDARD AND ENVY WAGERS

Players may make a standard Pai Gow wager and a Fortune Bonus wager. The Fortune Bonus wager is a bet where each player competes to make the best possible hand out of all seven cards. If a player has wagered at least $5 on the Fortune Bonus, the dealer will place an “Envy” button next to their wager. If a player’s hand qualifies for payouts, the dealer pays him according to the posted pay-table. If at least one player has a four-of-a-kind, all players with Envy buttons win. In the event that more than one player has at least a four-of-a-kind, all players with Envy buttons win based on the Envy Bonus pay table. A player cannot win the Envy Bonus for their own hand, or the Dealer’s hand.

THE DEAL

The dealer will deal all players seven (7) cards face down. Players are not to look at their cards until all of the cards are dealt and the remaining four (4) cards have been verified. Players look at their hands and when ready, they place their cards face down in the appropriate boxes on the table. Remember; the five-card hand must be the higher hand.

HOUSE WAY

Players may play “House Way” if they wish and the dealer will set their hand using the house guidelines as to how to set the hand. If you choose to play “House Way,” you cannot look at your hand until the dealer turns it over and sets it the “House Way.” Tell the dealer if you wish to play “House Way.” If spots are available, players may play up to three hands per deal. If a player plays more than one hand, the other hand(s) will be played “House Way.”

THE REVEAL

Once all players have placed their hands face down, the dealer reveals and sets their hand. Each player’s hand is then turned face up and compared to the dealer’s hand. For players with Fortune Bonus wagers, the dealer determines if the hand qualifies for any bonus payouts based on the Fortune pay table.
## FORTUNE BONUS & ENVY BONUS PAYOUT TABLE

<table>
<thead>
<tr>
<th>HAND VALUE</th>
<th>FORTUNE BONUS PAYOUT</th>
<th>ENVY BONUS (Bet of $5 or greater)</th>
</tr>
</thead>
<tbody>
<tr>
<td>7 Card Straight Flush (no Joker)</td>
<td>2,500 to 1</td>
<td>$1,000.00</td>
</tr>
<tr>
<td>Royal Flush + Royal Match *</td>
<td>1,000 to 1</td>
<td>$750.00</td>
</tr>
<tr>
<td>7 Card Straight Flush (with Joker)</td>
<td>750 to 1</td>
<td>$250.00</td>
</tr>
<tr>
<td>5 Aces</td>
<td>250 to 1</td>
<td>$100.00</td>
</tr>
<tr>
<td>Royal Flush</td>
<td>125 to 1</td>
<td>$50.00</td>
</tr>
<tr>
<td>Straight Flush</td>
<td>50 to 1</td>
<td>$20.00</td>
</tr>
<tr>
<td>4-of-a-Kind</td>
<td>25 to 1</td>
<td>$5.00</td>
</tr>
<tr>
<td>Full House</td>
<td>5 to 1</td>
<td></td>
</tr>
<tr>
<td>Flush</td>
<td>4 to 1</td>
<td></td>
</tr>
<tr>
<td>3-of-a-Kind</td>
<td>3 to 1</td>
<td></td>
</tr>
<tr>
<td>Straight</td>
<td>2 to 1</td>
<td></td>
</tr>
</tbody>
</table>

* Suited K-Q
Free Bet Blackjack is a variation of the standard game of Blackjack that allows players to double-down and split on most cards for free. To start, players make a bet against the dealer. Each player and the dealer will get two starting cards, as in standard Blackjack. Next, depending on the player’s cards, players have the following Free Bet options:

♦ If the player chooses to use the Free Bet for Splitting and/or Doubling, instead of the player putting up more chips, the dealer will place a special Free Bet lammer next to the cards.

Free Split
♦ Players can split any pair, except 10-value cards, for free. Free re-splitting is allowed. When “free splitting” aces, they may only be split once and players will only receive one card on each ace.
♦ When the “free split” hand wins, the dealer will place chips equal to the amount of the original wager next to the “free bet” button. If the “free split” hand results in a push or loss, the dealer will remove the “free bet” button and proceed as normal.

Note: Standard Split rules apply when splitting 10-value cards.

