

Blackjack

The object is for the point value of your hand to beat the dealer's without exceeding 21. If you do, you "bust," or lose. Each player receives two cards. The dealer gets two cards, one face up. Face cards each count as 10. The Ace is 1 or 11; it's up to you.

Once the cards are dealt, determine whether you want another. If you do, gesture for each card ("hit") until you've had enough ("stand"). Once everyone stands or busts, it's the dealer's turn.

If his/her total is under 17, he/she must hit; 17 or over, he/she must stand. On some games, the dealer must hit on a "soft" 17. If the dealer busts, you win. When your hand equals the dealer's, you "push" or tie. All bets pay even money, except when your initial two cards total 21 (a "blackjack"). Then you're paid either 3 to 2 or 6 to 5 (depending on the game), unless the dealer has blackjack; then you push.

If your initial two cards are of the same rank you can divide them into two hands ("splitting pairs"), each with a bet equal to the original bet. You can generally split a pair up to four times. If the dealer shows an Ace, you can buy "insurance"; a bet that the dealer has blackjack. You can bet up to half your original bet. If you don't think your hand can win, say "surrender" before you hit or stand. It costs half your bet (only on certain games) .

Craps

One player, designated the "shooter", rolls the dice. (The opportunity to be the shooter rotates.) Before the shooter's about to roll, everyone else bets on the numbers that will or won't come up.

The shooter's first roll is the "come out" roll. Before this, players can place "pass line" bets. These pay even money if the come out roll is 7 or 11, and lose if it's 2, 3, or 12.

So what if it's a 4, 5, 6, 8, 9 or 10? If any of those numbers are rolled, that number becomes the "point". If the shooter rolls a point, he keeps rolling until either the point or a 7 comes up. If the point comes up before a "7", the pass line bets win. Otherwise, they lose.

Here are the other major craps bets:

Don't Pass bets win if the come out roll is 2 or 3, and lose if it's 7 or 11. If the come out roll is 12, you push. If the come out is a 4, 5, 6, 8, 9 or 10, it becomes the point. Don't Pass bets pay even money if the shooter rolls a 7 before rolling the point, and lose otherwise. You can remove or lower your Don't Pass bet on the shooter's subsequent rolls.

Come – this is essentially a Pass bet placed after the point has been established.

If the shooter rolls a 4, 5, 6, 8, 9, or 10, that number becomes the "come point." Come bets pay even money if the shooter rolls the come point before a 7, and lose otherwise. You can't change or remove a Come bet.

Don't Come – the same as a Don't Pass bet, only incorporating the come point listed above.

Odds bets are additional bets placed once you've already placed a Pass or Don't Pass bet. You can place an odds bet up to 3, 4 or 5 times the size of your original bet, depending on what the point is.

The payoffs on odds bets depend on what number you're betting on:

Number	6 or 8	5 or 9	4 or 10
Don't Pass odds	6 to win 5	3 to win 2	2 to win 1
Pass odds	5 to win 6	2 to win 3	1 to win 2

After the point has been established, you can make a Place bet on any roll. That's a bet on the 4, 5, 6, 8, 9 or 10 – just tell the dealer which one you want, and you'll win if your number comes up before a 7. Here are the payouts:

number	6 or 8	5 or 9	4 or 10
odds	6 to win 7	5 to win 7	5 to win 9

A Field bet is a bet on the next roll. A 2 pays 2 to 1, a 12 pays 3 to 1, and a 3, 4, 9, 10 or 11 pays even money.

There are other bets – you can bet that the shooter will roll a “hard 6” (pair of 3s) before rolling an “easy 6”, or a “7”.

Or you can make the following one-roll bets:

- Any craps (a 2, 3 or 12 pays 8 for 1)
- Two, or Twelve (31 for 1)
- Three, or Eleven (16 for 1)
- Seven (5 for 1)

Roulette

The roulette wheel has 38 segments, numbered 1 through 36 in either red or black, and two green spaces indicating 0 and 00. You can bet on a single number, or on a group of numbers.

Red (or Black)	even money
Odd (or Even)	
1 – 18 (or 19 – 36)	
1 – 12 (or 13 – 24, or 25 – 36)	2 to 1
Any 6 numbers	5 to 1
00, 0, 1, 2 and 3	6 to 1
Any 4 numbers	8 to 1
Any 3 numbers	11 to 1
Any 2 numbers	17 to 1
Any number	35 to 1

Let it Ride™

Based on 5-card stud poker, this game lets you control two of three bets you make. Unlike regular poker, in this game you face the house. You place three equal bets, denoted “1”, “2” and “\$” on the table. You receive three cards, with two communal cards dealt as the game progresses. If you don’t like your cards, you can withdraw your “1” bet. Then the dealer turns over one of the communal cards. You can then withdraw the “2” bet, or “Let it Ride”. Finally, the dealer turns over the second communal card and pays the winners.

Pai Gow Poker

Pai Gow Poker is played with a standard deck plus a Joker that can be used as an Ace, or to complete a straight or flush. The object is to make the two best poker hands.

You’re dealt seven cards, with which you make a 5-card hand and a 2-card hand. Your 5-card hand must beat your 2-card hand. You play the 5-card hand against the dealer’s 5-card hand and the 2-card hand against the dealer’s 2-card hand.

If you win one hand but lose the other, you push. If one of your hands ranks the same as the banker’s hand, the banker wins the tie. Winning hands pay even money, less 5% commission.

Hands rank as follows:

Five-of-a-Kind

Royal Flush (A, K, Q, J, 10 suited)

Straight Flush (five consecutive suited cards)

Four-of-a-Kind

Full House (three cards of one rank and two of another)

Flush (five suited cards)

Straight (five consecutive cards. Highest straight is Ace through 10; second highest is Ace through 5)

Three-of-a-Kind

Two Pair

One Pair

3 Card Poker

This game offers three ways to bet and four ways to win. You start by anteing, after which players and the dealer each receive three cards. You can then make either a “Play” bet equal to the ante, or fold and sacrifice the ante. You wager both the ante and Play bets against the dealer’s hand. The dealer’s hand plays with a Queen high or better. You can also make a “Pair Plus” bet before the deal – if your hand contains a pair or better, you win. Winning hands that contain a Pair Plus bet must also place a Play bet. When the dealer doesn’t play, it’s a push and the ante wins even money.

Mini-Baccarat

RULES: PLAYER

When Player's first two cards total:	0-1-2-3-4-5	Draws a card
	6-7	Stands
	8-9	Natural-Neither hand draws

RULES: 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 then observe the following rules:

When Banker's first two cards total:	Draws when Player's third card is:	Does not draw when Player's third Card is:
3	1-2-3-4-5-6-7-9-10	8
4	2-3-4-5-6-7	1-8-9-10
5	4-5-6-7	1-2-3-8-9-10
6	6-7	1-2-3-4-5-8-9-10
7	STANDS	
8-9	NATURAL-NEITHER HANDS DRAWS	

If the PLAYER takes no third card BANKER stands on 6. The hand closest to 9 wins. All winning bets are paid even money. Winning BANK bets are charged five percent commission TIE bets pay 9 for 1.