

REEL DEAL CASINO “MILLIONAIRE’S CLUB”



This publication, or parts thereof, may not be reproduced in any form, by any method, for any purpose without prior written consent of Phantom EFX.

©2008 Phantom EFX. All rights reserved.

Four Card Poker™, Big Four Stud™, Big Raise Hold'Em™, Single 21™, Let It Ride™, Hardway Blackjack™, Dragon Bonus Baccarat™, Pai Wow Bonus™, 6-5-4 Poker™, Triple Shot™, High 5 Poker™, Crazy 4 Poker™, Bad Beat Texas Holdem™, Ultimate Texas Holdem™, Ultimate Draw Poker™, Texas Hold'Em Bonus™, Caribbean Stud Bonus™, Hi-Lo Stud™, Mississippi Stud™, 3-Card Draw Poker™, 5-Card Omaha Poker™, Streak Shooter™ and Oklahoma 3-Card™ are Registered Trademarks of Shuffle Master, Inc. All rights reserved.

Craps/Roulette™ is a Registered Trademark of C/R Inc. All rights reserved.

TABLE OF CONTENTS

Introduction	4
What's New	5
Getting Started	6
Logging In	6
Single Player (Offline)	6
LIVE (Online)	6
Playing Offline	6
Creating, Deleting & Managing Avatars	7
Getting Around	7
Toolbar	8
Setting Options.....	8
Cashier/ATM	8
Real World vs. Dream World Cash.....	9
VIP Points	9
Chatting.....	10
Private messages	11
Filtering chat	11
Making "Friends"	12
Guilds.....	12
E-Mail	13
Finding Help.....	13
Commands.....	14
So I'm Level 1, Now What Do I Do?.....	16
Getting to Know the Casino	19
Tournaments.....	22
Playing a Table Game	23
3-Card Draw Poker	25
6-5-4 Poker	27
Baccarat	30
Bad Beat Texas Hold'Em.....	34
Big Four Stud.....	37
Big Raise Hold'Em	40
Big Six.....	43
Bingo.....	45
Blackjack.....	47

Blackjack Press	54
Caribbean Stud Bonus.....	56
Casino War.....	59
Catch A Wave.....	61
Craps.....	65
Craps-Roulette	80
Crazy 4 Poker.....	82
Dragon Bonus Baccarat.....	85
Face-Up 21	87
Faro	92
Five Card Omaha Poker	95
Four Card Poker.....	97
Hardway Blackjack	100
Hi-Lo Stud	102
High Five Poker	104
Keno	106
Let It Ride.....	108
Mississippi Stud.....	112
Oklahoma 3-Card.....	114
Pai Gow.....	117
Pai Wow Bonus	122
Red Dog.....	124
Roulette.....	127
Sic Bo.....	131
Single 21	134
Streak Shooter.....	138
Texas Hold'Em Bonus	140
Triple Shot Bonus	142
Ultimate Draw Poker.....	145
Ultimate Texas Hold'Em.....	148
Poker	152
Race Book	160
Sports Book	165
Slots	172
Video Poker	177
Addendum	181
References.....	181
Technical Support.....	182
Phantom EFX Team	183



INTRODUCTION

Welcome to **Reel Deal Slots “Blackbeard’s Revenge”** and **Reel Deal Casino “Millionaire’s Club”**. Whether you have one of these games, or both, you are now part of an immense online gambling universe where you can feel like a gambling “whale” without actually losing a dime.

You have the choice to play the games single-player in offline mode, or to explore the incredible and expansive possibilities of Reel Deal ‘LIVE’ online subscription play. If you play online, there are many more options and benefits available to you than if you play offline. If you choose to subscribe and play online, you will get new slots every month, have suites to re-model at your disposal, casino hosts, character leveling, an entire mall filled with tons of interactive and non-interactive items, live statistics tracking, and so much more. Try it out, the first month is FREE, and if you decide it’s not for you, there is no cost to you—not even a credit card required!

A Note on How Reel Deal Slots “Blackbeard’s Revenge” and Reel Deal Casino “Millionaire’s Club” fit together . . .

Each of these games—**“Blackbeard’s Revenge”** and **“Millionaire’s Club”**—is only *half* of the Phantom EFX Casino. **Reel Deal Slots “Blackbeard’s Revenge”** is 100% slots and offers no table games. **Reel Deal Casino “Millionaire’s Club”** offers more table games than any other game on the market, plus offers over 10 new slots. If you have purchased both games and want to play online, **“Blackbeard’s Revenge”** and **“Millionaire’s Club”** fit together to make one massive casino for only *one low subscription fee*. (Offline, both games are separate; they do not fit together.)

WHAT'S NEW

Reel Deal Slots “Blackbeard’s Revenge” and **Reel Deal Casino “Millionaire’s Club”** offer an all-new 3-D casino gaming experience.

Both games offer all new prize vaults and offline tournaments. In the offline version of **“Millionaire’s Club”** you build up your “reputation” in each game by playing and winning hands. Once your “reputation” is maxed out, you are invited to play a trial in that game. Finishing trials earns you an invitation to tournaments.

For online players, this year’s games include all new character creation for an all new virtual casino experience. Online ‘LIVE’ players will find a whole new look and feel to the Phantom EFX casino, including new chat functions, new character leveling in multiple areas (such as slots, table games and poker), a brand new expanded mall, new suites and all new challenges...all in a new, beautiful 3-D environment!

Whether you decide to play online or offline, sit back and relax and enjoy the Phantom EFX style of home-gaming. We welcome you to the Phantom EFX family! Check out www.phantomefx.com for more information on the games, forums, downloadable slots and more.

GETTING STARTED

LOGGING IN

When you launch the game, you will be presented with a splash screen. Here you will be able to select whether you want to play the game offline by yourself, or online with other players from around the world.

Single Player (Offline)

If you want to play the game offline, select the icon for the game you wish to play from the initial splash screen. Then, simply enter your player name to begin playing.

LIVE (Online)

If you want to play the game online, select the Reel Deal LIVE option from the initial splash screen. If you already have an account, simply login using your email and password. *If you do not have an account, click “Create Account” and follow the instructions provided.*

Once you have logged in, the program will connect to Phantom EFX servers and download / update any new files, ensuring that you have the most up-to-date version of the game. Once the download is complete, simply hit the play button to continue.

Autoplay: If this box is checked, the game will automatically launch once the download / update is completed.

Ports: If more than one person in your home will be playing the game online at the same time, you will need to click on the Port # to change it, so that each computer logs in using a different port. Four ports are available.

PLAYING OFFLINE

When you play Reel Deal “Millionaire’s Club” offline, your character starts out with a bankroll of \$3,000. Use this money to start playing table games or slots. If you run out of money—don’t worry—you can go to the Cashier and take

out some more money. As you play, you earn VIP points. Use these VIP points in the all-new prize vault to buy prizes and unlock special, interactive prizes.

As you play table games, you build up your “reputation” in each game by playing and winning hands. Once your “reputation” is maxed out, you are invited to play a trial in that game. Finishing trials earns you an invitation to tournaments. Win tournaments and earn trophies to show off your accomplishments.

CREATING, DELETING & MANAGING AVATARS

Reel Deal LIVE allows you to create 3-D characters (also known as “avatars”) with a wide range of customizable features. You not only give your character a name, you also define his or her facial features, physical body and clothing. Your character can look however you want him or her to. It’s entirely up to you.

Each account is able to create and maintain up to 6 characters. You can delete characters if you wish. If you wish to make changes to physical characteristics of an existing character, you are able to do so one time. After that, any changes you wish to make must be done at a store in the mall. Depending on your character’s level, you can get tattoos, have your hair done and even make an appointment to see a plastic surgeon.

GETTING AROUND

Reel Deal LIVE provides a first person view of the Phantom EFX casino. If you want to get somewhere in the casino, you need to walk there just like you would in a real casino. You walk around the casino using the W, S, A and D keys on your keyboard.

W = walk forward

S = walk backward

A = turn left

D = turn right

You can turn your character to the left or right by holding down either the A key or the D key while you are walking forward or backward. Or, you can turn your head (and your direction) by holding down the right mouse button while you are walking.

As you walk around the casino, you will see other people there (and they will see you). When you are close enough to a table or slot to play it, your cursor will turn into a hand. Once it is a hand, simply click where you want to go.

If another person is sitting at a slot you want to play, you can either find another (empty) machine or you can still click on it and play that slot. If you sit down at an empty machine, your avatar will be seen by other players as sitting at that machine. If, however, you sit down at an occupied machine, the only avatar that will display on the casino floor is the first person who sat there.

TOOLBAR

The toolbar is a small bar with easy access buttons for you to use. The toolbar gives you access to your stats, help, online email, friends, options and much more. And the toolbar is completely adjustable. You can toggle it horizontally or vertically and move it around your screen so that it is exactly where you want it. You can even minimize it, if you want.

SETTING OPTIONS

There are a variety of customizable options in Phantom EFX's casino to make game play just right for you. To access your options online, click on the "Options" icon on your toolbar. Offline your "Options" can be found in the menu. Options allow you to choose card styles and set sound levels, among many other things.

CASHIER/ATM

Each player name is given a \$3,000 bankroll to start, both in real world and dream world money. If you run out of money,

you can get more either from a cashier's cage or an ATM machine.

Note: This money does NOT need to be paid back nor does it affect your experience for leveling. However, there a time limits on withdrawing extra funds. The length of time between withdrawals gets longer the more times you take more money.

Real World vs. Dream World Cash

Dream World cash is what you earn when you play dream world odds on slot machines. (Dream world odds are set higher than real world odds. *See Slots Odds/Payouts* on page 175 for more details.) Dream World cash is only used to play dream world odds on slots and can also be used to make some purchases in the mall. Dream World cash cannot be used to play table games or bankroll tournaments. Only Real World cash can be used for those things.

Real World cash is what you earn during all other game play (i.e., table games, poker, tournaments), including slots played with the "Real World" setting. Real World cash is harder to earn than Dream World cash and so it is more valuable in the stores.

VIP POINTS

VIP points are the way that the Phantom EFX casino thanks you for your play. Each pull on a slot machine, play of a hand at a table, and even a Bingo card, awards you VIP points. These points can be used in the prize vault and mall.

The amount of VIP points awarded fluctuates slightly depending on how much money you wager and other factors, as well. Just gamble and watch your VIP points grow!

Note: If you are playing this game offline, you will still gain VIP points. However, instead of being able to redeem them in the Phantom EFX Casino mall, you redeem them in the game's Prize Vault.

CHATTING

Chatting with other players is a big part of online game play. You can chat while roaming the gaming floor or while sitting at a slot machine or table game. You can chat just about anywhere in the casino. You can talk openly to anyone at your table or in your slot. If you are walking around the casino, you can openly chat with anyone within about 50 feet of you. You can also chat with anyone in the same chat channel as you. Or, you can send private messages to a specific player. This section will cover what you need to know to be able to chat while online.

The chat box in Reel Deal LIVE is fully adjustable and moveable to meet your personal needs. You want it bigger or smaller? Narrower or wider? Hold down your left mouse button and grab the bottom right corner of the chat box; drag it until it reaches the size you want it. Move it anywhere on your screen by grabbing the top of the box while holding down your left mouse button. You can even make the chat box disappear (and reappear) by toggling the small green/red button at the top right of the box.

To chat openly with anyone who is in the same “room” as you, just click your cursor into the chat entry box (at the bottom of the chat window) and begin typing. When you are finished, hit **Enter** and your message will appear in the display section above the entry box.

Note: A “room” can be a slot machine, a poker table, a table game, within about 50 feet of you while roaming the casino, etc.

In addition to the chat channel for the “room” are you are in, you can access as many other chat channels as you would like. To access (or “enter”) additional chat channels, right-mouse click on your chat window and select the channel you wish to join. Each additional chat channel will be assigned a number.

To chat in one of your additional chat channels, you must type /# (where # represents the desired channel number)

before you type your text. For example, to chat in your 2nd chat channel, you would type **/2 hi everyone!**

You can open as many chat windows as you wish and put different channels in the different windows. Or, you may put multiple channels in a single window.

Once you manually enter a chat channel, you will remain in that channel wherever you go in the casino, until you exit the game or until you manually leave the chat channel. To leave a chat channel, right-mouse click on the chat window then click on the channel you wish to leave. If you are in a chat channel because you are in a particular slot or table, you will automatically leave that chat channel when you leave that slot or table.

Private messages

To send a private message to another player that only they will see, you need to start your message with **/tell playername** where “playername” is the name of the person to whom you are sending your private message. For example, if you wanted to send a private message to player JaneD asking her where she is, you would type the following message: **/tell JaneD Where are you?** After you hit **Enter** you will see your private message appear in the chat box. It will show that you “told” so and so whatever it was that you typed.

To reply to a private message, so that only the person who sent it to you will see it, you just start your reply message with either **/reply** or for short, **/r** then follow it with your message. For example, **/r I'm in Blackbeard's Pirate Gameshow.**

Private messages are a good way to have a conversation with someone who is not in the same room as you. If you try to send a private message to someone who is not online, the server will let you know that the player is not online.

Filtering chat

You can toggle the chat filter on and off by typing **/filter** in the chat entry box. A message will display telling you

whether the filter is turned on or off. The filter bleeps out words it deems inappropriate.

“Ignoring” players’ chat

If there are players whose comments you never want to see, you can tell the system to “ignore” them. If you “ignore” a player, you **will never** see anything they type into the chat box, not even private messages. To ignore a player, type **/ignore** followed by the player name into the chat entry box. For example, to ignore JohnDoe, you would type: **/ignore JohnDoe** into the chat box then hit **Enter**. You will get a message stating that they player has been added to your “ignore list”.