Free Double
♦ Players can double their bets on any hard 2-card total of 9, 10, or 11 for free. Free doubling after splitting is allowed, when the above double rule is followed.
♦ When the “free double” hand wins, the dealer will place chips equal to twice the amount of the player’s original wager next to the player’s wager and remove the “free bet” button.

When the hand loses, the Dealer will collect both the original wager and the “free bet” button. If the “free double” hand results in a push, the Dealer will signal a push and collect the “free bet” button.

Push 22
♦ If the dealer busts with a point total of 22, any bets players have left in action will be a push.

Note: Player Blackjacks are paid before the dealer hits out their hand, so they are exempt from the Push 22 rule.

Surrender
♦ Players may NOT surrender in Free Bet Blackjack.
**OBJECTIVE**

King’s Bounty Blackjack® is the standard game of Blackjack with an optional Bonus side bet that considers the first two cards the player receives.

The Player will win the sidebet if their first two cards add up to 20 (using traditional Blackjack rankings). The payout will increase if the Player’s 20 is of a particular type as shown on the pay table below.

**PLAYING THE GAME**

- After making a Standard Blackjack bet, Players may also make a King’s Bounty sidebet.
- After the Players have made their bets, the Dealer deals all Players and the Dealer two starting cards.
- The Dealer then settles all King’s Bounty Sidebet wagers. (See paytable below.)
- After settling all King’s Bounty Sidebet wagers, the Dealer will continue dealing the standard game of Blackjack.
- **Exception: If a player has two Kings of Spades and the Dealer has a potential Blackjack, the Dealer will settle that Player’s bet at the end of the round.**

**Kings Bounty Sidebets will be paid according to the paytable shown below:**

<table>
<thead>
<tr>
<th>Hand</th>
<th>Kings Bounty</th>
<th>Dealer Envy</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 Kings of Spades + Dealer BJ</td>
<td>500 to 1</td>
<td>$100</td>
</tr>
<tr>
<td>2 Kings of Spades</td>
<td>75 to 1</td>
<td>$25</td>
</tr>
<tr>
<td>2 Suited Kings</td>
<td>20 to 1</td>
<td>$10</td>
</tr>
<tr>
<td>2 Suited Queens, Jacks or 10s</td>
<td>15 to 1</td>
<td>$5</td>
</tr>
<tr>
<td>Suited 20</td>
<td>7 to 1</td>
<td>$2</td>
</tr>
<tr>
<td>2 Kings</td>
<td>5 to 1</td>
<td>$1</td>
</tr>
<tr>
<td>Uns suited 20</td>
<td>4 to 1</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Dealer Envy:** When the player wins a qualifying hand, Envy payouts are paid directly to the Dealer as a tip. (See Dealer Envy Paytable)
Mississippi Stud® is a five-card poker game that lets you bet up to 10 units on a single hand. In Mississippi Stud, you compete against a paytable, not against the dealer, and you win if your hand is a pair of jacks or better. The top payout is 500 to 1 for a royal flush and it pays on all bets! It also features an optional 3 Card Bonus side bet.

**Getting Started**

Make an ante bet to receive your first two cards. The dealer will place three community cards face down in the middle of the layout.

**Play or Fold?**

At this point, you may either fold or make the 3rd Street bet of 1x-3x your ante. The dealer then reveals the first community card. Once you see the first community card, you have a choice: fold or make the 4th Street bet of 1x-3x your ante. The dealer then reveals the second community card. Once again, you can fold or stay in the game by making the 5th Street bet from 1x-3x your ante.

**Note:** When you fold, you forfeit your ante and any additional main game bets placed. The three card bonus bet remains in action until the three community cards are exposed.

**Winning and Losing:**

After the dealer turns over the final community card, he resolves all wagers left in action. You win if your five-card hand is a pair of jacks or better (pairs of 6s-10s push). See paytable for odds.

