



MOHEGAN  
PENNSYLVANIA

# GAMING GUIDE





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A complete version of the Table Games rules are available upon request. Please contact a supervisor to place request.

# BLACKJACK

Perhaps the most popular casino table game is Blackjack. The object is to draw cards closer in value to 21 than the dealer's cards without exceeding 21. To play, you place a bet on the table in the betting circle in front of you. The dealer shall deal you two cards face-up and two cards to the dealer; one face-up and one face-down. The second dealer card is the "hole card." The dealer then proceeds left to right around the table, announcing card point totals. Any card from 2 to 10 counts at face value; Jacks, Queens and Kings are counted as 10; and the Ace is counted as 11 unless that would produce a point total in excess of 21, in which case it is then counted as 1. Players are responsible for correctly computing their card point totals.

**PLAYER'S BLACKJACK:** If the first two cards dealt to you total 21, the dealer announces that you have a Blackjack; if the dealer has an "up card" of 2 through 9, you win immediately and the dealer pays your bet at 3 to 2 odds and removes your cards. If you have a Blackjack and the dealer's up card is a 10 or Ace, you must wait until the dealer verifies whether or not they have a Blackjack. If the dealer's hole card and up card do not equal 21 or if the dealer has a total of 21 in more than two cards, you win. The dealer then pays your bet at odds of 3 to 2 and removes your cards.

## PLAYER OPTIONS

**SPLITTING PAIRS:** If a player's first two cards dealt are the same value, the player may split them into two hands. To split, the player places a wager equal to their initial wager. The dealer completes the first hand then progresses to the second hand. When splitting Aces, players receive only one card on each hand. If the dealer has a Blackjack, you only lose your original bet. In split hands, an Ace and a 10 equal 21, not a Blackjack. You can only split pairs twice for a total of three hands. Only in Spanish 21 are Aces allowed to be split two times for a total of three hands.

**RE-SPLITTING PAIRS:** If after splitting the player receives another card of the same value, the player may split again. The exception is Aces may only be split once. A player must bet

the exact amount of their original bet for each additional bet. If the dealer has a Blackjack, you only lose your original bet.

**DOUBLING DOWN:** After two cards have been dealt to the player or after being dealt the second card on a split, players may make an additional wager less than or equal to their original bet. This is called "Doubling Down." The exception is players may not Double Down when their first two cards total 21. Double Down hands may only draw one additional card. If the dealer has a Blackjack, the players only lose their original bet.

**EVEN MONEY:** When the guest has a Blackjack and the dealer has an Ace showing, the guest has the option of accepting an even money (1 to 1) payment, instead of making an Insurance wager.

**INSURANCE:** Insurance is an extra bet that can be made only when the dealer has an Ace as the up card. In order to play the insurance bet, you may wager up to half of your original bet. If the dealer has Blackjack, the insurance bet pays 2 to 1. If the dealer does not have Blackjack, the insured wager loses and the game continues as usual. An insurance bet is placed immediately after you receive your first two cards. A Blackjack will beat the point total of 21.

**SURRENDER:** After receiving your first two cards, the player will have the opportunity to surrender his wager. Simply put, it means that you think that your hand total will not beat the dealer's point total, therefore you will forfeit half of your wager and the right to play against the dealer. Note: If the dealer's first card is an Ace or a ten value card, you will have to wait for the dealer to verify that he does not have Blackjack. If the dealer has Blackjack, you will not be able to surrender.

**MATCH THE DEALER:** The dealer deals two cards face up to each player and two cards to the dealer with one card face up. The cards of the players with the "Match the Dealer" wager are checked and if either cards numerically match the dealer's up card, players are paid for each card that matches the dealer's up card numerically. Matches for the winning player(s) will be paid according to the following payout schedule:

MATCH THE DEALER	PAYOFF
1 Non-Suited Match	4-1
2 Non-Suited Matches	8-1
1 Suited Match	11-1
1 Non-Suited & 1 Suited Match	15-1
2 Suited Matches	22-1

**BET THE SET:** “Bet The Set 21” is an optional bonus wager on Blackjack that considers the first two cards a player receives. If the players first two cards are a pair, the player wins.

Each guest makes a standard blackjack wager. They also have the option of wagering on the “Bet the Set” wager. Once each guest has received their first two cards, if their first two cards are a pair or suited pair, they win according to the posted payable. If the player does not have a pair, the “Bet the Set” wager loses.

All bonus payouts apply to the guest’s first two cards only. “Bet the Set” wagers will be settled immediately after everyone receives their first two cards. Then, normal Blackjack play will resume.

HAND	PAYS
Suited Pair	15 to 1
Non-Suited Pair	10 to 1

**BUSTER BLACKJACK:** Buster Blackjack is an exciting Blackjack side bet that allows players to win odds when a dealer busts. The higher the number of cards in a dealers’ busted hand, the higher the payout for the Buster bet. If there are Buster Blackjack wagers remaining in action, the dealer must complete his hand so the outcome of the side wager can be determined. This is done even if all players have busted and/or received a Blackjack.

## RULES OF PLAY

To begin, players must place a standard Blackjack wager and the optional Buster Blackjack side wager. After all wagers have been made, the standard Blackjack game continues per house rules.

If the dealer has a Blackjack, all Buster Blackjack side wagers lose.

If a player who made the Buster Blackjack side wager has a Blackjack and the dealer does not, the dealer will pay the players’ Blackjack and

tuck the player’s two cards face up under the player’s Buster Blackjack wager to indicate that the side wager remains in action.

If a player who made the Buster Blackjack wager busts, the dealer will collect the losing Blackjack wager and tuck the player’s cards face up under the Buster Blackjack wager to indicate that the side wager remains in action.

If the dealer’s completed hand does not exceed 21, all Buster Blackjack wagers lose. If the dealer’s completed hand exceeds 21, the dealer will pay all Buster Blackjack wagers based on the number of cards in the dealer’s hand. (See payable for odds below.)