To remove someone from your “ignore list”, re-type the same message you typed to ignore them-- **/ignore** plus the player’s name. You will get a message telling you that the player has been removed from your “ignore list”.

MAKING “FRIENDS”

When you meet someone you want to be able to find easily each time you are online, you might want to consider adding them to your “Friends” list. This list allows you to quickly see who is or is not online, and where they are if they are online.

Your “Friends” list is viewable by clicking on the “Friends” icon on your toolbar.

To add someone to (or delete someone from) your “Friends” list, type **/friend** followed by the player name into the chat entry box, for example, **/friend JaneD**. In the previous example, if JaneD was not already on your “Friends” list, she would be added. If she *was* already on it, that command would remove her from it.

GUILDS

What is a guild? A guild is a group of players that form a “team.” Guilds challenge one another to tournaments and, like individual players, are ranked based on the ranking of

each of its members. Guilds gain experience as their players gain experience and finish specific challenges. As guilds gain experience, they get stronger and earn powers.

Do I need to join a guild? Whether or not you choose to join a guild is entirely up to you. It is not necessary for you to be in a guild to fully experience the Phantom EFX casino. The only thing you cannot do if you are not in a guild is play in guild tournaments. However, there are plenty of casino-wide tournaments available everyday open to individual players.

How do I join a guild? There are many guilds already in existence in the Phantom EFX casino. Ask around about the different guilds available and who is currently looking for members. Many times, people will make announcements that they are looking for members for their guild. Once you have found a guild you would like to join, ask one of the officers of the guild to invite you, then accept the invitation that appears on your screen. You can also start your own guild if you wish. If you are interested in starting your own guild, ask a pit boss for directions.

E-MAIL

You can send and receive e-mails **within** the Phantom EFX casino to other online players. These emails are internal emails only. You can access e-mail by clicking on the e-mail icon on your toolbar.

FINDING HELP

If you need help that you cannot find in this manual, and you are playing in offline mode, you can contact Phantom EFX via email at support@phantomefx.com or check our website at www.phantomefx.com.

If you are playing in online mode, members of the gaming community are always willing to lend a hand. And, there is always a pit boss available to help you personally. Pit bosses are available at a Help Desk. Click the Help icon to bring up the Help Desk chat window. You will be added to the end of the line and when it is your turn, a pit boss will help you

personally. While you wait, you can read other players' questions in the Help chat window, but you will not be able to chat there yourself until it is your turn.

Commands

There are several commands that you can use online. To use any command, type it into the chat box then hit **Enter**.

/afk – Tells the server you are away from your keyboard. If anyone sends you a private message while this command is toggled on, they will receive a message back from the server telling them you are currently away from your keyboard.

/help – This accesses the Help menu.

/tell PLAYER – This sends a private message to the player listed.

/reply or **/r** – This sends a private message back to the last person who sent you a message.

/whois PLAYER – This will display another player's information box.

/friend PLAYER – This will add (or remove) the player listed to (from) your friends list.

/ignore PLAYER – This will keep you from seeing the listed player's chat.

/timer – This will show a countdown timer for any tourney entered. Highlight the tourney you have entered, then type **/timer** into the chat box and hit **Enter**. A timer will appear in the upper right corner of your screen.

/heartbeat – This will display a small blinking heart at the top right of your screen showing you the strength of your connection to the server.

/fps – This will display your frames per second.

/bug – Use this command to report a bug. Please be as specific as possible when reporting bugs.

/petition – Use this command to send an idea or suggestion. *For example, /petition I would love to see the Friends list hold more names.*

/list – This will show you a list of everyone that is in the same room as you.

/filter – This toggles the chat filter on and off. The chat filter blocks out words that are deemed inappropriate.



SO I'M LEVEL 1, NOW WHAT DO I DO?

So you've just created your online character and are probably wondering... *Where do I go from here? What should I be doing? What am I supposed to accomplish?*

There is so much to do, so much to see, but don't be overwhelmed. Of course, one of the main goals of the game is just to have fun... so start off by playing what is fun for you. If it is slots you enjoy, play slots (though we most definitely recommend playing in dream world odds when you do because the house has the advantage in real word odds). If it's tables, play tables (though we recommend betting conservatively at first).

Explore all of the games and see what you enjoy most. Overall, the goal is to increase your character's level (so that more and more of the casino opens up to you) and make money (so that you can buy the fun things available to you in the Prize Vault and the Mall).

So your next question is probably... *How do I increase my character's level? Why do I even want to increase my character's level?*

The answer to the first question is simple; your character's level increases as you play. For every spin on a slot, every hand at a table game, every game of bingo, whenever you play, your character gains experience. After so much experience, you increase a level. Just how much experience you need to get to the next level depends on the level you are at. The higher the level, the more experience you need to reach the next.

Your player levels in three (3) different areas—slots, tables, and poker. So, you may be a level 10 in slots (because you play these a lot), but only a level 5 in table games (because you play these less often), and only a level 3 in poker (because you almost never play this).

You can check on your level progression by hitting the “I” key when your cursor is *not* in the chat box. (If it's in the chat box, you will only type a letter I.) The “I” key brings up

your character information box, which shows all kinds of information about your character, including your bankrolls, badges and trophies won and your progress towards the next level. You can also checkout another player's progress by typing /whois PLAYER (substituting the player's name for PLAYER) into the chat box and hitting Enter.

When you reach a new level, you will be alerted on-screen. Each time you get to a new level you will also receive an *in-game* email. The email will congratulate on your progress and will alert you of any gifts you have received (such as bonus VIP points or money) and any new areas of the casino that may have opened up to you. ***So be sure to check your in-game email after each time you level.***

The answer to your second question is YES, you most definitely *do* want to increase your character's level! *Why?* Because the higher your level, the more access you have to the fun and exciting things going on in the casino.

Different levels offer different new and exciting possibilities so you definitely want your character to gain experience. In **Reel Deal LIVE** you can go from level 1 to 50.

Prize vaults, the Mall, tournaments... What should I do first? How should I spend my money and my VIP points?

We suggest first spending your VIP points on buying the items in the prize vault, as there are exciting prizes to be earned as you make your way through the vault (some are even interactive). Once you've finished the prize vault, then we recommend using your VIP points to buy great stuff in the mall. As for tournaments, while they are fun, they are not easy to win, so we suggest only joining tournaments with a low enough buy-in so that you don't do too much damage to your bankroll if you lose. What level you feel comfortable with is completely up to you, but you don't have to enter tournaments right off the bat. You can wait until you have a more cushioned bankroll before joining, if you wish. This is especially a good idea for poker and table game tournaments, as well as "real world odds" slot tournaments, as those games have odds that favor the casino and not the player, thus making it harder to win. Try building up a little reserve of

“real world” funds before plunging in to a “real world odds” tournament.

What do I do if I get confused along the way? Just ask someone! We can almost guarantee there will be other players out there ready to give you their opinions. The Phantom online community is full of friendly people more than willing to offer support and suggestions. Just ask in chat and more than likely someone will happily answer. Plus, there is always at least one pit boss online to help out and answer any questions you have. You can speak to them by clicking the Help icon.

GETTING TO KNOW THE CASINO

Reel Deal LIVE offers you a massive online casino with many interesting places to visit. When you roam around the casino, you will find several rooms for you to explore.

These locations are only available to those players playing in the online subscription mode.

Slots Floor – The slots floor is so massive that it has been broken down into separate miniature “casinos” for you—Slots Earth, Slots Fire, Slots Metal and Slots Water. These rooms contain *only* slots... and lots of them! This is where you will find the slots that came with **Reel Deal “Blackbeard’s Revenge”**.

Casino Floor – The casino floor contains all kinds of table games and is just as massive as the Slot floor. This section has also been sub-divided into separate miniature “casinos” for you—Casino Earth, Casino Fire and Casino Metal. In addition to table games, these rooms also contain the additional slots that are only available with **Reel Deal “Millionaire’s Club”**. The casino floor also houses the Bingo room, Sports Book, Race Book, and Poker room.

Downloads – This area is accessible from the Lobby and contains the free monthly slot downloads for subscribers as well as any additional download slots you have purchased. These slots will always be available for you to play in this area. You will never lose them.

Lobby – The lobby is a gathering place and the central hub of the Reel Deal LIVE casino. From here you can find the entrance to almost anywhere you want to go in the LIVE community.

Guild Hall – The guild hall is a place for you and your fellow guild mates to gather. It is where you can access your Guild tournaments or check your guild leveling progress. Yes. In Reel Deal LIVE, guilds level much

like characters level. The more the members of your guild accomplish, the higher the guild levels. The higher the guild levels, the more perks it will be awarded. All members of the guild can benefit from the perks and powers the guild wins.

The Mall – The mall is where you go to buy all kinds of cool things. There are several types of stores, each boasting different items for you to purchase with your online cash and VIP points. You might want to buy items for your hotel suite, get your hair done, get a tattoo, or even buy new clothes. This and much, much more is available to you at the mall. Go ahead, explore, and see all that it has to offer you.

The University – The University is the place where your avatar can learn all kinds of things, including Advanced Programming, Statistics, Calculus, or even how to influence others. Learning these things is easy. You simply purchase the course and, over time, your character learns all the information in that course. Your avatar learns while you are online playing games and even when you are logged out of the game!

By making your avatar smarter, he can learn to beat the games. Every game can be tweaked to give more favorable odds to the player. The games can even be beaten. By taking the advanced courses needed, your avatar can, for example, learn how to make their own circuit board to slip into a slot machine that will make it pay extra high, give free bonus rounds or even give free spins.

The Nightclub – Dance the night away with your friends and maybe make some new ones at the Nightclub. Sit back and relax while you watch others dance or get out on the dance floor and get your “groove on”. The Nightclub is always open for your entertainment.

The Atrium – Getting tired walking all over the casino to get where you want to go? The Atrium is a neat little shortcut to get you to the Hotel without have to walk through miles and miles of casino floor.

The Hotel – The Phantom EFX casino comes with its very own hotel. Once you have played and leveled high enough, a casino host will award you with your very own suite in the hotel which you can furnish with items you buy at the mall.



TOURNAMENTS

Tournaments are where you have the chance to win the most money. Any game in the casino has “casino odds”, which means there is a house advantage and thus, over time, you will tend to lose money. The exception to this is tournaments, where you have the chance to earn a portion of the entry fees from all of the contestants.

For online players, playing in tournaments also offers you the ability to win special awards and medals.

Tournaments are offered **online** for slots, table games and poker, and can be accessed via any of the “Tournaments” kiosks throughout the casino. *You can only enter one tournament at a time. If you enter a 2nd tournament, you will automatically be withdrawn from the other one.*

There are a minimum number of participants required for each tournament. If the minimum number does not register before the tournament time, you will get a message from the server saying your tournament was cancelled and your entry fee will be refunded.

You can withdraw from a tournament for which you are registered any time before the tournament begins and your entry fee will be refunded. However, if you decide not to join a tournament once it has begun, you will forfeit your entry fee.

When a tournament is ready to begin, you will be prompted by a reminder dialog box to either join or forfeit. Click the option you want. This dialog box will appear to you wherever you are in the online casino so you don't have to hang around doing nothing while you wait for your tournament to begin.

For offline players, there are still tournaments and trophies to be won for table games and poker. Tournaments are played against computer generated players. Tournaments are multi-level, meaning you must first win beginner tournaments before you can advance to the next level.

PLAYING A TABLE GAME

Note: This information only applies to table games you play against the dealer. *For details on playing at poker tables against other players, please see “Poker” on page 152.*

JOINING/LEAVING A TABLE GAME

To join a table, walk up to it on the casino floor and click on it. You will be shown a list of active tables for that game. Select the table you would like to join. Or, if you prefer, you can create your own open or a private table.

To leave a table, click “**Sit Out**” then click “**Leave**”.

SITTING OUT OF A GAME

If you wish to sit out of a hand for any reason, you are able to do so **before** betting begins for that hand. You may sit out for 10 minutes without being ejected from the table. A timer is displayed at the bottom of the screen to show you how long you have before you will be ejected. Since you only have a certain amount of time to place bets and make play decisions during a hand, if you think you might be interrupted during a hand, it would be a good decision to just sit it out.

To temporarily sit out of a game, click the “**Sit Out**” button located near your chips. To re-join the game click on the “**Sit In**” button.

PLACING A BET

When playing a table game, you need to bet with chips. Once you are seated at a table, your chips are displayed in the lower right corner of the screen.

Setting bet amounts

To set your bet amount, click on the chip denomination you wish to add to your bet. Each time you click on a denomination, that amount gets added to your bet amount. The current total of your bet amount is displayed in the box under the chips.

***Tip:** You can remove chips you have added by right-clicking your mouse on the chip you want to remove. For example, if you bet \$10 but decide you only want to bet \$5, you could right-mouse click on the \$5 chip and \$5 would be deducted from your bet amount.*

If at any time you want to reset your bet amount to \$0, click the **“Reset”** button near the chips.

Adding your bet to the table

There are several ways to add bets to the table. Once you set the amount you want to bet, click on the table layout where you want to place your bet. If you want to place more than one bet on the table, you can reset your bet amount if desired before clicking on another spot on the table.

Repeating your bet

To make betting easier, after each hand is played, you are given the opportunity to repeat the same bet you just made for the next hand. If you wish to place the same bet, simply click the **“Repeat”** button when it appears above your chips.

BEGINNING PLAY

After you place your bet on the table, you need to let the dealer/game know that you are ready to play. You do this by clicking the **“Deal”**, **“Spin”** or **“Roll”** button, whichever is applicable in your game.