**3 Card Bonus Optional Side Bet**

You may make the optional 3 Card Bonus bet in addition to your standard Mississippi Stud wager and optional progressive wager. At the casino’s discretion, you may bet more on this bonus than on the base game wagers. If the three community cards contain a pair or better, your 3 Card Bonus bet wins. See posted paytable.
5 CARD HAND RANKINGS

Royal Flush

Straight Flush

4-of-a-Kind

Full House

Flush

Straight

3-of-a-Kind

Two Pair

Jacks or Better

Pair of 6s to 10s
Mystery Card Roulette is an exciting innovation to the game of Roulette. The rules are the same, but instead of a traditional Roulette wheel, San Manuel Casino is using the “Mystery Card” version of this world renowned game. Specially made cards numbered 1 thru 36, 0, and 00, are randomly inserted into one of 38 slots on a mixing apparatus. The dealer spins the mixing apparatus, and where it stops, the card is revealed and the winning number is announced.

To win at Mystery Card Roulette, the player is to select the winning number that will be revealed. Players can make many different bets including combinations of numbers, or which color will come up, whether the number will be odd or even, high or low, etc.

**ROULETTE RULES**

1. Seats at the roulette table are for players only.

2. To win, the player needs to select the winning number that is determined by the spinning apparatus. Players will win if they have made bets on the winning number or on combinations of bets that include the winning number.

3. Play begins after the dealer has cleared off all losing bets and paid all winners from the previous spin. Players are given time to put down bets by placing chips on the layout before the dealer calls, “No more bets.”

4. At the end of the spin, the mixing apparatus will stop and point to one of 38 slots. A card will be pulled from the slot indicating the winning number. Next the dealer will place a marker on the layout on the corresponding number—or on top of any chips that have been bet on that number. The dealer will then clear away all losing bets and pay off all those who have bet on the winning number or on combinations including the winning number. When all that is done, the dealer will lift the marker off the number on the layout, and betting may begin again.

**THE MIXING APPARATUS**

The mixing apparatus has 38 individual slots, each with one card in them numbering from 1–36, a zero (0) and a double zero (00).
Roulette layouts have two betting areas.

1. The inside betting area contains all of the individual numbers on the layout.

2. The outside betting area has boxes for the columns, red/black, odd/even, and different groups of numbers.

BUYING IN

1. Players will purchase special roulette chips when they sit down to play. Each player receives a different color chip. This makes it easy to identify every player’s chips.

Note: These chips are good at the roulette table only and players must cash them in when they are done playing. Players will then be given regular casino chips in exchange for their roulette chips. Players cannot cash in their roulette chips at the cage or use them in any other game.

BETTING

1. When a player places chips anywhere on the betting area after the marker (dolly) has been picked up by the dealer, it will be understood, that the player wants to place their bet where the chips came to rest. If a player places chips in such a way as to be different than was their intention, and it is not discovered until after the winning number has been chosen, the chips will play where they came to rest.

2. Players are not to toss the chips on the table or to the dealer. Tossed chips may displace other bets or cause confusion over the intent of the better. If the player cannot reach to place a bet, he/she should announce the intended bet to the dealer and lay the chips/cheques/cash on the layout for the dealer to place the bet for them.

3. All announced bets are considered courtesy bets and are only placed if the dealer has time to make change (if needed) and place the bet. The bet is considered taken only if the dealer has repeated the bet. If the dealer does not take the bet, he/she will announce “no bet.”

4. A player may remove, change or add bets if the dealer has not announced “no more bets.” Once the Dealer gives the hand signal and has announced “no more bets”, players will not be allowed to remove, change or add bets anywhere on the layout.

5. “Call Bets” are not allowed. A “Call Bet” is a bet called by the player without placing any money/cheques/chips on the table to cover the cost of the bet.

“OUTSIDE” AND “INSIDE” BETS

Outside Bets

Bets made on an area of the layout that are not touching any of the numbers on the layout are considered outside bets and pay as follows:

• Outside Bets that pay Even Money are: Black or Red, Odd or Even, and Numbers 1-to-18 or 19-to-36.

• Outside Bets that pay 2-to-1: Columns of 12 numbers or Sections of 12 numbers (Dozens).
Inside Bets
Bets made in the interior area of the layout on a specific number or group of numbers are paid at different odds based on the amount of numbers being wagered are considered as “Inside Bets.”