DEALER BUSTS WITH	PAYS
8 or more cards	250 to 1
7 cards	50 to 1
6 cards	20 to 1
5 cards	8 to 1
4 cards	2 to 1
3 cards	1 to 1

**HOUSE MONEY:** House Money is an optional side bet for Blackjack. The object is to get one of the following two-card starting hands: Ace-King Suited / Straight Flush / Pair / Straight

If you start with one of these hands, you may take down your winnings or you may add them to your standard Blackjack wager, letting you play with House Money!

**GETTING STARTED:** You must make a standard Blackjack wager. You may also make the House Money wager for any amount within the posted limits. You will then get your first two cards.

## HOW TO WIN:

The House Money bet wins if your first two cards are:

Ace-King Suited	9-1
Straight Flush	4-1
Pair	3-1
Straight	1-1

**RISK AND REWARD:** If your House Money bet wins, you may collect the proceeds (winnings and original bet) or you may add them to your standard Blackjack wager. The only time you don’t have the choice is if the dealer has Blackjack. Then you must collect the proceeds. Note: Do not touch the chips while they are in action. The dealer will move them for you.

## BLAZING 7'S PROGRESSIVE:

Blazing 7's is an optional \$5 progressive wager that's based on 7's. You win if at least one of your first two cards are a 7. You win more if both of your first two cards are 7's. The payouts increase further if the dealer's up card is also a 7. See pay table below for odds. Note: The progressive payout is only based on the player's first two cards and the dealer's up card.

HAND	PAYS
Three 7's – Diamonds	100% of Meter
Three 7's – Other Suit	10% of Meter
Three 7's – Same Color	500 for 1
Three 7's – Mixed	200 for 1
First Two Cards – 7	25 for 1
One of the first two cards – 7	2 for 1

## STADIUM BLACKJACK:

Stadium Blackjack is played the same way as traditional Blackjack, however your bets are placed via a terminal directly in front of you, very similar to a slot machine. This is the only Blackjack where we offer a \$5 minimum bet, perfect for guests who are just learning to play.

Once you have placed your bets within the betting period, the dealer will deal one card for the player, one card for the dealer, and a final card for the player. All players share the same player cards. As guests on each terminal begin making decisions on the hand, standing, hitting, doubling down, etc., the dealer will begin to pull community cards to complete guest hands. Once everyone has acted on their hand, the next cards dealt, if needed, to the community will complete the dealer's hand. On Stadium Blackjack the guests also have the option of two side action bets. The first side action bet is "Bet the Set 21". This is an exciting side bet for Blackjack that considers the first two cards a player receives. If the cards are a pair or a suited pair, the player wins. The value of the player's hand is independent of the dealer's hand and is unaffected by the dealer's Blackjack.

Suited Pair	15 to 1
Unsuited Pair	10 to 1

The second side action bet offered is "Royal Match 21". This bet also considers the players first two cards. If the first two cards are the same suit or a Royal Match (King and Queen suited) the player wins.

Royal Match (Suited King and Queen)	50 to 1
Suited Match	2 to 1

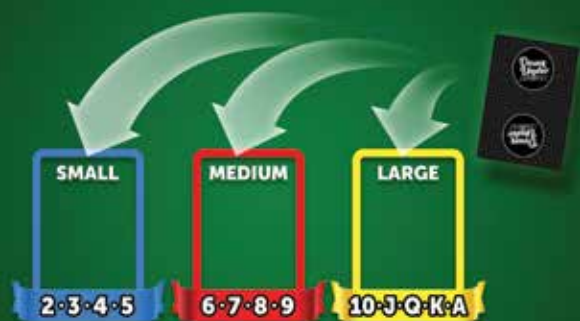


WHY GUESS WHEN YOU CAN SEE WHAT THE DEALER HAS DOWN UNDER?

Down Under Blackjack lets you see the strength of the dealer's hand before you decide how to play your own hand. Before the players act, the dealer will identify his down card as being Small, Medium or Large by placing the hand on one of the color-coded areas.

BLUE	2, 3, 4 or 5
RED	6, 7, 8 or 9
GOLD	10, J, Q, K or A

Once the dealer has given you this extra information you can use it to your advantage.



## BLACKJACK RULES APPLY

- Dealer stands on all 17s (including soft 17)
- Blackjacks pay 3:2
- Player may split one time for a total of two hands
- Player may double on any two card total
- Player may double after a split
- No Surrender

## ALL HANDS PUSH AGAINST A DEALER 22, EXCEPT FOR THE GOLDEN RULE

- Player 21s always win against dealer 22
- Original two-card hands (no splitting) with exactly two Gold Cards win against the dealer 22



ALSO INCLUDES.



## HOW TO PLAY

Play Match the Dealer by placing a bet in the Match the Dealer bet circle. The player must also make a regular 21 bet. If either or both a player's first two cards exactly match the dealer's up card in rank (fours match fours, jacks only match jacks, queens only match queens, etc.) the player wins an amount per the payoff table below.

## FIVE BIG PAYOFFS

· Non-Suited Match	Pays	4-1
· Non-Suited Matches	Pays	8-1
· Suited Match	Pays	11-1
· Non-Suited & 1 Suited Match	Pays	15-1
· Suited Matches	Pays	22-1

## CRAPS

This fast-paced game has been around for centuries. It is played by placing various bets on a Craps table and throwing two dice to the opposite end of the table. Each roll is independent and the game moves at a brisk pace.

## BETTING OPTIONS

**PASS LINE:** Pass Line Bets can be made only before the first roll of the dice known as the "Come Out Roll." Players win on a natural 7 or 11 and lose on craps 2, 3 or 12 on the Come Out Roll. Any other number rolled becomes the point and a shooter must roll their point again before rolling a 7 in order to win. After the point is established and a 7 is rolled, the shooter will lose. When the shooter rolls a losing 7, the game ends, bets are paid and the dice are passed to the next shooter. A Pass Line Bet cannot be reduced or removed after the Come Out Point has been established.

**DON'T PASS LINE:** Don't Pass Bets are the exact reverse of the Pass Line Bets. Don't Pass Bets can only be made before the Come Out Roll. Don't Pass Bets lose on a natural 7 or 11 on the Come Out Roll, win on craps 2 and 3 but should the shooter roll a 12, the bet does not win or lose, it is a "Push." Any other number rolled becomes the point and the player shall win if the shooter rolls a 7 before rolling their point. The bet will lose if the shooter rolls their point before rolling a 7. Don't Pass Bets may be removed or reduced at any time during the hand; however, the bet may not be increased or replaced once the point has been established.