3-CARD DRAW POKER

3-Card Draw Poker, created by Shuffle Master Gaming, is a game played against the dealer where the best 3-card poker hand wins. A bonus bet and the ability to draw a new card, make this game exciting and unique.

OBJECT OF THE GAME

In this game, each person at the table plays head-to-head against the dealer. The goal is to have a higher ranking 3-card poker hand than the dealer. Bonus bets are played against a paytable and win even when your hand loses to the dealer.

HOW TO PLAY

Before the dealer will deal any cards, you must first place an Ante bet. If you wish, you may also place an optional bonus bet. The bonus bet pays you if you have a flush or higher. *For more details on betting, see “Placing A Bet” on page 23.* After you place your bet, click **“Deal”** and the dealer will deal you three cards plus an additional optional draw card. The dealer deals himself four cards face down.

After you look at your cards, you can either Fold or Play. To play, you must bet 1-2x your Ante bet. If you play, you may also choose to replace one of the cards in your hand with the optional draw card available to you. If you fold, all bets already placed on the table are lost.

Winning and losing

Play & Ante bets – *If the player’s hand beats or ties the dealer’s, the player wins and these bets pay even money. If the dealer’s hand outranks the player’s, the player loses both bets.*

Ante bonuses – Premium hands, such as A-K-Q suited, a straight flush, or 3 of a kind, receive Ante bonuses. Ante bonuses are paid regardless of whether the player wins or

loses the hand. Payout odds are listed on the table and in the “Payout” section later in this chapter.

Bonus bet – The Bonus bet wins when the player has a flush or better. Bonus bet winners are paid regardless of whether the player wins or loses the hand. Payout odds are listed on the table and in the “Payout” section later in this chapter.

Payouts

The payout schedule for the Ante Bonus is:

A-K-Q suited	10x
Straight Flush	5x
3 of a kind	2x

The payout schedule for the Bonus bet is:

A-K-Q suited	100 to 1
Straight Flush	25 to 1
Three of a Kind	20 to 1
Straight	3 to 1
Flush	1 to 1

ODDS

House Edge is 1.75%.

6-5-4 POKER

6-5-4 Poker, created by Shuffle Master Gaming, is a game played against the dealer where the best 4-card poker hand wins. This game is similar to Four Card Poker, but adds some twists that make it exciting and unique.

OBJECT OF THE GAME

In this game, each person at the table plays head-to-head against the dealer. The goal is to have a higher ranking 4-card poker hand than the dealer. Four-card flushes are flushes; four-card straights are straights.

HOW TO PLAY

Before the dealer will deal any cards, you must first place an Ante bet. If you wish, you may also place an optional “Queens Up” bonus bet. The “Queens Up” bet is a bonus bet that pays you if you have a pair of Queens or higher. *For more details on betting, see “Placing A Bet” on page 23.* After you place your bet, click **“Deal”** and the dealer will deal you five cards and himself six. You must make the best 4-card poker hand possible out of your five cards.

Tip: For your convenience, the highest possible hand is automatically displayed on your screen just below your avatar.

The Dealer's hand

The dealer is always dealt six cards—five face down, one face up. However, he does not always play with all six. If the dealer's up card is *less than* a 10, he plays with all six cards. If the up card is a 10 *or higher*, he must “muck it” (throw it away) and turn the next card face up. If that card is *less than* a 10, he plays with the remaining five cards. However, if it is a 10 *or higher*, he must muck that one too, and play with only the four cards that are left.

Playing or folding?

After the dealer determines the number of cards he will be playing with, players must decide whether to fold (thus forfeiting any bets already placed) or play. If you want to play, you need to place a Play bet equal to the Ante. To play, click the **“Bet”** button. Clicking this button will automatically add your Play bet to the table. To fold, click the **“Surrender”** button.

Winning and losing

Play & Ante bets – *If the player’s hand beats the dealer’s*, the player wins and these bets pay even money. *If the dealer’s hand outranks the player’s*, the player loses both bets.

Ante bonuses – Premium hands, such as a straight flush or 4 of a kind, receive Ante bonuses. Ante bonuses are paid regardless of whether the player wins or loses the hand. Payout odds are listed on the table and in the “Payout” section later in this chapter.

Queens Up bet – The Queens Up bonus bet wins when the player has a pair of queens or better. Queens Up winners are paid regardless of whether the player wins or loses the hand. Payout odds are listed on the table and in the “Payout” section later in this chapter.

Payouts

The payout schedule for the Ante Bonus is:

Four Aces	100 to 1
Four of a Kind	20 to 1
Straight Flush	10 to 1

The payout schedule for the Queens Up Bonus is:

Four of a Kind	50 to 1
Straight Flush	30 to 1
Three of a Kind	8 to 1
Flush	4 to 1
Straight	3 to 1

Two Pair	2 to 1
Pair Queens or better	1 to 1

ODDS

The dealer will play with 6 cards 62% of the time.

The dealer will play with 5 cards 24% of the time.

The dealer will play with 4 cards 14% of the time.

House Edge is 3.2%.

Queens Up bonus pays 26% of the time.

BACCARAT

Baccarat is known as the game that can bring in high rollers and high stakes. This game is named after the Italian word for zero (baccarat), which is in reference to the value of the face and ten cards in the game. Baccarat used to be played with Tarot cards in the middle ages. It wasn't until the 15th century, in Italy, that it was played with a standard deck. Its popularity spread to France in the 16th century where it became the game of choice with French royalty. This history of being a game for the elite is still reflected today. It is the preferred game by some of the wealthiest players because it offers some of the best odds and is often played for very high stakes.

The current style of baccarat played in the U.S. has been here since the 1950s and had its roots first in Great Britain, then in South America and Cuba.

Mini-Baccarat is the most common version of the game found in casinos today. It has lower stakes and a faster pace. It may not have the excitement offered by the high rollers, but it makes up for it with its fast paced action. Mini-Baccarat is actually what is played in **Reel Deal “Millionaire’s Club”**.

OBJECT OF THE GAME

This game requires no skill, since all you do is place a bet (on either the “player,” the “banker,” or a “tie”) and watch the game unfold. You don't actually have to “do” anything. The hand with a total closest to 9 wins.

HOW TO PLAY

Regardless of the number of players at the table, only two hands are dealt—the “Player’s” and the “Banker’s.” (Think of both the Player and the Banker as imaginary; they do not refer anyone in particular at the table.) Before the hands are dealt, however, you must bet on whether the Player’s or Banker’s hand will add up closest to 9. You can also bet on the Player and Banker having the same total (called a *tie*).

Note: All wagers on the Player and Banker pay even money, though the casino charges a standard 5% commission on Banker bets. A Tie pays 9 to 1 (in some casinos, 8 to 1). In Reel Deal “Millionaire’s Club” ties pay 8 to 1.

In front of each seat at the table is a spot labeled “Banker,” “Player,” and “Tie.” Add your bet to the table by clicking on one of the spots in front of you. *For more details on betting, see “Placing A Bet” on page 23.* After you place your bet, click **“Deal”** to begin the hand.

In Mini-Baccarat, the house always deals. When starting a new shoe, the dealer shuffles and turns the first card, then removes (or “burns”) the number of cards equal to the value of the card turned. Two hands are then dealt—one for the Player and one for the Banker. Each hand consists of two cards, both face up. The card values are then added for each hand. If a total goes over 9, the first digit is dropped. For example, if the two cards total 15, the hand has a value of 5. Cards are valued, as follows:

10s & Face cards = 0

Aces = 1

2-9 = face value

The value of each hand determines whether or not a third card is dealt. There is a strict set of rules governing when you must hit and when you must stand. Though these rules are somewhat complicated, it’s not important if you remember them all, as the dealer is the only one actually making any decisions. Remember, all you have to do is sit back and watch. The Player hand always goes first. What happens to the Player’s hand, determines what happens to the Banker’s hand. The rules are as follows:

Both hands - If either hand totals 8 (“*le petit natural*”) or 9 (“*le grand natural*”), the hand ends there and the hand with the higher total wins.

Player’s hand - If the Player’s hand is...

...0-5, it must draw.

...6-9, it must stand.

Banker's hand

If the Player stood and the Banker's total is...

...0-5, it must draw.

...6-9, it must stand.

If the Player drew a card and the Banker has a hand total of...

...0-2, it must draw.

...3, and the Player's 3rd card is an 8, it must stand.

...3, and the Player's 3rd card is 0-7 or 9, it must draw.

...4, and the Player's 3rd card is 2-7, it must draw.

...4, and the Player's 3rd card is 0-1 or 8-9, it must stand.

...5, and the Player's 3rd card is 4-7, it must draw.

...5, and the Player's 3rd card is 0-3 or 8-9, it must stand.

...6, and the Player's 3rd card is 6 or 7, it must draw.

...6, and the Player's 3rd card is 0-5 or 8-9, it must stand.

...7-9, it must stand.

Payouts

As mentioned earlier in this chapter, Player and Banker bets both pay even money, though Banker bets are subject to a casino commission. This commission is usually 5% (as in **Reel Deal "Millionaire's Club"**), though you can sometimes find some variation. In most casinos, ties pay 9 to 1, though you may find some casinos that pay 8 to 1. **Reel Deal "Millionaire's Club"** pays 8 to 1.

STRATEGIES & ODDS

Other than shopping around for casinos with lower commissions, the only strategy is where you place your bet. Betting on “Tie” is not a good bet, as the true odds for that bet are about 10 to 1 but the casino is only paying out at either 9 to 1 or 8 to 1.

According to the odds, of all *non-Tie* hands, the Banker hand wins 50.68% while the Player hand wins 49.32%.

The following is a chart showing the House Advantage depending on the commission charged for Banker bets.

Commission	Bet on Banker	Bet on Player	Bet on Tie
6%	1.52%	1.36%	14.36%
5%	1.17%	1.36%	14.36%
4%	0.67%	1.36%	14.36%
3%	0.15%	1.36%	14.36%
1%	-.77% (player adv.)	1.36%	14.36%
None	-1.23% (player adv.)	1.36%	14.36%

BAD BEAT TEXAS HOLD'EM

Bad Beat Texas Hold'Em, from Shuffle Master Gaming, is an exciting five-card poker game that offers an optional bonus bet plus 3 chances to bet once you have seen some cards. You get to play head-to-head against the dealer with 5 community cards plus 2 cards of your own.

OBJECT OF THE GAME

In this game, the goal is to have a higher ranking 5-card poker hand than the dealer, where you share five out of seven cards.

HOW TO PLAY

Before the cards are dealt, you must place Ante and Blind bets of equal value. If you wish, you may also place an optional Trips bonus bet. The Trips bonus bet pays if you have trips or higher, regardless of whether you win or lose the hand. In addition, you win a Bad Beat bonus if the dealer beats you when you have quads or higher. *For more details on betting, see “Placing A Bet” on page 23.*

After you place your bet, click **“Deal”**. The dealer will deal each player, including himself, two “hole” cards. After you are dealt your two cards, you are given the choice to make a Pre-flop bet of 1x your Ante or check. Checking allows you to continue playing without placing any additional bets on the table.

After the first round of betting, the dealer deals three community cards (called the “flop”). After the flop is revealed you are once again given the chance to either make a Flop bet of 1x your Ante or check.

After the second round of betting, the dealer flips over the 4th and 5th community cards (the “turn” and “river”, respectively). Once these cards are revealed, you are then given the chance to either make a River bet of 1x your Ante

or else fold. Folding forfeits all bets you have placed on the table.

When all river bets have been placed, the dealer reveals his two hole cards. Each player makes the best 5 card poker hand out of the 7 cards available to him (2 hole plus 5 community). The dealer does the same.

Winning and losing

The dealer's hand qualifies with a pair or better.

If your hand beats the dealer's qualifying hand, you win even money on your Ante, Pre-Flop, Flop and River bets. If you win with a straight or higher, your Blind bet pays according to the following payable:

Royal Flush	500 to 1
Straight Flush	50 to 1
Quads	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1

If you made a Trips bet and get 3 of a kind or higher, you are paid according the following payable, regardless of whether or not your hand beat the dealer's:

Royal Flush	50 to 1
Straight Flush	40 to 1
Quads	20 to 1
Full House	7 to 1
Flush	6 to 1
Straight	5 to 1
Trips	3 to 1

If the dealer's hand is higher than your hand, you lose all your bets *except* the Trips bet if you have trips or higher. If the dealer wins **and** you have 4 of a kind or a straight flush, you win the Bad Beat bet. A Bad Beat payout pays 50-1 for Quads and 500-1 for a Straight Flush. The original wager is not returned on a Bad Beat bet.

When a player ties the dealer, all bets are a push.

If the dealer's hand does *not* qualify (is not at least a pair) and the player's hand beats the dealer, even money is paid on the Pre-Flop, Flop and River bets. The Ante bet is returned to the player.

ODDS

Overall payback is about 99.10% with perfect play.

The player wins about 47% of the time against the dealer.

The Trips bet pays out about 15.27% of the time.

STRATEGY

Bad Beat Texas Hold'Em is a game of skill. Knowing when to raise, check and fold is important to maximizing your winnings and minimizing your losses. Here are some suggestions for betting:

- ♣ For the Pre-flop bet, raise with a pocket pair.
- ♣ For the Pre-flop bet, raise with the following suited combinations—A-x, K-x, Q-x.
- ♣ For the Flop bet, raise with a straight or better.
- ♣ For the Flop bet, raise if you have two pair using at least one of your hole cards.
- ♣ For the Flop bet, raise if you have 3 of a kind where at least one card is one of your hole cards.
- ♣ Never Fold with a straight or better, even if the whole hand is made up of community cards.