1. Number bet pays 35-to-1 (Straight Up)
2. Number bet pays 17-to-1 (Split)
3. Number bet pays 11-to-1 (Street)
4. Number bet pays 8-to-1 (Corner)
5. Number bet pays 6-to-1 (Top Line)
6. Number bet pays 5-to-1 (Six Line)

ADDITIONAL RULES

1. Dealers are not allowed to take money to change for chips from a player’s hand. If the player wishes to get more chips, he or she must place the money on the layout of the table.

2. If a player wishes to change the value of their chips, they are to explain their wishes to the dealer and turn in their existing chips. The dealer will cash out the player’s existing chips, and mark up the value of the new chips for the player to use.

3. Players should not collect their winnings and betting chips on the outside bets until all of the winnings in the same box (such as bets on color, dozens, odd/even etc.) have been paid.

4. Each roulette table has a minimum and maximum bet. If the minimum total bet is $10 and players are using $1 chips, roulette rules allow the players to place one or more chips in different “inside” spots or bet all of them on one number, as long as the total bet adds up to the table minimum. Players may cover as many inside numbers as they wish, as long as the total bet does not exceed the table maximum.

5. When making outside bets, roulette rules do not allow players to divide the table minimum over several fields. The whole amount must be placed as one wager on one decision. Players may, of course, place more than one bet and/or bet more than the required minimum, but not more than the table maximum.

6. Players cannot combine their inside and outside bets to meet the table minimum. For example, on a $10 minimum bet table, a player can’t just bet $5 on the inside and $5 on the outside.

7. If the number a player wants to bet is already covered with chips, it is permissible to stack their chips on top of the other chips. This is another reason why each player has their own color chips.

8. Players are not allowed to place their bet for the next spin until the dealer removes the marker from the previous winning number. After the dealer removes the marker, they may place their bets for the next spin. The dealer will tell the players when to stop betting. As the wheel slows down, the dealer will wave their hand over the table and call out “No More Bets.”

9. The dealer will mark the winning number with a marker. The dealer will then collect all losing bets, pay all winning bets, and then the next round of betting will begin.
**RULES**

♦ In Omaha, you get 4 cards dealt down to you.

♦ As the play of the hand progresses, five cards are put face up in the middle of the table for all of the players to share.

♦ The idea is to use 2 and only 2 of your hole cards and any three of the five up cards to make the highest five-card poker hand and the lowest five-card poker hand that you can make.

♦ The pot is split when one player has the best high hand and one player has the best low hand. Note—the low hand must have five cards without a pair with no card higher than an eight. Example—A, 4, 5, 6, 8. An Ace counts low in a low hand and high in a high hand. If there is no low hand, the player with the best high hand wins the whole pot.

♦ In Omaha, a dealer button moves around the table from player to player as if that player was dealing.

♦ In Omaha, you do not have an ante. Instead of an ante, there are two blind bets that are put up by the two players on the immediate left of the dealer button.

♦ Blind bets are bets that are put into the pot by the players before they see any cards.

♦ The first player to bet before the flop is the player to the left of the blind bets.

♦ The first player to bet after the flop is the first player to the left of the dealer button.

*Note: The first two rounds of betting are at the lower level and the final two rounds of betting are at the upper level.*

**THE PLAY**

You start by getting 4 cards face down on the first deal.

Then there is a round of betting based on how well you like your first 4 cards.

After the betting round has been completed, the dealer will put 3 cards face up in the middle of the table for all players to share. (This is called the flop.)

The idea is to look over the flop and your 4 hole cards and see if you think you have a good poker hand, or at least a chance to make a good poker hand. (There are 2 more cards to come.)

After the flop, there is another round of betting.

When that betting round has been
After that betting round has been completed, the dealer will put one more card face up to go along with the other 4 up cards in the middle of the table. This will be the final card and the last chance for you to make or improve your hand.

Then there will be a final round of betting.

When the final round of betting has been completed, all players that stayed in the pot will turn over their cards to see who has the best high and the best low hand.

The player with the best high hand and the best low hand will then be declared the winners and the dealer will push the pot to the players.