**COME BETS:** Come Bets are made any time after a shooter has rolled a point. These bets are similar to Pass Line Bets in that they become subsequent points during a shooter's roll. As with the Pass Line, Come Bets win on a 7 or 11 and lose on 2, 3 or 12. A Come Point must be rolled again before a 7 is rolled in order to win and be paid. If a 7 rolls before a Come Point has been rolled a second time, the player loses.

**DON'T COME BETS:** Don't Come Bets are also made any time after a shooter has established their point. As with Don't Pass Bets, Don't Come Bets lose if a 7 or 11 is rolled and win if 2 or 3 is rolled and, as with the Don't Pass, 12 is a push. Any other number that rolls becomes the Don't Come Point. The player wins if a 7 is rolled before the Don't Come Point is rolled again; the player loses if the point is rolled before a 7.

**FIELD BETS:** A Field Bet is a one-roll bet that can be made at any time. If any of the printed numbers in the Field section of the layout are rolled, the player wins (i.e., 2, 3, 4, 9, 10, 11 or 12). Winning bets are paid even money on the numbers 3, 4, 9, 10 and 11; 2 to 1 on the numbers 2 and 12.

**PLACE BETS:** Place Bets can be made at any time during play and can be made on any or all of the point numbers: 4, 5, 6, 8, 9 and 10. Place Bets win when that number is rolled before a 7. A Place Bet may be increased or decreased at any time during play prior to the roll of the dice. Place Bets are off on the Come Out Roll unless the player specifies that the bets are in action.

**BUY BETS:** A Buy Bet may be made on any point number 4, 5, 6, 8, 9 and 10. The bet wins if the number rolls before a 7 is rolled and loses if the 7 is rolled before the number bet. A 5% vigorish is collected when making a buy bet. A winning buy bet receives true odds. The true odds are 2-1 on the 4 and 10, 3-2 on the 5 and 9 and 6-5 on the 6 and 8.

**LAY BETS:** A Lay Bet can be made against any of the point numbers 4, 5, 6, 8, 9 and 10. The Lay Bet wins if a 7 rolls before the point number that has been made and loses if the point number is rolled before a 7. A 5% vigorish is collected on the amount potentially won when making a lay bet. A winning lay bet receives true odds. The true odds are 1-2 on the 4 and 10, 2-3 on the 5 and 9 and 5-6 on the 6 and 8.

**ANY CRAPS:** Any Craps is a one-roll bet. If 2, 3 or 12 is rolled, the bet wins. If any other number is rolled, the bet loses.

**ANY SEVEN BET:** Any Seven Bet is a one-roll bet. If a 7 is rolled, the bet wins. If any other number rolls, the bet loses.

**2, 3, 11 OR 12 BETS:** 2, 3, 11 or 12 Bets are four different individual one-roll bets. If the number that is bet is rolled, the bet wins. If any other number rolls, the bet loses.

**HORN BETS:** A Horn Bet is a one-roll bet made with equal amounts of money on each of the 2, 3, 11 and 12. If any of these numbers are rolled, the bet wins. If any other number is rolled, the bet loses.

**HORN HIGH BETS:** A Horn High Bet is similar to the Horn Bet with the exception that one designated number has one extra unit bet on it. Horn High Bets are made in unit amounts of five. The player wins if any 2, 3, 11 or 12 is rolled and loses if another number is rolled.

**WORLD BETS:** A World Bet is a one-roll bet composed of 20% of the wager on the Any Seven and 80% on the Horn.

If 2, 3, 11 or 12 is rolled, the bet wins. If 7 is rolled, no money is won or lost on the World Bet. If any other number rolls, the bet loses.

**HARDWAYS:** Hardways are defined as an even point number 4, 6, 8 and 10 is rolled as pairs on the dice. An example would be the hard 6 would be rolled as two 3s. A hard number rolled as a pair would win. A Hardway loses if the number is rolled any way other than two pairs or if a 7 is thrown.

## STADIUM CRAPS

This will be another addition to our stadium gallery. Stadium Craps is played the same way as traditional Craps, only stadium style. Once the players on each terminal have placed their bets within the betting period, betting will close, and the dealer will push the green button to activate the popper. This will cause the two dice to bounce within the popper and once the dice land flat the dealer will record the results. All rules of the game, and a brief explanation of how the game is played is accessible through the touch screen displays. Traditional craps bets will be offered with a minimum bet of \$5.

## ROULETTE

Roulette is an exciting game of chance. A Double-Zero Roulette wheel has 36 numbers from 1 to 36, 0 and 00. The numbers are alternately colored red and black with 0 and 00 colored green. The Roulette layout is numbered and colored the same as the Roulette wheel. A Double-Zero Roulette wheel has 38 equally-spaced compartments on the wheel.

A Single-Zero Roulette wheel contains numbers 1 to 36 and 0. The numbers are alternately colored red and black with 0 colored green. A Single-Zero Roulette wheel contains 37 equally-spaced compartments on the wheel.

Players may place bets with colored Roulette chips on any number or combination of numbers on the Roulette table. Chips are sold as a single color to a player to differentiate between multiple players. The color chip values are determined by the amount the player pays for the original stack of 20.

The Roulette wheel is spun in one direction while the dealer spins the Roulette ball in the opposite direction. Players may place bets on any number, combination of numbers or section of numbers, red or black colors, odd or even numbers or 0 and/or 00. The dealer signals the end of betting by saying, "No more bets."

Please remember, where players place their chips on the Roulette table determines their bet and the player is responsible for the chips' correct placement. After the ball falls onto a number on the Roulette wheel, the dealer calls out the winning number and places the marker "Dolly" on it. All losing bets are collected and winning bets are paid.

See pay table on the following page:

Note: Value chips can be utilized at the discretion of the dealer/supervisor.