BIG FOUR STUD

Big Four Stud is a 4-card poker game from Shuffle Master Gaming that is played against the dealer. The players and the dealer get five cards from which they must make a 4-card poker hand.

OBJECT OF THE GAME

In this game, each person at the table plays head-to-head against the dealer. The goal is to have a higher ranking 4-card poker hand than the dealer. Four-card flushes are flushes; four-card straights are straights.

HOW TO PLAY

To start play, you must first place an Ante bet. If you wish, you may also place an “Aces Up” bonus bet. This is an optional bet that offers possible higher payouts than the Ante and Play bets if your hand is a pair of Aces or higher. *For more details on betting, see “Placing A Bet” on page 23.* After you place your bet, click **“Deal”** and the dealer will deal you five cards and himself two 5-card hands. You must make the best 4-card poker hand possible out of your five cards.

Tip: For your convenience, the highest possible hand is automatically displayed on your screen just below your nameplate.

The Dealer's hand

The dealer is always dealt two separate hands, each consisting of five cards. The dealer must re-draw if his original hand is *less than Ace-high or higher than a straight*. If the dealer re-draws, he uses his backup hand to play. In order for this hand to qualify, it must be *at least Queen-high*.

Playing or folding?

After all hands are dealt, players must decide whether to fold (thus forfeiting any bets already placed) or play. If you want to play, you need to place a Play bet equal to the Ante. To

play, click the **“Bet”** button. Clicking this button will automatically add your Play bet to the table. To fold, click the **“Surrender”** button.

Winning and losing

Play & Ante bets

When the dealer does not qualify, the Play bet pushes and the Ante wins even money.

When the dealer qualifies and beats the player’s hand, the Play and Ante bets lose.

When the player beats the dealer’s qualifying hand, the Play and Ante bets win even money.

Aces Up bet – The Aces Up bonus bet wins when the player has a pair of aces or better. Aces Up winners are paid regardless of whether or not the player’s hand beats the dealer and whether or not the dealer’s hand qualifies. The payout schedule for Aces Up winners is displayed on the table and in the “Payout” section in this chapter.

Payouts

The payout schedule for the Aces Up bonus bet is:

4 Aces	300 to 1
4 of a Kind	100 to 1
Straight Flush	30 to 1
3 of a Kind	7 to 1
Flush	5 to 1
Straight	4 to 1
Two Pair	3 to 1
Pair of Aces	1 to 1

ODDS

The house advantage is 1.6% against the dealer and 5.3% against Aces Up.

The player wins 38.3% of the time against the dealer and 18.6% of the time against Aces Up.

STRATEGY

Always fold with less than Ace-King.



BIG RAISE HOLD'EM

Big Raise Hold'Em, from Shuffle Master Gaming, is an exciting five-card poker game with aggressive betting. You get to play head-to-head against the dealer with community cards and cards of your own.

OBJECT OF THE GAME

In this game, the goal is to have a higher ranking 5-card poker hand than the dealer, where you share three cards.

HOW TO PLAY

Before the cards are dealt, you must first place an Ante and Big Raise bet. The Big Raise bet can be from 1x to 3x your Ante bet. If you wish, you may also place a Bonus bet. This is an optional bet that pays out on a pair of 8s or higher, regardless of whether you win or lose the hand. *For more details on betting, see “Placing A Bet” on page 23.*

After you place your bet, click **“Deal”**. The dealer will deal you two “hole” cards and himself three cards—two face down, one face up. If the dealer’s up card is an Ace, he plays with all three of his cards *plus* the three community cards, for a total of six. If his up card is anything *other than an Ace*, one of his cards gets discarded and he only plays with five cards. Which dealer card gets discarded is determined by the following rules:

- ♦ If the up card is a 9 or lower, the dealer discards it.
- ♦ *If the up card is a 10, J, Q, or K*, the dealer keeps it and discards the face down card on his far left.

After the dealer determines which cards he is playing with, there is a second round of betting. If the dealer's up card is an Ace or a King, you have no choice; you must go “all in” and risk both the Ante and Big Raise bets. Otherwise, you have two choices— risk the Ante bet *or* risk the Big Raise bet.

The exception is if you have a pair; with a pair you may go “all in” (risk both bets). When it’s time for you to make this decision, your options will appear at the bottom of your screen. If going “all in”, you will have three buttons to choose from, otherwise you will only have two. Click on the button for the bet you wish to keep on the table. If the dealer’s up card is an Ace or King, both your Ante and Big Raise bets will be combined automatically and play will continue.

After you have finished your second round of betting, the dealer then reveals his hole cards and the community cards. The three community cards are used to complete everyone’s hand.

Winning and losing

If your hand beats the dealer’s, you win even money on your final bet. If the dealer’s hand is higher than your hand, you lose your final bet. Ties push.

Note: The top hands in the game pay more than even money. A royal flush pays 50 to 1, a straight flush, 40 to 1.

Bonus bets payouts are shown on the table and in the chart below. You need a pair of 8s or higher to win the Bonus bet.

Royal Flush	50 to 1
Straight Flush	40 to 1
4 of a Kind	30 to 1
Full House	20 to 1
Flush	15 to 1
Straight	10 to 1
3 of a Kind	7 to 1
Two Pair	4 to 1
Pair of 8s or better	1 to 1

ODDS

The house advantage is 1.7% against the dealer and 5.2% against 8s or better.

The player wins 46% of the time against the dealer and 30.4% of the time against 8s or better.

STRATEGY

Big Raise Hold'Em is a game of skill. If you want to improve your chances of winning, you must know: how much to bet on the Big Raise, when to go “all-in,” and when to risk the Big Raise. Here are some simple strategies to follow.

♣ Always make your Big Raise bet 3x your Ante.

♣ Go all-in with any pair.

The following table tells you when to risk the Big Raise based on the dealer's up card.

<u>Up Card</u>	<u>Risk Big Raise with</u>	<u>Expectations</u>
2-6	Jack-7 or higher	-
7	Jack-8 or higher	-
8	Jack-7 or higher	Jack - 8
9	Jack-7 or higher	Jack - 9
10	10-8 or higher	-
J	Jack-8 or higher	-
Q	Queen-8 or higher	-

BIG SIX

This game has been around since the beginning of gaming and has been called a myriad of different things. In casinos today, this game is particularly played by tourists and is very easy to play. Big 6 in the casinos is also called “Wheel of Fortune,” “Money Wheel,” and “Wheel of Cash.”

OBJECT OF THE GAME

The object of this game is for the wheel to land on the number you wagered on. That’s all there is to it.

HOW TO PLAY

Big 6 is an extremely easy game to play. First you must place your bet. Place your bet by clicking on any of the 7 betting areas on the table. You may place as many bets on the table as you wish.

After all bets are placed, click “**Spin**” to have the dealer spin the wheel. Anyone who has placed a bet on the spot it lands on wins.

Payouts

The spots on the wheel and their payouts are as follows:

\$1	1:1	\$20	20:1
\$2	2:1	Joker	45:1
\$5	5:1	Jackpot	45:1

ODDS

The chart below shows the house edge and payout on each number and the number of times each appears on the wheel in **Reel Deal “Millionaire’s Club”**.

Number	House Edge	Payout	Spots on the wheel
\$1	11.11%	1:1	24

\$2	16.67%	2:1	15
\$5	22.22%	5:1	7
\$10	18.52%	10:1	4
\$20	22.22%	20:1	2
Joker	14.81%	45:1	1
Jackpot	14.81%	45:1	1



BINGO

Bingo is now a multi-player game where the more people who play, the more money you can win. With the capability of playing up to 36 cards at a time, you can really win big.

OBJECT OF THE GAME

The object of the game is to be the first player to get Bingo according to a predetermined pattern. The patterns are random and change with every game to keep things lively.

HOW TO PLAY

You can only join a game of Bingo before it starts. Once the game is in progress, you must wait for it to finish before you can join. To play Bingo, first you need to decide how many cards you want to play. You can play anywhere from 1 to 36 cards. Scroll through the card numbers until you reach the number of cards you want to play. You also need to decide how much you want to bet on each card. You can wager anywhere from \$.25 to \$100 per card. To change the amount you are betting, scroll through the dollar amounts until you reach the one you want. After you are done choosing your cards and your wager, click **“Buy”** to buy the cards and join the next game.

Note: There is a 30 second clock between games, so be sure to buy your cards before the clock runs out if you want to join the next game.

The pattern for each Bingo game is chosen by the computer and is displayed at the top of your screen. Green spaces are part of the pattern, while white spaces are not.

Nine Bingo cards can be displayed on-screen at one time. If you are playing more than nine cards, you can scroll through and see your additional cards by clicking on the “Page” section displayed just to the left of the cards shown. A miniature of each card is displayed in that section for your

reference. In addition, the game automatically displays your nine “best” cards (those closest to winning) on your first page and shuffles them around as necessary. However, at any time you can display any other set of cards just by clicking on the corresponding “page”.

The game automatically blots numbers as they are called. On your card, the numbers are displayed as follows:

- ♠ Numbers that have not been called but are part of the pattern are shown in *green*.
- ♠ Numbers that have not been called but are **not** part of the pattern are shown in *white*.
- ♠ Numbers that have been called and blotted are shown in *yellow*.

The first player to get Bingo wins.

BLACKJACK

Blackjack originated in France as Vingt-Et-Un (21). Like many other European traditions, it found its way to America via early settlers. As the game of 21 moved westward, it became popular in the old west. It was decided there to give a 10 to 1 payout if a hand was dealt with an Ace of spades and a Jack of a black suit. Since then, it has been known as Blackjack.

Since then, Blackjack has become increasingly popular. Its popularity exploded around the 1960s, when mathematicians discovered that a basic strategy of when to hit and when to stand could even out a player's odds. Better yet, if players could utilize card counting strategies, they could turn the odds significantly in their favor.

OBJECT OF THE GAME

The object of Blackjack is to have a hand that has a value closer to 21 than the dealer's, without going over 21. It is not necessary to beat the other players in Blackjack, just the dealer.

HOW TO PLAY

Before the game begins, each player must place a bet. *For more details on betting, see "Placing A Bet" on page 23.* Once all bets are placed, the dealer deals each player one card face up and himself one card face down (the hole card). Then he deals each player, as well as himself, a second card face up. The sum of the cards face values is the value of the hand. Face cards equal 10 and Aces equal either 1 or 11.

*Note: If you are playing single-deck
Blackjack, both of the player's cards will
be dealt face down. Reel Deal Casino uses
6 decks.*

After the initial deal, if the dealer's face up card is an Ace, players are offered the opportunity to buy "Insurance" before

any play begins. If you buy the insurance, you are betting that the dealer has Blackjack. Insurance costs half the original bet. If the dealer has Blackjack, then you win 2:1 on the bet but you lose your original bet. If the dealer does not have Blackjack, you lose your insurance bet.

*Tip: Unless you are a card counter, insurance is **not** a good bet. Always decline it, even if you have Blackjack.*

If the dealer has Blackjack, the hand is over. If the dealer does not have Blackjack, players may then play their hands.

When it is your turn, you are given the option to stand, hit, double down, or surrender. If you are dealt a pair, you are also given the option to split. Remember, the goal is to get as close to 21 as possible without going over.

Hitting – If you want another card, click “Hit”. You can hit as many times as you want, as long as your hand’s value is less than 21. If your hand’s value goes over 21, you “bust” and lose the game.

Standing – If you are happy with your hand and do not want any more cards, click “Stand”.

Doubling Down – If you feel you only want one more card, you can double down. Doubling down gives you the opportunity to double your original bet, however, when you double down you can only get *one more* card. This option is only available with your first two cards, *not* after you’ve already taken a hit. If you want to double down, click “**Double Down**”. A second bet, equal to your first, is automatically added to the table.

Tip: If you have 11, doubling down is a good bet, as long as the dealer does not have an Ace showing. It’s also a good bet to double down if you have a 10 and the dealer has 9 or lower.

Splitting – If you are dealt a pair, you have the opportunity to “split” them, thus making two separate hands. If you do this, a second bet equal to your original bet is automatically added to the table. You then play

each of those hands, in turn, as you would any other hand. To split your hand, click **“Split”**. This button will only appear if splitting is an option.

Tip: Never split 4s, 5s or 10s. Always split 8s and Aces. See the strategy chart later in this chapter for more details on splitting.

Surrendering – If you are not happy with the way your hand looks after your initial two cards, you can surrender your hand. Surrendering your hand forfeits half your bet and ends your hand.

Your turn is not over until you either stand, surrender or bust.

The Dealer’s hand

Once the players are finished with their hands, it is the dealer’s turn to play. He starts by flipping over his hole card. The dealer must hit or stand, but he must do so according to a set of rules.

- ♥ If the dealer has 16 or lower, he must hit.

- ♥ If the dealer has 17 or higher, he must stand.

- ♥ *If the dealer has a **soft** 17, that is an Ace and any number of cards totaling 6, he must hit.*

Winning and losing

A *Blackjack* can only be received on an initial deal. To get a *Blackjack*, you must be dealt an Ace and a 10 or a face card. A *Blackjack* pays 3 to 2.

All other wins pay even money. To win, a player must have a higher hand value than the dealer.

When a player and the dealer tie, it is called a *push*. In a push, the player does not win or lose any money.

If the dealer busts (goes over 21), all hands still in action win.

ODDS

There are many odds charts for Blackjack. We have included the following charts for you to reference.

This chart shows event frequency percentages.