*Note: It is possible for one player to have both the best high hand and the best low hand and win the whole pot.*
<table>
<thead>
<tr>
<th>Hand</th>
<th>House Way</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>No Pair</td>
<td>Put 2nd and 3rd highest cards in front.</td>
<td>♠K♠Q♦♠ A♦10♠9♥6♣3♣</td>
</tr>
<tr>
<td>One Pair</td>
<td>Put pair in back, highest two other cards in front.</td>
<td>♠K♠9♣6 ♥10♣85♣3♣</td>
</tr>
<tr>
<td>Two Pair ...</td>
<td>Put small pair in back.</td>
<td>9♦9♣6 ♥10♣85♣3♣</td>
</tr>
<tr>
<td>Big Pair is A's, K's, Q's</td>
<td>Put both pairs in back, if you can put an Ace of or Joker in front; otherwise split.</td>
<td>♠K♠10♣♠ A♣J10♣10♥3♣♣</td>
</tr>
<tr>
<td>Big Pair is J's, 10's, 9's</td>
<td>Put both pairs in back, if you can put a King or higher in front; otherwise split.</td>
<td>♠K♠8♣6 ♥8♣8♥9♣7♣2♣</td>
</tr>
<tr>
<td>Big Pair is 8's, 7's, 6's</td>
<td>Put both pairs in back, if you can put a Queen or higher in front; otherwise split.</td>
<td>♠K♠10♣♠ A♣J10♣10♥3♣♣</td>
</tr>
<tr>
<td>Two Pair ...</td>
<td>Put high pair in front.</td>
<td>♠K♠K♠9♣6 ♥8♣5♣3♣</td>
</tr>
<tr>
<td>Big Pair is 5's, 4's, 3's</td>
<td>Put an Ace and next highest card in front.</td>
<td>♠A♠10♥ A♠A♠9♣3♣2♣</td>
</tr>
<tr>
<td>Three Pair</td>
<td>Put 3-of-a-Kind in back, two highest other cards in front.</td>
<td>♠Q10♥ A♣4♣3♣3♣3♣</td>
</tr>
<tr>
<td>3-of-a-Kind ...</td>
<td>Put pair from higher set in front.</td>
<td>♠Q♣Q♣6 ♦6♣6♣♥Q♣3♣</td>
</tr>
<tr>
<td>Aces</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kings and below</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Two sets (two, 3-of-a-Kind)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Straight, Flush or Straight Flush ...</td>
<td>Put two highest cards in front; leave any complete hand in back.</td>
<td>♠K♠Q♣ ♦3♠10♥9♣8♣7♣</td>
</tr>
<tr>
<td>Hand</td>
<td>House Way</td>
<td>Example</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>------------------------------------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Straight, Flush or Straight</td>
<td>Put two highest possible in front; leave any</td>
<td>✨</td>
</tr>
<tr>
<td>Flush . . . with one pair</td>
<td>complete hand in back.</td>
<td>✨</td>
</tr>
<tr>
<td>Straight, Flush or Straight</td>
<td>Play according to two pair strategy.</td>
<td>✨</td>
</tr>
<tr>
<td>Flush . . . with two pair</td>
<td></td>
<td>✨</td>
</tr>
<tr>
<td>Straight, Flush or Straight</td>
<td>Put complete hand in back, pair in front.</td>
<td>✨</td>
</tr>
<tr>
<td>Flush . . . with 3-of-a-kind</td>
<td></td>
<td>✨</td>
</tr>
<tr>
<td>Full House</td>
<td>Put highest permissible pair in front.</td>
<td>✨</td>
</tr>
<tr>
<td>4-of-a-Kind . . . with a pair</td>
<td>Always put a pair in front.</td>
<td>✨</td>
</tr>
<tr>
<td>4-of-a-Kind . . . A's, K's, Q's with no pair</td>
<td>Always split.</td>
<td>✨</td>
</tr>
<tr>
<td>4-of-a-Kind . . . J's, 10's, 9's with no pair</td>
<td>Play 4-of-a-Kind in back, if you can put at least a King high in front, otherwise split.</td>
<td>✨</td>
</tr>
<tr>
<td>4-of-a-Kind . . . 8's, 7's, 6's with no pair</td>
<td>Play 4-of-a-Kind in back, if you can put at least a Queen high in front, otherwise split.</td>
<td>✨</td>
</tr>
<tr>
<td>4-of-a-Kind . . . 5's and below with no pair</td>
<td>Never split.</td>
<td>✨</td>
</tr>
<tr>
<td>Five Aces . . . with or without pair</td>
<td>Always put pair of Aces in front.</td>
<td>✨</td>
</tr>
</tbody>
</table>
INTRODUCTION
Craps is one of the most popular casino games in the world. Playing Craps is a fast-moving, fun, and exhilarating experience. At first glance, Craps may seem difficult to play with all of the different betting options; however, understanding the basic rules of play should simplify things considerably.