## ROULETTE PAYOUT

WAGER	PAYOFF
One number	35 : 1
Two numbers	17 : 1
Three numbers	11 : 1
Four numbers	8 : 1
Five numbers	8 : 1
Six numbers	5 : 1
Dozens	2 : 1
Columns	2 : 1
Red or Black	1 : 1
Odd or Even	1 : 1
1-18 or 19-36	1 : 1

## FUSION HYBRID ROULETTE

Fusion Hybrid Roulette allows guests to wager on up to four roulette wheels simultaneously from one wagering terminal. Each roulette wheel is staffed by a live dealer who is spinning the ball. A touchscreen displaying four colored tabs allows guests to switch between and view live outcomes from each available game. This action packed hybrid gaming experience gives players the opportunity to wager concurrently on up to four games at once with just the touch of a finger, super-charging the excitement and increasing the odds of winning. Minimum Wager - \$2 per Spin.

*fusion*  
HYBRID





## MINI BACCARAT AND MIDI-BACCARAT

Baccarat is a game dating back to ancient times. It is played with eight decks of cards and the object is to get a point count closest to 9. Picture cards, 10s and any combination of cards totaling 10 have no value. All other cards are counted at face value. An Ace is valued at 1. The “modern” innovations of Mini Baccarat have recently been developed and are played basically the same as regular Baccarat; however, the table sizes vary. Midi-Baccarat is another exciting version of Baccarat. It is the only version where players can handle the cards that are dealt to them. Two cards are dealt to the player’s hand and two are dealt to the banker’s hand. The dealer will call out the point totals of each hand. If the point value of the first two cards drawn for either hand is an 8 or 9, it is called a “natural” and no additional cards will be drawn.

A guest has the choice of three bets on any Mini or Midi-Baccarat game: the banker, the player and the tie. Guests choose sides and place their bets. When all are placed, the dealer will announce, “No more bets” and then deal the cards. Whichever side has a point total closer to 9 wins. If both the player’s and the banker’s hand have the same total, it is declared a tie. Winning player and/or banker bets are paid 1 to 1 and ties are paid 8 to 1. A winning banker’s hand is charged a 5% commission. The commission will be accounted for by the dealer and must be paid at the end of the shoe.

Unless the banker’s hand is a “natural” (8 or 9), the player’s hand shall draw a third card if the point count of the player’s hand is 5 or less and will not draw a card if the point count is 6 or more.

### 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 Draws Hand

### RULES: BANKER

When a 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 will always draw on 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	1-2-3-4-5-6-7-9-0	8
4	2-3-4-5-6-7	1-8-9-0
5	4-5-6-7	1-2-3-8-9-0
6	6-7	1-2-3-4-5-8-9-0
7	Stands	
8-9	Natural - Neither Hand Draws	

### DRAGON 7 RULE

Instead of taking a commission, when the banker wins with a point total of 7 consisting of three cards, the banker hand is “Push.” The player bet and tie bet lose as normal.

### DRAGON 7 SIDE WAGER

Guests may place an optional side wager that the Banker hand will be a point total of 7 consisting of three cards. This wager pays 40 to 1.

### PANDA 8 SIDE WAGER

Guests may place an optional side wager that the Player’s hand will be a point of 8 consisting of three cards. This wager pays 25 to 1.

## FACE UP PAI GOW POKER

Face Up Pai Gow Poker combines the elements of the ancient Chinese game of Pai Gow and the American game of poker. It features head-to-head play against the dealer and is played on a table similar to Blackjack, with a deck of fifty-two playing cards plus one Joker. The Joker is not a wild card but may be used as an Ace by itself or as any card to complete a straight, flush, straight flush or a royal flush.

Face Up Pai Gow is played like conventional Pai Gow Poker, except in which all the dealer cards are exposed first. If the dealer has exactly an Ace-High hand "Pai Gow," then the guest's hand will automatically result in a push (tie).

Each guest at the table is dealt seven cards, including the dealer. After all hands are dealt, the dealer exposes their seven cards and sets their hand in accordance to the house way. If the dealer's hand does not contain an "Ace-High" Pai Gow, the guests set their seven card hand, and standard Pai Gow play continues. If the dealer's hand is an "Ace-High" Pai Gow, the dealer will display the "ACE-HIGH" button, and all guest's main wagers are pushed.

In standard Pai Gow all hands contain a two-card hand and a five-card hand. The five card hand must be higher in ranking value than the two card hand (the ranking of the hands are that of traditional American Poker). To win, both of the guest's hands have to be higher in rank than both of the dealer's hands. If the guest wins one hand and the dealer wins the other, the bet will be considered a push or a tie. If both of the Dealer's hands are higher than the guest's hands, the guest shall lose their wager. Winning hands are paid even money. Guests do NOT pay commission on winning hands.

Guests may also wager the optional "Ace-High" bonus.

The "Ace-High" bonus wager pays if the dealer's seven cards are an Ace High Pai Gow. See payable for odds:

HAND	PAY TABLE
Dealer and Player Ace-High	25 to 1
Dealer Ace-High w/Joker	10 to 1
Dealer Ace-High No Joker	7 to 1

## FACE UP PAI GOW PROGRESSIVE

The "Progressive" bet considers the best hand possible among the player's seven cards. Guests must place a \$1 chip on the sensor to be eligible. See payable for odds.

HAND	PAY TABLE
7-Card Straight Flush	100% of the Progressive
Five Aces	10% of the Progressive
Five of a Kind	1000 to 1
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	20 to 1
Full House	5 to 1

## LET IT RIDE

Let It Ride is a variation on the standard game of stud poker. However, players have an opportunity to exercise more control over their wagers. Players do not play against the dealer or each other and they have the option to take back the first two of their three initial bets. The object of the game is to have the player make the best five-card poker hand using their three cards and two community cards.

To play, a player places three equal bets on the Let It Ride layout in each of the three spots, (1) (2) (\$).

The dealer then gives three cards to everyone playing and two cards face down in front of the chip tray. The dealer's cards act as community cards and the dealer reveals them one at a time as the game progresses.

To begin, players look at their three cards. The dealer then asks each player in turn if they wish to take back their first bet or "Let It Ride."

The dealer turns over the first community card. Players are again asked if they would like to take back their second bet or, once again, "Let It Ride." At this time, players place their cards face-down on the layout in front of them.

The dealer then turns over the second community card and in turn each of the players' cards. Winners are paid according to the payout schedule. No matter what players have opted to do with their two previous bets, a player's third bet may not be removed as this bet is a "Contract Bet."