Event	Frequency
Player wins	44%
Dealer wins	48%
Push (tie)	8%
Player dealt Blackjack	5%
Dealer dealt Blackjack	5%
Dealer has BJ (with Ace	32%
Player busts when hits with 16	61%
Player busts when hits with 15	59%
Player busts when hits with 14	56%
Player busts when hits with 13	52%
Player busts when hits with 12	48%

From fastodds.com

The following chart shows Player Advantage percentages when using basic strategy versus the dealer's up card.

Dealer Up card	Dealer Bust %	Player Advantage % with Basic Strategy
2	35.3%	9.8%
3	37.56%	13.4%
4	40.28%	18.0%
5	42.89%	23.2%
6	42.08%	23.9%
7	25.99%	14.3%
8	23.86%	5.4%
9	23.34%	-4.3%
10-K	21.43%	-16.9%
A	11.65%	-16.0%

From homepokergames.com

STRATEGY

There are several strategies you can follow to increase your odds in Blackjack. In addition to some basics included in this section, we have also included a basic strategy chart to follow that tells you when to hit, stand, split and double down.

Doubling down can be to the player's advantage when the dealer has a weak hand (4-6 card showing) or when the player has a strong hand (a hand total of 11).

In certain instances, splitting pairs is very advantageous to the player as it gives the player a chance to win more money. The chart at the end of this section provides details on when to split pairs.

One important thing to remember is that there are four times as many cards with a value of 10 than any other. Therefore a player should assume that the next card dealt is going to have a value of 10.

Surrendering is a somewhat controversial option. There are some proponents of surrendering under certain circumstances, however most players recommend you never surrender unless you are counting cards. The following is a list of times when you *may* wish to consider surrendering.

- ♠ If the dealer shows 10 and you have a 15.
- ♠ If the dealer shows 10 or A and you have a 16 (except a pair of 8s.)
- ♠ If the dealer shows 10 and you have a pair of 7s.

BLACKJACK BASIC STRATEGY CHART- for 4 or more decks, where dealer hits on a soft 17.

YOUR HAND	YOUR ACTION
Hard hands	
7 or less	Always Hit
8	Always Hit

9	Double if dealer shows 3-6; otherwise, Hit.
10	Double if dealer shows 2-9; otherwise, Hit.
11	Always Double, <i>unless</i> dealer shows an Ace, then Hit.
12	Stand if dealer shows a 4-6; otherwise Hit.
13-16	Stand if dealer shows 2-6; otherwise, Hit.
17-20	Always Stand.
“Soft” hands	
A2 - A3	Double if dealer shows 5-6; otherwise, Hit.
A4 - A5	Double if dealer shows 4-6; otherwise, Hit.
A6	Double if dealer shows 3-6; otherwise Hit.
A7	Double if dealer shows 3-6; Stand if dealer shows 2, 7, 8; Hit if dealer shows 9- Ace.
A8 - A9	Always Stand.
“Pairs”	
2,2 – 3,3	Split if dealer shows 4-7; otherwise Hit.
4, 4	Always Hit.
5, 5	Double if dealer shows 2-9; otherwise, Hit.

6, 6	Split if dealer shows 2-6; otherwise, Hit.
7, 7	Split if dealer shows 2-7; otherwise Hit.
8, 8	Always Split.
9, 9	Stand if dealer shows 7, 10, A; otherwise, Split.
10, 10	Always Stand.
A, A	Always Split.

BLACKJACK PRESS

Blackjack Press is a new twist on Blackjack created by Shuffle Master gaming. In Blackjack press you play two hands at once! You even have a bonus bet to maximize your winnings.

OBJECT OF THE GAME

The object of Blackjack Press is essentially the same as with Blackjack—have a hand that has a value closer to 21 than the dealer's, without going over 21. It is not necessary to beat the other players in Blackjack Press, just the dealer.

HOW TO PLAY

Before the game begins, each player must place a bet. In Blackjack Press you must place three bets of equal value—one for each hand of Blackjack and one for the “Press” bet. *For more details on betting, see “**Placing A Bet**” on page 23.* Once all bets are placed, the dealer deals each player two cards face up (one for each of their hands) and himself one card face down (the hole card). Then he deals a second card, face up, to each hand. The sum of the cards face values is the value of the hand. Face cards equal 10 and Aces equal either 1 or 11.

If the first four cards a player is dealt are all the same color, the player loses the Press bet. If not, the player is asked to choose which hand he wants to add the Press bet to (hand 1 or hand 2). You may add the Press bet to any hand, even a Blackjack.

After the initial deal, if the dealer's face up card is an Ace, players are offered the opportunity to buy “Insurance” before **any** play begins. If you buy the insurance, you are betting that the dealer has Blackjack. Insurance costs half the original bet. If the dealer has Blackjack, then you win 2:1 on the bet but you lose your original bet. If the dealer does not have Blackjack, you lose your insurance bet.

*Tip: Unless you are a card counter, and you know the count is very high, insurance is **not** a good bet. Always decline it, even if you have Blackjack.*

If the dealer has Blackjack, the hand is over. If the dealer does not have Blackjack, players may then play their hands.

Play continues just like with standard Blackjack. *For detailed rules, see the chapter on “**Blackjack**” on page 47.*

Winning and losing

A *Blackjack* can only be received on an initial deal. To get a *Blackjack*, you must be dealt an Ace and a 10 or a face card.

All wins, *including Blackjacks*, pay even money. To win, a player must have a higher hand value than the dealer.

When a player and the dealer tie, it is called *a push*. In a push, the player does not win or lose any money.

If the dealer busts (goes over 21), all hands still in action win.

CARIBBEAN STUD BONUS

Caribbean Stud Bonus was developed by Shuffle Master Gaming and offers two optional bonus bets.

OBJECT OF THE GAME

In this game, each person at the table plays head-to-head against the dealer. The goal is to have a higher ranking 5-card poker hand than the dealer.

HOW TO PLAY

To start play, you must first place an Ante bet. If you wish, you may also place a Bonus bet and/or a Progressive Bet. These are optional bets that offer possible higher payouts than the Ante and Raise bets. The Bonus bet wins if your hand is a pair of 10s or higher. The Progressive bet wins if you have a Royal Flush. *For more details on betting, see “Placing A Bet” on page 23.* After you place your bet, click “Deal” and the dealer will deal everyone five cards. The dealer’s top card will be face up.

The Dealer’s hand

The dealer’s hand qualifies with an Ace-King or higher.

Playing or folding?

After all hands are dealt, players must decide whether to fold (thus forfeiting any bets already placed) or play. If you want to play, you need to place a Raise bet of 2x your Ante bet. To fold, click “Surrender”.

Winning and losing

Ante bets

If the dealer does not qualify, the Ante wins even money.

If the dealer qualifies and beats the player’s hand, the Ante bet loses.

If the player beats the dealer’s qualifying hand, the Ante bet wins even money.

Raise bets

If the dealer does not qualify, the Raise bet pushes.

If the dealer qualifies and beats the player's hand, the Raise bet loses.

If the player beats the dealer's qualifying hand, the Raise bet pays according to the paytable displayed on the table and listed in the "Payout" section later in this chapter.

Bonus bet – This is paid if your hand is a pair of 10s or higher, regardless of whether your hand beats the dealer's. Payouts for the Bonus bet are displayed on the table and listed in the "Payout" section later in this chapter.

Progressive bet – The value of the Progressive bet is displayed on the table and is won if you have a Royal Flush.

Payouts

The payout schedule for the Raise bet is: (You must beat the dealer's hand for this bet to pay.)

Royal Flush	100 to 1
Straight Flush	50 to 1
4 of a Kind	20 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
3 of a Kind	3 to 1
Two pair	2 to 1
Pair 10s or better	1 to 1

The payout schedule for Bonus bet is:

Royal Flush	1,000 to 1
Straight Flush	200 to 1
4 of a Kind	100 to 1
Full House	50 to 1

Flush	40 to 1
Straight	25 to 1
3 of a Kind	6 to 1
Two pair	3 to 1
Pair 10s or better	1 to 1



CASINO WAR

War played in the casinos is extremely similar to the War you used to play as a child. The concept is simple and you will pick it up in just seconds.

OBJECT OF THE GAME

Casino War is a game of luck, not skill. It is typically played with six decks of cards. The object of this game is to get a higher card than the dealer.

HOW TO PLAY

Before any cards are dealt, you must first make a wager. *For more details on placing a bet, see “Placing A Bet” on page 23.* After you place your bet, click the “Deal” button to start play. The dealer will deal one card to each player, including himself. If your card is higher than the dealer’s, then you win... it’s that simple! The entire hand only takes seconds.

When your card matches the dealer’s, you are given the option of going to war. If you *do not* want to go to war, click on the **“Surrender”** button. This will end your hand and you will lose half your bet. If you *want* to go to war, click on the **“War”** button. If you go to war, the game will automatically double your bet. The dealer will then throw away the next three cards before dealing one to you and one to himself. If the dealer wins, you lose both of your bets. If you win, you win even money on your *original* bet.

Payouts

A win pays out even money.

Winning a war pays out even money on your original bet, or .5:1 on the *whole* war bet.

ODDS

The house advantage if you always surrender a war is about 4%.

The house advantage if you always go to war is about 3%.

STRATEGY

There is no real strategy for war. Keep in mind though, that card counting cannot easily be used in War since the dealer throws away three cards in the event of a war.



CATCH A WAVE

Catch A Wave is a game found at casinos on the East Coast and is beginning to trickle into casinos everywhere. It is traditionally played with eight decks of cards, with Ace being the highest and 2, the lowest. Although this game is rare, it is very exciting and we predict it will be seen in more and more casinos as time goes on.

OBJECT OF THE GAME

The object of this game is to correctly guess whether the next card dealt will be higher or lower than the previous card. If you can do this correctly more times than the dealer, you win.

HOW TO PLAY

Before any cards are dealt, you must first make a wager. *For more details on placing a bet, see “**Placing A Bet**” on page 23.* After you place your bet, click “**Deal**”. The dealer will deal one card to each player, including himself.

After you are dealt your card, you have two choices—stand or hit (take another card). If you decide to hit, you must declare whether you think that card will be higher or lower than the card you have showing.

When hitting, you must correctly call higher or lower. If you make the wrong call, or if the card matches yours, then you lose and are out of the game. If you make the correct call, you once again have to make the choice whether to stand or hit. As before, if you hit, you must call whether the next card will be higher or lower than the top card in your pile. This process repeats until you either stand or hit successfully for six times. If you make the correct call six times, you automatically win and are paid 6 to 1 on your wager.

The Dealer’s hand

After you have chosen to stand, it’s the dealer’s turn to play. The dealer does the same thing you did—either standing or hitting. If he hits, he also has to call whether the next card

will be higher or lower than his top card. However, the dealer must follow certain rules when making these decisions.

The dealer **must** make a call on the first card. If his card is a 7 or lower, the dealer must call higher; if it is an 8 or higher, the dealer must call lower.

After the first call, the dealer must follow the rules below.

- ♣ *If the card is a 4 or lower*, the dealer must call higher.
- ♣ *If the card is a 5-10*, the dealer must stand.
- ♣ *If the card is a J or higher*, the dealer must call lower.

The dealer repeats this process until he either must stand, or makes an incorrect call.

How you get paid

If the dealer ever makes an incorrect call, then you get paid even money on your bet if you are still in the game. However, if both the player and dealer have stood, then the total number of hits is compared.

- ♦ If you and the dealer have called the same number of cards correctly, the bet is a push.
- ♦ If the dealer called more cards correctly than you, you lose.
- ♦ *If you called more cards correctly than the dealer*, then you win a multiple of the difference between your total and the dealer's total. For instance, if you hit successfully four times, and the dealer only two times, then you would be paid at 2 to 1. ($4-2=2$)

Payouts

The payouts for Catch a Wave are different than for most games:

For calling 6 cards right . . . 6:1

For dealer losing on any call . . . 1:1

For all other situations, it's a multiple of your correct calls vs. the dealer's correct calls. *For example*, if you had 5 correct calls, and the dealer had 2, you win 3:1. ($5-2=3$)

ODDS

If the strategy is followed, there is only a .5% house advantage.

STRATEGY

There is a strategy that can be followed to give the house the smallest edge possible. If this strategy is followed exactly, the house advantage is only .5%.

To use the strategy, consult the following chart. The chart shows you when to stand and when to hit based on 3 factors—the dealer's card, your card, and how many hits you've already taken.

To read this chart, look down the first column and find the row with the dealer's card. Then move to the right and find the column that corresponds to the number of hits you've already taken (0-5). The intersection of this row and column will display either a number or the word "none".

If a number, or range of numbers is displayed, then you should *stand* if your card falls within this range. If your number is *higher than* the number(s) listed, then you should call "lower." If your number is *lower than* the number(s) listed, then you should call "higher."

If the word "none" is in the box, that means you should *hit* no matter what number your card is, even if you have an 8. If you don't know whether to call higher or lower, the best advice is to look at what cards are already on the table and try to determine if more high cards are out (meaning you should guess low) or if more low cards are out (meaning you should guess high).

	Player's Stand Range					
Dealer's card	0 hits	1 hit	2 hits	3 hits	4 hits	5 hits
2	none	8	7-9	6-10	6-10	7-9
3	none	8	6-10	6-10	6-10	7-9
4	8	7-9	6-10	5-J	6-10	8
5	7-9	6-10	6-10	6-10	7-9	8
6	5-J	6-10	5-J	6-10	7-9	8
7	4-Q	5-J	5-J	6-10	8	none
8	4-Q	4-Q	5-J	6-10	8	none
9	4-Q	5-J	5-J	6-10	8	none
10	5-J	6-10	5-J	6-10	7-9	8
J	7-9	6-10	6-10	6-10	7-9	8
Q	8	7-9	6-10	5-J	6-10	8
K	none	8	6-10	6-10	6-10	7-9
A	none	8	7-9	6-10	6-10	7-9

Chart from www.wizardofodds.com.