The game of San Manuel Craps is played with 13 decks of cards using the Aces thru sixes. Two cards will be drawn out of a shoe and the total of the two cards will be announced.

The object in Craps is to predict the outcome of the total of the cards drawn. You may make the following bets:

**Pass Line**
An even money bet. If the cards drawn add up to 7 or 11, you win. A 2, 3, or 12 loses the bet. Any other number is the “point” and if the point is drawn again, you win, but lose on 7.

**Don’t Pass Line**
Just the reverse of the PASS LINE, except that if 12 is drawn first, it’s a standoff; nobody wins.

**Come Bet**
Basically the same as the PASS LINE except that you must bet after the point has been established.

**Don’t Come**
The reverse of the COME BET, except that a first draw of 2 or 3 wins, and 12 is a standoff.

**Odds**
Once you have a “point” or a “come-out point,” you may take the ODDS and win if the point or the come point is made before a 7.

Payoffs for ODDS are: Two to one for 10’s or 4’s, three to two for 5’s or 9’s, six to five for 8’s or 6’s. When betting DON’T PASS or DON’T COME, you lay the odds as outlined. You get paid one to two for the 4 or 10, two to three for the 5 or 9, five to six for the 6 or 8. The ODDS are place behind your bet on the PASS LINE. On DON’T PASS bets, your ODDS bet is placed to the side of your bet and offset the chips toward the dealer.

**Place Bets**
You may take a PLACE BET any time on numbers 4, 5, 6, 8, 9, or 10. If your number comes up before 7, you win. Payoff - Nine to five on 4’s or 10’s, seven to five on 5’s or 9’s, seven to six on 8’s or 6’s.

**Field**
You’re betting that 2, 3, 4, 9, 10, 11 or 12 will be drawn before the 5, 6, 7 or 8 is drawn. The 2 and 12 pay double. This is also a one draw bet.

**Proposition Bets**
Include all the bets made in the center of the table in front of the “stick man.” The “stick man” will ask that these bets are made before every draw. The 2 and 12 pay thirty for one, 3 and 11 pay...
fifteen for one. These are one-draw bets. That is, the bet loses if the draw is not a 2, 3, 11, or 12. You can also be what is called a HORN bet or a HORN HIGH BET. A HORN bet is a combination of all four numbers, 2, 3, 11, or 12. A HORN HIGH BET is a wager that has an extra amount on one of the four numbers. For example, a $5 HORN HIGH TWELVE means that a dollar each is upon three of the numbers with $2 on the twelve. Proposition bets also include HARD WAY BETS, ANY CRAPS and bets on the 11.

**Hard Way Bets**
You win if the number comes up exactly as on the table; lose if the number comes up any other way, or if a 7 is drawn. For example, if you have $1 on the hard 4, the dice must roll two two’s for you to win. If the draw is a 1 and a 3 (easy 4) or a 7, the bet loses. You may remove a hard way bet at any time. Hard ways are off on the come-out unless otherwise specified.

**Any Craps**
You can make this bet on any draw. If a 2, 3 or 12 is drawn, you win. You are paid seven times the amount of your bet. If any other number is drawn, you lose.