Players have the option to wager \$1 on the Progressive bet that will win on a hand that is three of a kind or better. The dollar for the optional Progressive bet must be collected before the cards are dealt by placing the dollar on the light in front of the betting circles. This progressive wager is linked and can be won on Let It Ride, Texas Hold 'Em Bonus, Mississippi Stud or Four-Card Poker.

### THREE-CARD BONUS PAY TABLE

Straight Flush	40-1
3-of-a-Kind	30-1
Straight	6-1
Flush	3-1
Pair	1-1

### BASIC PAY TABLE

Royal Flush	1,000-1	Straight	5-1
Straight Flush	200-1	3-of-a-Kind	3-1
4-of-a-Kind	50-1	Two Pair	2-1
Full House	11-1	10s or Better	1-1
Flush	8-1		

### FIVE-CARD PROGRESSIVE PAYOUT

HAND	PAY TABLE
Royal Flush	100% of meter
Straight Flush	10% of meter
4-of-a-Kind	300 for 1
Full House	50 for 1
Flush	40 for 1
Straight	30 for 1
3-of-a-Kind	9 for 1

**ENVY BONUS** An Envy Bonus will be paid to each guest that wagered on the \$1 Progressive wager on a hand where a different guest wins with a hand of either a Royal Flush or a Straight Flush.

HAND	ENVY BONUS
Royal Flush	\$1,000
Straight Flush	\$300

**Maximum Aggregate Payout of \$50,000 only applies to a standard Let It Ride Poker wager.**

## THREE-CARD POKER

Three-Card Poker is an exciting variation of stud poker in which players are challenged to make the best poker hand while playing with only three cards. Players may bet against the dealer or bet on the value of their own three-card hand or both. An "Ante Bonus" shall be paid if a player is dealt one of the three highest ranking hands in the game. The Ante Bonus is paid regardless of the dealer's hand.

### BETTING OPTIONS

To play Three-Card Poker, place an Ante wager, a "Pair Plus" wager or both at the same time before the dealer announces, "No More Bets."

To play against the dealer, a player must first make an Ante bet or both the Ante and the Pair Plus bets. After players have viewed their cards, they have the option of either placing a Play wager equal to their Ante wager or forfeiting their original bets. The dealer must have Queen High or better to qualify and the game moves on.

If the dealer does not have a qualifying hand, the Ante wager is paid 1 to 1 and the Play wager is returned to the player. In the event of a tie hand, the hand is called a Push and the wagers are returned. If the dealer qualifies with a Queen High or better and the player's hand beats the dealer's hand the Play wager and Ante wager are paid 1 to 1.

After making a Play wager, if the dealer qualifies and the player's hand beats the dealer's hand, the Play wager is paid 1 to 1. After making an Ante wager, if the dealer qualifies and the player's hand beats the dealer's hand, the Ante wager is paid 1 to 1. In the event of a tie hand, the hand is called a Push and the wagers are returned.

**PAIR PLUS:** Bet the Pair Plus spot to bet on your own hand. If your hand contains a pair or better, you win. The maximum Pair Plus bet is \$100. The rankings of the hands in Three-Card Poker differ from traditional poker hands. In Three-Card Poker, a straight beats a flush.

**\$1 PROGRESSIVE WAGERING:** If a player gets an Ace-King-Queen in Spades, it triggers the \$1 progressive jackpot. Hands containing an Ace-King-Queen suited, Three-of-a-Kind and Straights trigger a flat payout off the meter. If a player makes the \$1 progressive wager and their hand does not qualify for payouts, they may still win the Envy Bonus payout if at least one player has an Ace-King-Queen suited. A player cannot win Envy Bonuses for his own hand or the dealer's.

### PAIR PLUS PAYS

Straight Flush	40-1
3-of-a-Kind	30-1
Straight	6-1
Flush	3-1
Pair	1-1

### ANTE BONUS PAYS

Straight	1-1
3-of-a-Kind	4-1
Straight Flush	5-1

## THREE-CARD POKER PROGRESSIVE PAYS

A-K-Q of Spades	100% of Jackpot
A-K-Q of Hearts/ Diamonds/Clubs	500 for 1
Straight Flush	70 for 1
-of-a-Kind	60 for 1
Straight	6 for 1

### ENVY BONUS PAYOUTS:

A-K-Q of Spades	\$100 for each other betting player
A-K-Q of Hearts/ Diamonds/Clubs	\$25 for each other betting player

## SIX-CARD POKER

### RULES OF PLAY:

1. Three-Card Poker Six-Card Bonus features an optional bonus side bet to the regular Three-Card Poker game.
2. The dealer follows house procedures for dealing the regular game. To begin each round, players must make their standard wagers and, if they like, the Six-Card Bonus wager.
3. The Six-Card Bonus wager is based on the best 5-card Poker hand that can be made from the three cards dealt to the Dealer and the three cards dealt to the Player. Thus, each Player uses his own 3 cards and combines them with the Dealer's 3 cards.
4. The Player is eligible to win the Six-Card Bonus wager even if he folds his Ante/Play Wager. If the player's hand qualifies for bonus payouts, the dealer pays him according to the posted paytable. If the player's hand doesn't qualify for payouts, the dealer collects the losing wagers and removes the cards.
5. Paytables offered for Six-Card Bonus are shown below:

Royal Flush	1000 to 1
Straight Flush	200 to 1
Four of a Kind	100 to 1
Full House	20 to 1
Flush	15 to 1
Straight	9 to 1
Three of a Kind	8 to 1

\*\*THE MAX BET ON THE "SIX-CARD BONUS"  
IS \$25\*\*

## SPANISH 21

Spanish 21 is similar to a regular Blackjack game with more fun and more opportunities to win.

The game is played with a Spanish Deck of 48 cards; 2-9, J, Q, K, A; no number 10 cards. All cards count as their face value with the exception of Kings, Queens and Jacks, which count as 10. Aces count as either 1 or 11. Spanish 21 is played like Blackjack with the following exceptions:

**PLAYER'S BLACKJACK:** Always beats a dealer's Blackjack and is paid 3 to 2.

**PLAYER'S TOTAL OF 21:** Always beats a dealer total of 21 unless the dealer has Blackjack and the player has 21 with more than two cards. Winning player wagers are paid 1 to 1. Certain player 21 totals result in additional Spanish 21 payouts.