CRAPS

Dice games are the oldest form of gambling known to man and over time, Craps has become the dice game of choice. While dice games have been around for a very long time, Craps as we know it today became popular in 1931 when gambling was legalized in Las Vegas. Part of its appeal is its fast action. Another part of its appeal is that large amounts of money can be won or lost in a short period of time. If a player bets wisely, he can reduce the house edge to .6%-.7%.

OBJECT OF THE GAME

Simply put, the object of Craps is to correctly guess the roll of the dice and bet accordingly. However, it's actually much more complicated and intricate than that. There are various betting options in the fast-paced game which we will cover, in detail, in this chapter. Keep in mind, though, that in Craps, all bets are played against the house, not other players.

HOW TO PLAY

Craps is played on a large table made of felt with a Craps layout on it. You place bets and roll dice on this layout.



Unlike in most table games, you do not have to place a bet before the first roll of the dice, though it is recommended for a more exciting game and indeed, most people do bet before play begins. To place a bet, click on the part of the table where you want to make your bet. Types of bets will be explained later in this chapter. You can place as many bets as

you want before the dice are rolled; you are not limited to one. When you are finished betting, click “Roll” to begin play.

Game play begins when the **“shooter”** (the player with the dice) throws the dice for the first time. This initial roll is called the **“come-out roll.”** (The game will tell you when a roll is a come-out roll by displaying those words on the screen.) If the come-out roll is a 7 or 11, the shooter made a “pass” and anyone who bet on the “pass line” automatically wins. Conversely, anyone who bet on the “don’t pass line” automatically loses. If the come-out roll is a 2, 3, or 12, the shooter has **“crapped out”** and anyone who bet on the pass line automatically loses. Anyone who bet “don’t pass” wins with a 2 or 3 and ties with a 12. If the come-out roll is anything else— 4, 5, 6, 8, 9, or 10— it establishes a **“point number.”**

Once a point is established, the shooter will keep rolling the dice until either the point number is rolled again or until a 7 is rolled. This series of rolls is called a **“shoot.”** The very next roll after the end of a shoot will be the come-out roll for the next shoot. The shooter has possession of the dice until he rolls a 7 or until he decides to pass the dice along to the next person, whichever comes first. In a casino, anyone at the table can be the shooter, as long as he makes either a pass or don’t pass bet. There is no plus or minus to being the shooter. In **Reel Deal “Millionaire’s Club,”** you control when the dice are rolled by clicking on the **“Roll”** button between each roll.

THE BETS

There are many different types of bets in Craps. This section will explain each type to you so that you can better understand the excitement of this action-packed game.

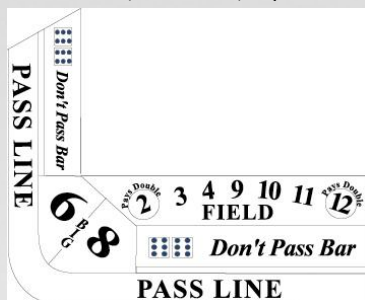
Pass Line

Quick tips for Pass Line bets

With a Pass Line bet, you are looking for the following:

♠ A 7 or 11 on the come-out roll.

♠ The point number (before a 7), *after* the come-out roll.



This is the most common bet in Craps and the one most people know. A Pass Line bet is placed *before* the come-out roll. During a come-out roll, Pass Line bettors are hoping for a 7 or 11, which make them automatic winners. A 2, 3, or 12 during the come-out roll is an automatic loss for a Pass Line bet. If a 4, 5, 6, 8, 9 or 10 is rolled during the come-out roll, that number is established as the point and nothing is won or lost until the shoot comes to an end. Once the point is established, Pass Line bettors are hoping for the shooter to roll the point number *before* a 7. If the point number is rolled before a 7, the Pass Line bets win. If a 7 is rolled first, Pass Line bets lose. With Pass Line bets, keep in mind:

♥ Once the point is established, the bet cannot be removed from the table.

♥ Pass Line bets pay even money (1 to 1).

Taking the Odds

Once the point has been established, if the player has placed a Pass Line bet, he has the opportunity to “up the ante” so to speak. He can increase his Pass Line bet up to 5 times his original amount. (This amount varies from casino to casino, but in **Reel Deal “Millionaire’s Club”** it is 5 times.) This is called “taking the odds.” This bet wins and loses just like your original Pass Line bet;

though odds bets pay out better than even money, with the exact amount being determined by the point:

Point	Payout
4	2 to 1
5	3 to 2
6	6 to 5
8	6 to 5
9	3 to 2
10	2 to 1

Odds bets can be placed or removed at any time after the point has been established. To place an odds bet, wait until after the point has been established, then click on the Pass Line. You will notice that your odds “chip stack” will be slightly offset from your original bet. To remove an odds bet, right-mouse click on it.

Note: If the point is 5 or 9, make sure your odds bet is an even amount, since the payoff is 3 to 2. If you do not, any uneven portion of the win will go to the house.

Don't Pass Line

Quick tips for Don't Pass bets

With a Don't Pass Line bet, you are looking for the following:

- ♦ A 2 or 3 on the come-out roll. 12 is okay, too, though not an automatic winner.
- ♦ A 7 (before the point number), *after* the come-out roll.

The Don't Pass bet is basically the opposite of the Pass Line bet. The Don't Pass bet is placed *before* the come-out roll. Players who have bet on Don't Pass are optimally hoping for a 2 or 3 on the come-out roll, as those two numbers are automatic winners. A 12 is a tie (whereas it's a loss for Pass Line bets). A 7 or 11 on the come-out roll is an automatic

loss. Any other number— a 4, 5, 6, 8, 9 or 10— establishes the point and neither wins nor loses (just as with a Pass Line bet). Once the point is established, Don't Pass bettors are hoping for the shooter to roll a 7 *before* the point number. If a 7 is rolled before the point number, the Don't Pass bets win. If the point number is rolled first, Don't Pass bets lose. Keep in mind:

♣ Don't Pass bets can be removed from the table at any time.

♣ Don't Pass bets pay even money (1 to 1).

Laying the Odds

This bet is the opposite of “taking the odds” with a Pass Line bet. Once the point has been established, if the player has placed a Don't Pass bet, he has the opportunity to increase this bet up to an amount that would pay 5x his original bet amount if he won. (This amount varies from casino to casino, but in **Reel Deal “Millionaire’s Club”** you can win up to 5x your original Don't Pass bet.) This is called “laying the odds.” This bet wins and loses just like your original Don't Pass bet; though odds bets do not pay even money. The amount paid is determined by the point:

Point	Payout
4	1 to 2
5	2 to 3
6	5 to 6
8	5 to 6
9	2 to 3
10	1 to 2

You'll notice that lay bets pay less than even money. This is because you are betting that a 7 will be rolled before the point number and there are more ways to roll

and 7 than any other number so the odds are in your favor.

Lay bets can be placed or removed at any time after the point has been established. To lay an odds bet, wait until after the point has been established, then click on the Don't Pass Line. You will notice that your odds "chip stack" will be slightly offset from your original bet. To remove an odds bet, right-mouse click on it.

Come bet

This bet is similar to the Pass Line bet, but the player makes this bet any time *after* the point has been established. Making this bet is like starting another game of Craps, where *the next roll* is your own personal come-out roll. And the same rules apply as when making a come-out roll for the table.

- ♠ Player wins if the roll is a 7 or 11.
- ♠ Player loses if the roll is 2, 3, or 12.
- ♠ A "virtual point" is established if the roll is 4, 5, 6, 8, 9 or 10.
- ♠ Come bets pay even money.

If a "virtual point" is set, you are hoping that the point is rolled again before a 7 is rolled.

Don't Come Bar Don't Pass Bar						
			PLACE	BETS		
	4	5	SIX	8	NINE	10
			PLACE	BETS		
	COME					

You place a Come bet by clicking on the "Come" area of the table. Your chips will appear in the "Come" area, however, after the next roll is made, if a "virtual point" was established, your chips will be moved to that number so as to mark the "point" for your bet.

Taking the Odds

You can take an odds bet on Come bets, just like you can with Pass bets. These bets are displayed slightly off center from your original Come bet and can be removed at any time. This bet works the same as Pass Line odds bets and pay out the same, as well. Note that odds bets on Come bets are not in play during a come-out roll.

Don't Come bet

This bet is just like the Don't Pass bet, but it is made *after* the point has been established. This bet is the opposite of the Come bet, just like the Don't Pass bet is the opposite of the Pass Line bet. Making this bet is like starting another game of Craps, where *the next roll* is your own personal come-out roll. And the same rules apply as when making a come-out roll for the table.

- ♥ Player wins if the roll is a 2 or 3 and ties with a 12..
- ♥ Player loses if the roll is 7 or 11.
- ♥ A “virtual point” is established if the roll is 4, 5, 6, 8, 9 or 10.
- ♥ Don't Come bets pay even money.

If a “virtual point” is set, you are hoping that a 7 is rolled before the point is rolled again.

You place a Don't Come bet by clicking on the “Don't Come” area of the table. Your chips will appear in the “Don't Come” area, however, after the next roll is made, if a “virtual point” was established, your chips will be moved to a spot just above that number so as to mark the “point” for your bet.

Laying the Odds

You can lay an odds bet on Don't Come bets, just like you can with Don't Pass bets. These bets are displayed slightly off center from your original Don't Come bet and can be removed at any time. This bet works the same as Don't Pass Line odds bets and pay out the same,

as well. Note that odds bets on Don't Come bets are not in play during a come-out roll.

Place bets

The place numbers are 4, 5, 6, 8, 9, 10 and 11. In Craps there are several different bets that can be made on place numbers. One of those bets is a Place bet. When you wager a Place bet, you are betting that the number you wagered on will be rolled before a 7. With Place bets, keep in mind:

- ◆ The bet loses if a 7 is rolled before your selected number.
- ◆ You can make as many Place bets at one time as you want.
- ◆ You can remove a Place bet at any time by right-mouse clicking on it.
- ◆ A Place bet is not in play during a come-out roll. Thus, if a point is thrown and a new come-out roll is made, your Place bet(s) will temporarily be suspended until after the next point is established.
- ◆ Your Place bet is only removed from the table when a 7 is rolled (and you lose the bet) or when you remove it yourself.

Place bets pay out, as follows:

Point	Payout
4	9 to 5
5	7 to 5
6	7 to 6
8	7 to 6
9	7 to 5
10	9 to 5

		<i>PLACE</i>	<i>BETS</i>		
4	5	SIX	8	NINE	10
		<i>PLACE</i>	<i>BETS</i>		

You can make a Place bet by clicking on the “Place Bet” rectangle just below the desired number at the top of the table.

Note: When placing a bet on 6 or 8, you should try to make it in increments of \$6 since the bets pay 7 to 6. If you don’t, the odd portion will go to the house.

When you win a Place bet, the game gives you the option to take the winnings and leave the bet on the table, take the winnings and remove the bet from the table, or add the winnings to the bet (“press your bet”). When prompted, simply click on which option you prefer.

Buy bets

These bets are the same as Place bets except the player pays a 5% commission in order to get the “true odds” for the number. “True odds” are as follows:

Point	Payout
4	2 to 1
5	3 to 2
6	6 to 5
8	6 to 5
9	3 to 2
10	2 to 1

You may place a Buy bet on 4, 5, 6, 8, 9 or 10. With a Buy bet, you are betting that the number selected will be rolled again before a 7 is rolled. Buy bets are not in play during come-out rolls and can be removed from the table at any time by right-clicking on it.

It is recommended that you make Buy bets in \$20 increments; this makes the 5% commission an even amount. To place a Buy bet, click on the desired number at the top of the table. Your bet will appear with a small “B” chip on top of it (to designate it a Buy bet).

Note: The 5% commission is only charged when you win a bet. This lowers the house advantage. These numbers are reflected in the “Odds” chart at the end of this chapter.

When you win a Buy bet, the game gives you the option to take the winnings and leave the bet on the table, take the winnings and remove the bet from the table, or add the winnings to the bet (“press your bet”). When prompted, simply click on which option you prefer.

Lay bets

This is the opposite of a Buy bet. You may place a Lay bet on 4, 5, 6, 8, 9 or 10. With this bet, you are betting that a 7 will be rolled before the number you wagered on. Just as with the Buy bets, you pay a 5% commission in order to get true odds. The payouts for Lay bets are as follows:

Point	Payout
4	1 to 2
5	2 to 3
6	5 to 6
8	5 to 6
9	2 to 3
10	1 to 2

To place a Lay bet on the table, click above the desired number in the empty box above the top “place bets” row. Lay bets are not in play during a come-out roll and can be removed from the table at any time by right-mouse clicking on it.

When you win a Lay bet, the game gives you the option to take the winnings and leave the bet on the table, take the

winnings and remove the bet from the table, or add the winnings to the bet (“press your bet”). When prompted, simply click on which option you prefer.

Big 6 bet

When you bet on Big 6, you are betting that a 6 will be rolled before a 7. This is exactly the same bet as a Place bet or a Buy bet on a 6 but with a higher house advantage and a lower payout (Big 6 bets pay even money), therefore, this is not a good bet to make. However, if you do wish to make this bet, you can do so by clicking on the Big 6 box on the table. The house advantage on Big 6 is 9.09%.

Big 8 bet

When you bet on Big 8, you are betting that an 8 will be rolled before a 7. This is exactly the same bet as a Place bet or a Buy bet on an 8 but with a higher house advantage and a lower payout (Big 8 bets pay even money), therefore, this is not a good bet to make. However, if you do wish to make this bet, you can do so by clicking on the Big 8 box on the table. The house advantage on Big 8 is 9.09%.