**Additional Betting Rules**
- You may take some of your bets off the table and remove them from play while the game is underway, BUT ONLY BEFORE THE NEXT CARDS ARE DRAWN.
- Bets you can remove are the ODDS behind your Pass Line bet, and the ODDS on top of your COME BETS on the numbers.
- You cannot remove a PASS LINE or a COME BET that is on a number at any time.
- You can remove all of a DON’T PASS bet, or DON’T COME bet.
- You can also remove any PLACE bet on a number.
- If you have questions regarding turning bets off, or removing bets from the table, ask your dealer.
HOW to PLAY
TEXAS
HOLD’EM

THE SHUFFLE, THE DEAL
AND THE BLINDS

The dealer shuffles a standard 52-card deck.

A round disc—known as a “dealer button”—moves clockwise from
player to player with each hand. The button marks which player
would be the dealer if the deal were advanced from player to
player as the game went along.

Texas Hold'em Poker games start with the two players to the left of
the dealer button putting chips into the pot before any cards are
dealt, ensuring that there’s something to play for on every hand.
This is called “posting the blinds.” Most often, the “small blind” —
the player to the left of the dealer—puts up half the minimum bet,
and the “big blind” puts up the full minimum bet.

Each player is dealt two cards, face down, known as the “hole cards.”

Betting Begins: A round of betting takes place, beginning with the
player to the left of the two players who posted the blinds. Players
can call, raise, or fold when it’s their turn to bet.

The Flop: After the first betting round, the dealer discards the top
card of the deck. This is called burning the card and is done just in
case someone may have accidentally seen the top card.

The dealer then turns the next three cards face up on the table.
These cards are called the “flop.”

NOTE: Eventually, a total of five community cards will be placed
face up on the table. Players can use any combination of the
community cards and their own two hole cards to form the best
possible five-card Poker hand.

After the flop, another round of betting takes place, beginning with the
player to the left of the dealer button. During this and all future rounds of
betting, players can check, call, raise, or fold when it’s their turn to bet.

Fourth Street: The dealer burns another card and turns one more
card face up on the table. This, the fourth community card, is called
the “turn” or “Fourth Street.”

The player to the left of the dealer button begins the third round of
betting.

Fifth Street: The dealer burns another card before turning the final card
face-up on the table. This card is called the “river” or “Fifth Street.”

Final Betting and The Winner: Players can now use any combination of
seven cards—the five community cards and the two hole cards known
only to them—to form the best possible five-card poker hand. A player
can use 2, 1, or none of their hole cards to make a 5 card hand.

The fourth and final round of betting starts with the player to the left of
the dealer button. After the final betting round, all players who remain
in the game reveal their hands. The player with the best hand wins.
Ultimate Texas Hold’em features heads-up play against the dealer and an optional bonus bet. This game gives you several advantages:

- The earlier you bet, the more you can bet.
- You don’t have to fold until you see all the community cards.
- The Trips bonus pays odds if your final five-card hand is a three-of-a-kind or better.

**GETTING STARTED**

- Make equal bets in the Ante and Blind circles.
- You may also make the optional Trips bonus bet.
- You will then receive two cards.

**BET BIG . . . OR SMALL . . . OR NOT AT ALL**

- When you get your two hole cards, you can either check or bet 3x–4x your Ante. The dealer then reveals the three-card flop.
- If you haven’t already made a Play bet, you have a choice: check or bet 2x your Ante. The dealer then reveals the final two community cards.
- If you haven’t already made a Play bet, you have a choice: fold or bet 1x your Ante.

**WINNING & LOSING**

- The dealer then reveals their two hole cards and announces their hand.
- If your hand beats the dealer’s, your Play and Ante bets win even money.
- If the dealer’s hand beats your hand, your Play, Ante and Blind wagers lose.
- If you tie, those bets push.
- The Blind pays if your winning hand is at least a Straight (see table for odds).
- If you beat the dealer with less than a Straight, the Blind bet pushes.
DEALER QUALIFYING

- The dealer needs a pair to qualify.
- When the dealer doesn’t qualify, they return your Ante.
- All other bets receive action.

HAND RANKINGS

- Royal Flush
- Straight Flush
- Four-of-a-Kind
- Full House
- Flush
- Straight
- Three-of-a-Kind