**DOUBLE DOWN:** Players may Double Down once on two or more cards, on any total including after splitting. No payouts are permitted over 1 to 1 on double hands.

**DOUBLE DOWN RESCUE:** After doubling, including doubling on a split hand, players may choose to rescue (take back) the doubled portion of the bet and forfeit the original bet.

**SPLITTING PAIRS:** If a player's first two cards dealt are the same value, the player may split them into two hands. To split, the player places a wager equal to their initial wager.

The dealer completes the first hand then progresses to the second hand. When splitting Aces, players receive only one card on each hand. If the dealer has a Blackjack, you only lose your original bet. In split hands, an Ace and a King, Queen or Jack equal 21, not a Blackjack. You can split any pairs, including Aces, twice for a total of three hands.

**RE-SPLITTING PAIRS:** If after splitting the player receives another card of the same value, the player may split again. A player must bet the exact amount of their original bet for each additional bet. If the dealer has a Blackjack, you only lose your original bet.

**SURRENDER:** Player's may surrender one half of their wager on the first two cards. However, if the dealer has Blackjack, the entire bet loses.

**INSURANCE:** Insurance is an extra bet that can be made only when the dealer has an Ace as the up card. In order to play the insurance bet, you may wager up to half of your original bet. If the dealer has Blackjack, the insurance bet pays 2 to 1. If the dealer does not have Blackjack, the insurance wager loses and the game continues as usual. An insurance bet is placed immediately after you receive your first two cards.

A Blackjack will beat the point total of 21.

#### **BONUS PAYOFFS:**

All bonus payoffs are based on a hand totaling 21.

5 Card 21	3 to 2
6 Card 21	2 to 1
7 or more Card 21	3 to 1
6-7-8 Mixed Suit	3 to 2
6-7-8 Same Suit	2 to 1
6-7-8 Spades	3 to 1
7-7-7 Mixed Suit	3 to 2
7-7-7 Same Suit	2 to 1
7-7-7 Spades	3 to 1

**SUPER BONUS:** Suited 7-7-7 vs. Dealer's up card of any 7 \$5,000 on \$25 wager or more \$1,000 on original bet under \$25 Envy Bonus of \$50 is paid to all other betting players. Splitting/ Doubling voids Super Bonus.

**MATCH THE DEALER:** The dealer deals two cards face up to each player and two cards to the dealer with one card face up. The cards of the players with the "Match the Dealer" wager are checked and if either cards numerically match the dealer's up card, players are paid for each card that matches the dealer's up card numerically. Matches for the winning player(s) will be paid according to the payout schedule below.

MATCH THE DEALER	PAYOFF
1 Non-Suited Match	3-1
2 Non-Suited Matches	6-1
1 Suited Match	12-1
1 Non-Suited & 1 Suited Match	15-1
2 Suited Matches	24-1

#### **"MATCH THE DEALER" PROGRESSIVE WAGER:**

In order to play the "Match the Dealer" progressive wager, the guest(s) must make a regular Spanish Blackjack bet during the current hand of play. The guest(s) must place a \$5 wager

on the progressive wagering device. If the guest(s) first and/or second card matches the dealer's up card, a progressive payout will be issued in an amount determined by the odds chart below.

2 Suited Match Ace of Spades	100% Progressive
2 Suited Match All Others	10% Progressive
1 Non-Suited and 1 Suited Match	8 to 1
1 Suited Match	5 to 1
2 Non-Suited Matches	6 to 1
1 Non-Suited Match	3 to 1

## **POKER**

We have a variety of the most popular poker games with a wide range of limits.

### **OMAHA**

Omaha is similar to Hold 'Em, except each player is dealt four down cards instead of two. The betting is the same as Hold 'Em. However, to make a hand, a player must use precisely two hole cards with any combination of exactly three community cards.

### **ULTIMATE TEXAS HOLD'EM**

Ultimate Texas Hold'em features head-to-head play against the dealer. Both the players and the dealer each receive two cards. They combine them with five community cards to make their best five card hand. Players have the option to bet on the "Trips" and "Progressive" bonus wagers.

To begin play, guests must make equal wagers on the Ante and Blind bet. Trips and Progressive bets are optional. The dealer deals five cards face down as community cards, three for the flop and a two-card river. Each player receives two cards and finally the dealer receives two cards.

After the guest's look at their cards they have the option to: Check (do nothing); or Make a "Play" wager equal to 3X or 4X their Ante. Once a "Play" wager has been made at any level, guests cannot bet the "Play" again. They cannot change their bet or go back and review the hand\*\*.

The dealer then turns the first three community cards (flop) face up and guests who have not made a "Play" wager can:

Check (do nothing); or

Make a "Play" wager equal to 2X their ante.

The dealer then turns the final two community cards (turn and river) face up and the guests who have not made a "Play" wager can: Fold; or Make a "Play" wager equal to 1X their ante.

After all guests have made their decisions, the dealer will then expose their two cards.

Note: The dealer must have a Pair or higher to qualify, If the dealer does not qualify, the Ante bets push\*\*.

If the guest's hand beats the dealer's hand, the Play and Ante bets win even money.

If the guest's hand loses to the dealer's hand, the Play, Ante and Blind bets all lose.

When the hands are tied, the Play, Ante and Blind bets push.

If the guest wins with less than a straight, the Blind bet pushes.

For payouts, please refer to the following paytables:

#### TRIPS

Royal Flush	50 to 1
Straight Flush	40 to 1
Four-of-a-Kind	20 to 1
Full House	6 to 1
Straight	5 to 1
Other Hands	3 to 1

#### BLIND

##### MUST BEAT THE DEALER TO WIN

##### THE BLIND BET

Royal Flush	500 to 1
Straight Flush	50 to 1
Four-of-a-Kind	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1
Other Hands	Push

##### FIVE-CARD BONUS METERED JACKPOT (ORIGINAL WAGER IS NOT RETURNED)

Royal Flush	100%
Straight Flush	10%
Four-of-a-Kind	300 to 1
Full House	50 to 1
Flush	40 to 1
Straight	30 to 1
Other Hands	9 to 1

\*\*Please note: There is a \$50,000 aggregate payout per player per round. This aggregate only applies to the Blind, Ante and Play wagers

## NO-LIMIT HOLD 'EM

In a No-Limit Hold 'Em game, there are designated blinds and/or antes plus a designated opening bet. Any players may bet any amount of money they have on the table.