Field bet

When you place a Field bet, you are betting that the next roll will be a 2, 3, 4, 9, 10, 11 or 12. If the next roll is a 3, 4, 9, 10 or 11, you win even money. If it's a 2 or 12, you win double your money. (In some casinos, it pays 3 to 1.) If the next roll is 5, 6, 7 or 8, you lose. The Field bet is a one roll bet. You can place this bet by clicking on the “Field” area on the table.

If the 2 and 12 pay 2 to 1, the house advantage is 5.56%. If it pays 3 to 1, the house advantage is lowered to 2.78%. In **Reel Deal “Millionaire’s Club,”** the casino pays 2 to 1.

Hardways bets

With a Hardways bet, you are betting that a 4, 6, 8 or 10 will be rolled as double 2s, 3s, 4s or 5s, respectively, either before a 7 is rolled or before the number bet on is rolled an “easy” way. An “easy” way would be any combination of numbers, *other than doubles*, that add up to the total. *For example, an “easy” 8 could be a 2 and a 6 or a 3 and a 5.* If any

combination of numbers adding up to the number bet on is rolled before the doubles are rolled, the bet loses. The same is true if a 7 is rolled before the doubles are rolled. Hardways bets stay on the table until the bet is either won, lost or you remove it. Payouts for these bets are displayed on the table and in the chart below.

Number	Payout
4	7 to 1
6	9 to 1
8	9 to 1
10	7 to 1

The house advantage on 4 and 10 is 11.11%.

The house advantage of 6 and 8 is 9.09%.

One Roll bets

There are several bets which are only on the table for one roll. They win or lose immediately after the dice are thrown. These are also referred to as “Proposition” bets. These bets have some of the worst odds and therefore should be avoided. We will, however, describe these bets in this section.

Any 7 – You are betting that the next roll of the dice will be a 7. This bet pays 4 to 1 and has a house advantage of 16.67%

Any Craps – You are betting that the next roll of the dice will be a 2, 3 or 12. This bet pays 7 to 1 and has a house advantage of 11.11%.

Crap 2 – You are betting that the next roll of the dice will be a 2. This bet pays 30 to 1 and has a house advantage of 13.89%.

Crap 3 – You are betting that the next roll of the dice will be a 3. This bet pays 15 to 1 and has a house advantage of 11.11%.

Crap 12 – You are betting that the next roll of the dice will be a 12. This bet pays 30 to 1 and has a house advantage of 13.89%.

11 – You are betting that the next roll of the dice will be an 11. This bet pays 15 to 1 and has a house advantage of 11.11%.

Horn bet – This bet combines the 2, 3, 11 and 12 center bets. It must be made in multiples of 4 (one quarter of which covers each of the previously listed numbers). The payoffs are the same as when betting on each number individually. If won, the casino pays on the winning number and deducts the losing numbers from the payoff. This bet has a house advantage of 12.5%.

C&E bet – This bet combines the “Any Craps” bet and the 11 bet and splits your money between the two. It pays off the same as if making these bets individually. This bet is placed by clicking between the C and E circles found along the edge of the center bets.

ODDS

House advantage & payouts for place number bets

Bet	Description	Pays (after any commissions)	House Advantage
*Big 6	6 before 7	1 to 1	9.09%
*Big 8	8 before 7	1 to 1	9.09%
Buy (4)	4 before 7	39 to 21	1.67%
Buy (5)	5 before 7	29 to 21	2.00%
*Buy (6)	6 before 7	23 to 21	2.27%
*Buy (8)	8 before 7	23 to 21	2.27%
Buy (9)	9 before 7	29 to 21	2.00%
Buy 10	10 before 7	39 to 21	1.67%
Hard 4	2-2 before 7 or easy 4	7 to 1	11.11%

Bet	Description	Pays (after any commissions)	House Advantage
Hard 6	3-3 before 7 or easy 6	9 to 1	9.09%
Hard 8	4-4 before 7 or easy 8	9 to 1	9.09%
Hard 10	5-5 before 7 or easy 10	7 to 1	11.11%
Lay (4)	7 before 4	19 to 41	2.44%
Lay (5)	7 before 5	19 to 31	3.23%
Lay (6)	7 before 6	19 to 25	4.00%
Lay (8)	7 before 8	19 to 25	4.00%
Lay (9)	7 before 9	19 to 31	3.23%
Lay (10)	7 before 10	19 to 41	2.44%
*Place (4)	4 before 7	9 to 5	6.67%
*Place (5)	5 before 7	7 to 5	4.00%
Place (6)	6 before 7	7 to 6	1.52%
Place (8)	8 before 7	7 to 6	1.52%
*Place (9)	9 before 7	7 to 5	4.00%
*Place (10)	10 before 7	9 to 5	6.67%

**There is an identical bet that pays better odds.*

STRATEGY

Bet on the Pass Line on the come-out roll. The house advantage is only 1.4%.

Bet on the Come bet. The odds and payout are the same as the Pass Line.

Take the maximum odds on Pass Line and Come bets.

Do not make “One Roll” bets, such as the various Craps bets, 11 bet and the Horn bet.



CRAPS-ROULETTE

Craps-Roulette was developed by Michael Porto and is the only game of its kind in the world! This game gives the player the opportunity to play either Craps or Roulette or *both* at the same time.

OBJECT OF THE GAME

This game combines two favorite casino games—Craps and Roulette. The object is to guess where the ball will land after the wheel is spun and place your bet accordingly.

HOW TO PLAY

All bets must be placed before the wheel is spun. To place your bet, set you “chip stack” and click on the spot (or spots) on the table where you want to place your bet.

The table is divided into two sides—a roulette side and a craps side. You can place bets on either side or both sides at once. Roulette bets are only good for a single spin, so those bets need to be made before each spin. Some Craps bets are one time bets (such as Horn and Craps bets) while others remain on the table until either the point is made, you spin a 7, or until you manually remove your bet.

After you place your bets, click **Spin**. The first spin is the “coming out” spin for the Craps portion of the game. The number spun determines the point. If 2, 3, or 12 is spun, any Craps bets win. If 7 or 11 is spun, any Pass Line bets win. If any other number is spun, that becomes the point. After the point is set, all subsequent spins are trying to make that point *before* a 7 is spun. If the point is spun *before* a 7, then Pass Line bets win. If a 7 is spun first, then Pass Line bets lose. The first spin *after* a point is made or a 7 is spun begins the next Craps round.

A Roulette bet can be made before any spin and is just like traditional Roulette bets, except that there are less numbers to

bet on and bets can only be placed on single numbers (not split between numbers).

Payouts

The payout for each bet is listed on that spot on the table.



CRAZY 4 POKER

Crazy 4 Poker was developed by Shuffle Master Gaming and is similar to both Three Card Poker and Four Card Poker. There are two chances to win a bonus even if the house beats your hand. And you also have the chance to wager up to three times your Ante after you see your cards.

OBJECT OF THE GAME

In this game, each person at the table plays head-to-head against the dealer. The goal is to have a higher ranking 4-card poker hand than the dealer.

HOW TO PLAY

To start play, you must first place Ante and Super Bonus bets of equal value. When you click in the Ante box to add your bet, a Super Bonus bet of equal value is automatically placed for you. If you wish, you may also place a “Queens Up” bonus bet. This is an optional bet that offers possible higher payouts than the Ante and Play bets if your hand is a pair of Queens or higher. *For more details on betting, see “Placing A Bet” on page 23.* After you place your bet, click **“Deal”** and the dealer will deal everyone five cards. You must make the best 4-card poker hand possible out of your five cards.

Tip: For your convenience, the highest possible hand is automatically displayed on your screen just below your avatar.

The Dealer’s hand

The dealer must also make the best 4-card poker hand from five cards. The dealer’s hand qualifies with a King or higher.

Playing or folding?

After all hands are dealt, players must decide whether to fold (thus forfeiting any bets already placed) or play. If you want to play, you need to place a Play bet. The play bet must be at least equal to the Ante, but may be up to three times the Ante, if you have a pair of aces or better. To play, click the **“Bet”**

button. If you have a pair of aces or better, a box will appear and give you the option to increase your Play bet to 3x your original Ante bet. Check the amount, then place your bet. To fold, click “Surrender”.

Winning and losing

Play & Ante bets – You win even money if your hand beats the dealer’s. If the player and dealer hands are the same, it’s a push and no money is won or lost. If the dealer’s hand is better than the player’s, the player loses both bets.

Super Bonus – This is paid if your hand is a Straight or higher, regardless of whether your hand beats the dealer’s. If your hand is lower than a straight, but beats the dealer, or if the dealer doesn’t qualify, then the Super Bonus is a push. Payouts for the Super Bonus are displayed on the table and listed in the “Payout” section later in this chapter.

Queens Up bet – The Queens Up bonus bet wins when you have a pair of queens or better. Queens Up winners are paid regardless of whether or not the hand beats the dealer. The payout schedule for Queens Up winners is displayed on the table and is listed in the “Payout” section later in this chapter.

Payouts

The payout schedule for the Super Bonus is:

Four Aces	200 to 1
4 of a Kind	30 to 1
Straight Flush	15 to 1
3 of a Kind	2 to 1
Flush	3 to 2
Straight	1 to 1

The payout schedule for Queens Up is:

4 of a Kind	50 to 1
Straight Flush	30 to 1
3 of a Kind	8 to 1

Flush	4 to 1
Straight	3 to 1
Two Pair	2 to 1
Pair of Queens or better	1 to 1

ODDS

The house advantage is only about 1.09% if you follow the basic strategy.

The house edge against Aces Up is 5.32%.

STRATEGY

If you have a Pair of Aces or higher	Bet 3x Ante
If you have K-Q-8-4-3 to Pair of Ks	Bet 1x Ante
If you have less than K-Q-8-4-3	Fold

DRAGON BONUS BACCARAT

Dragon Bonus Baccarat, developed by Shuffle Master Gaming, is played exactly like Baccarat except there is the option of making an additional Dragon Bonus wager.

OBJECT OF THE GAME

Since this game is identical to Baccarat, the object is the same—to bet on one of two hands and hope that the selected hand comes closest to 9.

HOW TO PLAY

For details on how to play Baccarat, see “Baccarat” on page 30.

You can place a Dragon Bonus bet on either the Banker hand or the Player hand. To make a Dragon Bonus bet, place your bet in the corresponding bonus box.

Winning and losing

There are two ways to win the Dragon Bonus bet:

- ♥ If the hand the bonus was wagered on wins with a “natural” (either a total of 8 or 9 on the first two cards).
- ♥ If the hand the bonus was wagered on wins by four or more points.
- ♥ With all other outcomes, the bonus bet loses.

Payouts

Non-natural winners pay more than “natural” winners. With non-natural winners, the more points you win by, the more money you win. Payouts are as follows:

“Natural” winner	1 to 1
“Natural” tie	Push
Non-natural win by 9 points	30 to 1
Non-natural win by 8 points	10 to 1

Non-natural win by 6-7 points 4 to 1

Non-natural win by 4-5 points 2 to 1

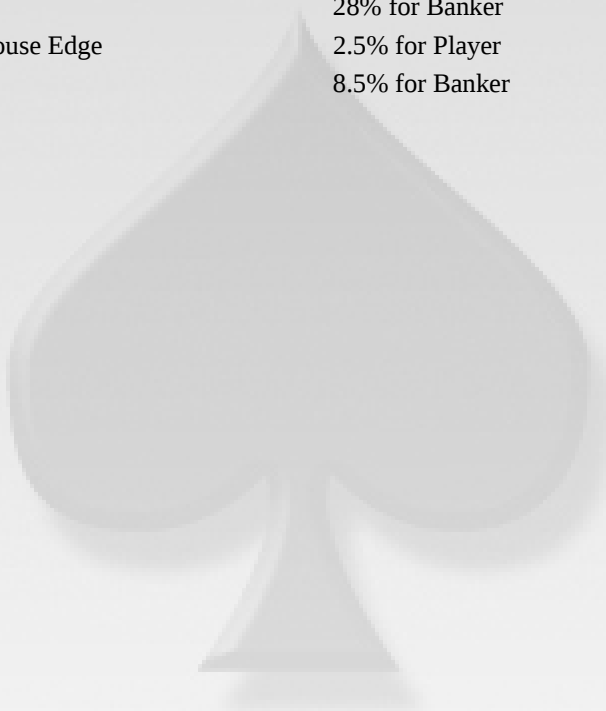
ODDS

Win frequency 29% for Player

28% for Banker

House Edge 2.5% for Player

8.5% for Banker



FACE-UP 21

Face-Up 21, also called Double Exposure, is a game that has been popping up all over America. Face-Up 21 is a Blackjack variation in which both of the dealer's cards are exposed. This game has been around for a very long time, but never really took off when gambling became popular. In recent years, cruise line casinos have offered the game and have seen a very positive response. For that reason, Face-Up 21 has been creeping back into casinos everywhere. There are some differences to how the dealer plays, but this game, if played correctly, is one of the best bets in a casino.

OBJECT OF THE GAME

Just like in Blackjack, the object of Face-Up 21 is to have a hand that has a value closer to 21 than the dealer's, without going over 21.

HOW TO PLAY

Before any cards are dealt, you must first make a wager. *For more details on placing a bet, see "Placing A Bet" on page 23.* After you place your bet, click **"Deal"** to start play.

Play is just like that in Blackjack, except that in this game, both of the dealer's cards are dealt face-up. This allows you to see the dealer's total and use this information to decide how best to play your hand.