## SEVEN-CARD STUD

Seven-Card Stud is played with two down cards and one up card, a betting round, followed by three more up cards (with betting round after each), then a final down card and a final round of betting. The best five-card hand wins the pot.

## SEVEN-CARD HI-LOW SPLIT-EIGHT OR BETTER

A variation of Seven-Card Stud, the best high hand splits the pot with the best low hand.

For additional information please see the Poker Gaming Guide.

## MISSISSIPPI STUD POKER

Mississippi Stud is a five-card poker game that allows players to bet up to 10 units on a single hand. Mississippi Stud allows players to compete against a pay table rather than the dealer and win if their hand is a pair of Jacks or better.

HAND	PAYOUT ODDS
Royal Flush	500 to 1
Straight Flush	100 to 1
4-of-a-Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
3-of-a-Kind	3 to 1
2 Pair	2 to 1
Pair of Jacks or Better	1 to 1
Pair of 6s to 10s	Push

To play, players make an Ante bet to receive their first two cards. The dealer will place three community cards face down in the middle of the layout.

Once they receive their cards, players may either fold or make the 3rd Street bet of one to three times their Ante. The dealer will reveal the first community card. After seeing the first community card, players can either fold or make the 4th Street bet of one to three times their Ante. The dealer will then reveal the second community card. After seeing the second community card, players can either fold or make the 5th Street bet of one to three times their Ante.

After the dealer turns over the final community card, he resolves all bets left in action. Players win if their five-card hand contains a pair of Jacks or better. If a player folds, they forfeit all of their bets that are still left in action.

Players have the option to wager \$1 on the Progressive bet that will win on a hand that is three of a kind or better. The dollar for the optional Progressive bet must be collected before the cards are dealt by placing the dollar on the light in front of the betting circles. This progressive wager is linked and can be won on Let It Ride, Ultimate Texas Hold'em, Mississippi Stud or Four-Card Poker.

### THREE-CARD BONUS™ OPTIONAL SIDE BET

Players may make the optional 3 Card Bonus™ bet in addition to their standard Mississippi Stud wager. At the casino's discretion, players may bet more on this bonus than on the base game wager. If the three community cards contain a pair or better, the 3 Card Bonus™ bet wins. See pay table:

### THREE-CARD BONUS™ PAY TABLE

HAND	PAYOUT ODDS
Mini Royal	50 to 1
Straight Flush	40 to 1
3-of-a-Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

### FIVE-CARD PROGRESSIVE PAYOUT

HAND	PAY TABLE
Royal Flush	100% of meter
Straight Flush	10% of meter
4-of-a-Kind	300 for 1
Full House	50 for 1
Flush	40 for 1
Straight	30 for 1
3-of-a-Kind	9 for 1

**ENVY BONUS** An Envy Bonus will be paid to each guest that wagered on the \$1 Progressive wager on a hand where a different guest wins with a hand of either a Royal Flush or a Straight Flush.

HAND	ENVY BONUS
Royal Flush	\$1,000
Straight Flush	\$300

Maximum Aggregate Payout of \$50,000 only applies to a standard Mississippi Stud Poker wager.

## FOUR-CARD POKER

Four-Card Poker Progressive features thrilling head-to-head play against the dealer, the ability to triple-down on the Play bet and a progressive bet that wins when a player's five card hand contains a Three-of-a-Kind or better.

To compete against the dealer, players make an Ante wager. Players receive five cards to make their best four-card hand, and the dealer receives six cards to make their best four-card hand. The dealer always qualifies. After reviewing their cards, players may fold or make the Play wager which can be one to three times their Ante. If a player's hand beats or ties the dealer, their Play and Ante wagers win even money. If the dealer's hand beats a player's hand, the player loses both wagers. If players have a premium hand of a Three-of-a-Kind or higher, they also win an Automatic Bonus on their Ante wager. Automatic Bonuses always win, even when players lose to the dealer.

The Aces Up bonus bet wins when players have a pair of Aces or better and is paid according to the posted payable. Players have the option to wager \$1 on the Progressive bet that will win on a hand that is three of a kind or better. The dollar for the optional Progressive bet must be collected before the cards are dealt by placing the dollar on the light in front of the betting circles. This progressive wager is linked and can be won on Let It Ride, Ultimate Texas Hold'em, Mississippi Stud or Four-Card Poker.

### ACES UP PAYTABLE

HAND	PAYTABLE
4-of-a-Kind	50 to 1
Straight Flush	40 to 1
3-of-a-Kind	8 to 1
Flush	6 to 1
Straight	4 to 1
Two Pair	2 to 1
Pair of Aces	1 to 1

### AUTOMATIC BONUS

HAND	PAYTABLE
4-of-a-Kind	25 to 1
Straight Flush	20 to 1
3-of-a-Kind	2 to 1

(Automatic Bonuses paid on Ante wager)

## FIVE-CARD PROGRESSIVE PAYOUT

HAND	PAYTABLE
Royal Flush	100% of meter
Straight Flush	10% of meter
4-of-a-Kind	300 for 1
Full House	50 for 1
Flush	40 for 1
Straight	30 for 1
3-of-a-Kind	9 for 1

## ENVY BONUS

An Envy Bonus will be paid to each guest that wagered on the \$1 Progressive wager on a hand where a different guest wins with a hand of either a Royal Flush or a Straight Flush.

HAND	ENVY BONUS
Royal Flush	\$1,000
Straight Flush	\$300

## CRISS CROSS POKER

Criss Cross is a poker game played using a standard fifty-two card deck. To begin, each player must place two ante bets of equal value, with one corresponding to the across hand, and one corresponding to the down hand. The player may also place an optional 5 Card Bonus bet.

1. Dealer then deals five community cards face down in such a way that they form a cross. Each player is then dealt two cards face down. Players may examine their own cards.

2. The dealer offers each player the option to either make an "Across" bet or forfeit their ante wagers. The "Across" bet must be 1 to 3 times the amount of their ante bet. After each player has placed the "Across" bet the dealer will turn over the 2 outside cards on the horizontal line of the cross.

3. The dealer offers each player the option to either make the "Down" bet or forfeit all previous wagers. The "Down" bet must be 1 to 3 times the amount of their ante bet. After each player has placed the "Down" bet the dealer will turn over the two outside cards on the vertical line of the cross.

4. The dealer offers each player the option to either make the "Middle" bet or forfeit all previous wagers. The "Middle" bet must be 1 to 3 times the amount of their ante bet. After each player has placed the "Middle" bet the dealer will turn over the middle card on the cross.

5. The dealer then reveals the player's cards. The player uses their two cards plus the three cards on the horizontal line of the cross to form an Across hand and uses their two cards plus the three cards on the vertical line of the cross to form a Down hand.

6. Winning Across and Down hands are paid per the paytable. The Middle bet is paid if either the Across or Down bet qualify as a win and is paid at the odds of the highest ranking hand. If the Across bet is a push and the Down bet loses the Middle bet is also a push or if the Across bet loses and the Down bet is a push the Middle bet is also a push. If both the Across bet and Down bet push the Middle bet also is a push. The Middle bet only loses if both the Across and Down bets lose.

7. The two ante bets are paid even money on qualifying hands for their respective hand. A qualifying hand is defined as any of the paying bets (pair of Jacks or Better). Pair of 6s through 10s result in a push and all other outcomes forfeit the ante bets.

Note: All bets must be 1x to 3x the Ante. Maximum payout of \$50,000 per player per hand. Maximum aggregate payout of \$50,000 per player per hand does not apply to the "5 Card Bonus."

## CRISS CROSS PAYOUT

Royal Flush	500 to 1
Straight Flush	100 to 1
4-of-a-Kind	40 to 1
Full House	12 to 1
Flush	8 to 1
Straight	5 to 1
3-of-a-Kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or Better	1 to 1
Pair of 6s through 10s	Push

## 5 CARD BONUS

Royal Flush	250 to 1
Straight Flush	100 to 1
4-of-a-Kind	40 to 1
Full House	15 to 1
Flush	10 to 1
Straight	6 to 1
3-of-a-Kind	4 to 1
Two Pair	3 to 1
Pair of 6s or Better	1 to 1

## ANTE BET PAYOUTS

Pair of Jacks or Better	1 to 1
Pair of 6s through 10s	Push



## HIGH CARD FLUSH

High Card Flush is played with a standard 52-card deck of playing cards. The object of the game is for the player's hand to have more cards of the same suit (Flush) than the dealer's hand. High Card Flush also offers optional bonus wagers where the dealer's hand has no bearing on the wager's outcome.

To begin each round, guests must place an Ante wager no less than the table minimum. Guests may also place wagers on one or both optional bonus bets, "Flush Bonus" and the "Straight Flush Bonus". Each guest, from left to right, along with the dealer receive seven cards face-down. After receiving and checking their cards, guests may either fold and forfeit their Ante, or place an additional Raise wager. The maximum allowable wager on the Raise depends on the rank of the guest's hand.

- If the guest's hand contains less than five cards of the same suit, the Raise wager must equal the Ante wager. If the guest's hand contains five cards of the same suit, the Raise wager may be up to double the amount of the player's Ante wager.

- If the guest's hand contains six cards of the same suit or seven cards of the same suit, the Raise wager may be up to three times the amount of the guest's Ante wager.

**\*\*If the dealer does not have at least a Nine High Three Card Flush, all remaining players will have their Antes paid, and the Raise wagers are a push\*\*.**

**\*\*If the dealer does qualify, from right to left, the dealer will expose the guests hands and compare them to the houses hand\*\*.**

- All guests with a higher-ranking hand win, and their Ante and Raise wagers are paid even money
- All guests with a lower ranking hand lose and have their Ante and Raise wagers collected by the dealer.
- Guests with the same exact ranking as the dealer push both their Ante and Raise wagers.

**\*\*The rank of the cards used in High Card Flush, in order from highest to lowest rank, are as follows: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. All suits are equal in rank\*\*.**

### FLUSH BONUS AND STRAIGHT FLUSH BONUS

When a Flush Bonus wager is placed, the guest must have a four-card flush or higher to win. Please see pay table below.

Flush Bonus Pay Table:

HAND	PAYS
7 Card Flush	200 to 1
6 Card Flush	60 to 1
5 Card Flush	12 to 1
4 Card Flush	1 to 1

When a Straight Flush Bonus wager is placed, the guest must have a three-card straight flush or higher to win. Please see pay table below.

Straight Flush Bonus Pay Table:

HAND	PAYS
7 Card Straight Flush	500 to 1
6 Card Straight Flush	200 to 1
5 Card Straight Flush	100 to 1
4 Card Straight Flush	60 to 1
3 Card Straight Flush	8 to 1



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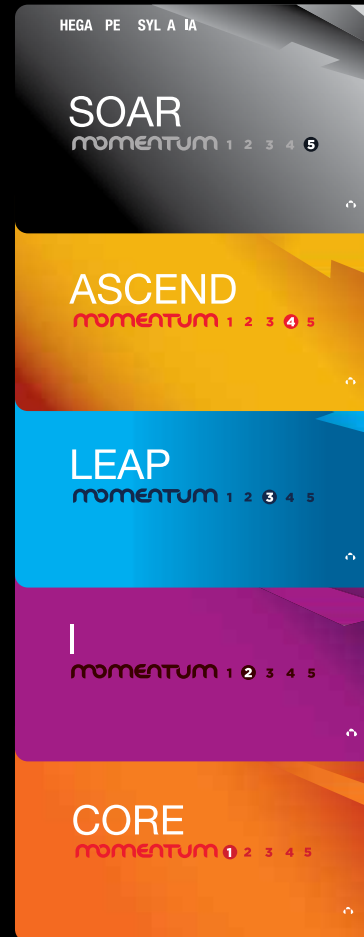
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