In this game, the rules are the same as for Blackjack, with the following exceptions:

- ♠ Blackjacks pay even money.
- ♠ The dealer wins on all ties, except on a natural Blackjack.
- ♠ Players may only split once.

Reel Deal "Millionaire's Club" plays Face-Up 21 with 6 decks of cards.

Payouts

All wins, including a Blackjack, pay even money.

STRATEGY

The following chart has been compiled based on the rules used in **Reel Deal “Millionaire’s Club”** and does not necessarily apply to all casino play.

Basic strategy chart for face-up 21- *where dealer hits on a soft 17.*

YOUR HAND	YOUR ACTION
Hard hands	
5-7	Always Hit, unless dealer shows a Hard 14-16, then Double if available.
8	Always Hit, unless dealer shows a Hard 12-16, then Double if available.
9	Always Hit, unless dealer shows a Hard 5-6 or 12-16, then Double if available.
10	Always Hit, unless dealer shows a Hard 4-8 or 12-16, or Soft 14-16, then Double if available.
11	Always Hit, unless dealer shows a Hard 4-9 or 12-16, or Soft 13-16, then Double if available.
12	Stand if dealer shows a Hard 4-6 or 12-16, or Soft 14-16; otherwise Hit.
13	Stand if dealer shows a Hard 4-6 or 12-16, or Soft

	12-16; otherwise Hit.
14	Stand if dealer shows a Hard 4-6 or 11-16, or Soft 12-16; otherwise Hit.
15	Stand if dealer shows a Hard 4-6 or 10-16, or Soft 12-16; otherwise Hit.
16	Stand if dealer shows a Hard 4-6 or 8-16, or Soft 12-16; otherwise Hit.
17	Stand if dealer shows a Hard 4-16 or Soft 12-16; otherwise Hit.
18	Stand if dealer shows a Hard 4-17 or Soft 12-17; otherwise Hit.
19	Stand if dealer shows a Hard 4-18 or Soft 12-18; otherwise Hit.
20	Only Hit if dealer shows 20.
“Soft” hands	
A2	Always Hit unless dealer shows Hard 12-16, then Double if available.
A3 – A4	Always Hit unless dealer shows Hard 6 or 12-16, then Double if available.
A5-A6	Always Hit unless dealer shows Hard 5-6 or 12-16, then Double if available.
A7	Stand if dealer shows Hard 7 or 17 or Soft 17;

	otherwise, Hit, unless dealer shows a Hard 4-6 or 12-16, then Double if available.
A8	Hit if dealer has 19-20; otherwise Stand, unless dealer shows a Hard 12-16, then Double if available.
A9	Hit if dealer has 20; otherwise Stand, unless dealer shows a Hard 13-16, then Double if available.
“Pairs”	
2,2 – 3,3	Split if dealer shows a Hard 6 or 12-17; otherwise, Hit.
4, 4	Split if dealer shows a Hard 12-16; otherwise, Hit.
5, 5	Double if dealer shows a Hard 4-8 or 12-16 or Soft 14-16; otherwise, Hit.
6, 6	Split if dealer shows a Hard 4-6 or 12-17; Stand if dealer shows a Soft 14-16; otherwise, Hit.
7, 7	Split if dealer shows a Hard 2-6 or 12-17; Stand if dealer shows a Hard 11 or Soft 12-16; otherwise Hit.
8, 8	Split if dealer shows a Hard 4-8 or 12-17 or a Soft 16-17; Stand if dealer shows a Hard 9-11 or a Soft 12-15; otherwise, Hit.
9, 9	Split if dealer shows a Hard

	4-6, 8, 12-16 or 18, or a Soft 15-16; Stand if dealer shows a Hard 7 or 9-11 or a Soft 12-14 or 17; otherwise, Hit.
10, 10	Split if dealer shows a Hard 13-16; Hit if dealer shows a 20; otherwise, Stand.
A, A	Split if the dealer shows a Hard 4-10 or 12-16 or a Soft 12-17; otherwise, Hit.

FARO

Faro is an old betting game commonly played in saloons in the American Old West. It was invented in Europe in the 1700s and became popular in America in the early part of the 1800s. It is an easy game to learn and play and is one of the few gambling games where the player's odds are just a little less than even with the house.

OBJECT OF THE GAME

The object of Faro is to guess which card out of a 52-card deck will be flipped over next.

HOW TO PLAY

The table layout

The Faro table has a particular layout. At the top of the table in front of the dealer is a space marked "Loses" and a space marked "Wins". Below those spaces are 13 spaces—one for each card rank—starting with Ace and ending with King. Below the card spaces is a card counter which tallies the cards that have been dealt. And, in the upper left corner of the table (to the right of the dealer) is a space labeled "High Card".

Placing bets in Faro

Players make bets either on individual numbers or on groups of numbers. Each hand, the dealer flips over 2 cards from the deck. The first card is the "Losing" card and the second card is the "Winning" card. The player bets on which card he thinks will be the "Winning" card.

Note: On the first deal of each deck, 3 cards are flipped over. The first card is discarded. The second card becomes the "Losing" card and the third card becomes the "Winning" card. Again, this only happens on the first deal after the deck has been shuffled.

Bets are made by clicking on the desired space on the table. *For example, if you want to bet that a Jack will be the next “Winning” card, you would click on the Jack space on the table.* Players can bet on groups of numbers at a time by clicking in the space between two cards. Clicking between the 4 and 10 would place your bet on both numbers. Click in between four cards and your get will be placed on all four numbers. This is called “splitting” a bet. However, unlike in Roulette where your bet amount would be split, in Faro your bet amount is not divided between the numbers but counts in whole for both numbers. Therefore, if you split the 4-10 with a \$10 bet and one of those numbers was the “Winning” card, you would win \$10 back.

Note: Put your cursor on a spot on the table then look at the box under your avatar. You will see the numbers that bet will be placed on if you clicked on that spot.

You can place as many bets on the table as you want at a time. Bets remain on the table until it loses, it wins or you remove it. The only exception to this is the “High Card” bet. The “High Card” bet is good for only one hand whether it wins or loses.

The “High Card” bet is betting that the “Winning” card for that hand will be higher than the “Losing” card for that hand. “High Card” bets pay even money, just like all other bets on the table.

Coppering

Coppering is another type of bet in Faro. When you “Copper” a bet, you are betting *the opposite* of a regular bet (also known as, reversing the bet). That is, you are betting that the number(s) you coppered will be the *losing* number rather than the winning number. You can also copper “High Card” bets. When you copper a “High Card” bet you are betting that the losing card will be higher than the winning card (the exact opposite of a regular “High Card” bet).

To copper a bet, click **Copper Bet** and then place your bet. You will notice that a copper-colored piece is placed over your chips. This identifies the bet as a coppered bet.

The **Copper Bet** button works as a toggle. Once you click on it, it is turned “on” and becomes highlighted. When the button is highlighted, all other bets made will be coppered bets until you click the button again to toggle it “off.”

Counting cards dealt

Faro is played with a single deck of 52 cards. Twenty-four hands are played before the deck is reshuffled. As each card is flipped over, a tally of the cards is displayed on the table. In this game, that tally is shown below the card spaces on the table and is labeled “Cards Dealt.”

Once all four cards of a rank have been dealt, you can no longer place a bet on that number. Keeping an eye on how many cards remain of a rank can help you decide where to place your bets.

FIVE CARD OMAHA POKER

Five Card Omaha Poker, from Shuffle Master Gaming, is a five-card poker game that offers an optional bonus bet plus 3 chances to bet once you have seen some cards. You get to play head-to-head against the dealer with 3 community cards plus cards of your own.

OBJECT OF THE GAME

In this game, the goal is to have a higher ranking 5-card poker hand than the dealer, using 3 community cards plus 2 “hole” cards.

HOW TO PLAY

Before the cards are dealt, you must place Ante and Blind bets of equal value. If you wish, you may also place an optional Bonus bet. The bonus bet pays if you have 2 pair or higher and it even pays if you fold or lose to the dealer. *For more details on betting, see “Placing A Bet” on page 23.*

After you place your initial bets, click **“Deal”**. The dealer will deal each player, including himself, four “hole” cards. He will also deal 3 community cards face down in the center of the table. You **must** use 2 (and only 2) of your “hole” cards, in conjunction with the 3 community cards, to build your 5-card poker hand.

After the cards are dealt, you can either check or make a “Pre-Flop” bet of 1x your Ante. Checking keeps your cards in play without adding additional money to the table.

After the “Pre-Flop” betting is complete, the dealer flips over the first 2 community cards. Then you are once again given the chance either to check or make a “Flop” bet of 1x your Ante.

After the second round of betting, the dealer flips over the 3rd community card. Once this card is revealed, you are then given the chance either to check or make a “River” bet of 1x your Ante.

Each player makes the best 5 card poker hand using 2 of his “hole” cards and the 3 cards community cards. The dealer does the same.

Winning and losing

If your hand beats the dealer's hand, you win even money on your Ante, Pre-Flop, Flop and River bets. If the dealer has *less than* a pair, the player's Ante pushes. Your Blind bet wins according to the payable below.

If the dealer's hand is higher than your hand, you lose all your bets *except* the Bonus bet, which wins if you have 2 pair or higher.

When a player ties the dealer, all bets are a push.

Blind bets pay according to the payable listed below, but only pay if your hand beats the dealer:

Royal Flush	200 to 1
Straight Flush	200 to 1
4 of a Kind	100 to 1
Full House	4 to 1
Flush	3 to 1
Straight	2 to 1
3 of a Kind	3 to 2
Other hands	Push

Bonus bets pay according to the payable listed below, even if you fold or lose to the dealer:

Royal Flush	100 to 1
Straight Flush	50 to 1
4 of a Kind	40 to 1
Full House	9 to 1
Flush	8 to 1
Straight	7 to 1
3 of a Kind	5 to 1
2 Pair	1 to 1

FOUR CARD POKER

Four Card Poker, from Shuffle Master Gaming, is a game built on the success of Three Card Poker. There are chances to win a bonus even if house beats your hand. And you also have the chance to wager up to three times your Ante after you see your cards.

OBJECT OF THE GAME

In this game, each person at the table plays head-to-head against the dealer. The goal is to have a higher ranking 4-card poker hand than the dealer. Four-card flushes are flushes; four-card straights are straights.

HOW TO PLAY

To start play, you must first place an Ante bet. If you wish, you may also place an “Aces Up” bonus bet. This is an optional bet that offers possible higher payouts than the Ante and Play bets if your hand is a pair of Aces or higher. *For more details on betting, see “Placing A Bet” on page 23.* After you place your bet, click “Deal” and the dealer will deal you five cards and himself six cards. You must make the best 4-card poker hand possible out of your five cards.

Tip: For your convenience, the highest possible hand is automatically displayed on your screen just below your nameplate.

The Dealer’s hand

The dealer is always dealt six cards. From them, he must make the best 4-card poker hand possible.

Playing or folding?

After all hands are dealt, players must decide whether to fold (thus forfeiting any bets already placed) or play. If you want to play, you need to place a Play bet. The play bet must be *at least* equal to the Ante, but may be up to *three times* the Ante. To place a bet equal to your Ante, click the “Bet” button. To triple your original bet, click “Triple” If you want to be an

amount in between your original bet and triple your original, simply add the desired amount to your “chip stack” (watch as the amount goes up on the “Bet” button) then click the “**Bet**” button. To fold, click the “**Surrender**” button.

Winning and losing

Play & Ante bets – You win even money if your hand beats *or ties* the dealer’s.

Automatic bonus – This is paid if your hand is 3 of a Kind or higher, regardless of whether you beat the dealer. Payouts are displayed on the table and listed in the “Payout” section later in this chapter.

Aces Up bet – The Aces Up bonus bet wins when you have a pair of aces or better. Aces Up winners are paid regardless of whether or not the hand beats the dealer. The payout schedule for Aces Up winners is displayed on the table and is listed in the “Payout” section later in this chapter.

Payouts

The payout schedule for the Automatic Bonus is:

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

The payout schedule for Aces up is:

4 of a Kind	50 to 1
Straight Flush	30 to 1
3 of a Kind	7 to 1
Flush	6 to 1
Straight	5 to 1
Two Pair	2 to 1
Pair of Aces	1 to 1

ODDS

The house advantage is 1.6% against the dealer and 3.4% against Aces Up.

The player wins 30% of the time against the dealer and 18.6% against Aces Up.

STRATEGY

If you have a Pair of 2s or less	FOLD
If you have a Pair of 3s-9s	Bet 1x Ante
If you have a Pair of 10s or better	Bet 3x Ante

*Tip: When you get a good hand, don't be afraid to max out your Play bet. The dealer's **average** hand is a Pair of 9s, so whenever you have a Pair of 10s or better, you are favored to win. Go ahead and bet 3x your Ante.*

HARDWAY BLACKJACK

Hardway Blackjack, developed by Shuffle Master Gaming, is played exactly like Blackjack, except the player has the opportunity to place a bonus bet, or “Hardway Blackjack” bet, in addition to the regular bet.

OBJECT OF THE GAME

Just like in Blackjack, the object of this game is to have a hand that has a value closer to 21 than the dealer’s, without going over 21.

HOW TO PLAY

Before any cards are dealt, you must first make a wager. In addition to your regular wager, you have the option of making a bonus bet. When you place a bonus bet, you are betting on getting a Blackjack. How much you win, depends on the type of Blackjack you get. Specific payouts on the bonus bet are listed later in this chapter in the section called “Payouts.” *More information on how you win the bonus bet can be found in the section called “Winning and Losing.”* To place a “hardway” bonus bet, click on the outline of the playing cards above your betting circle.

For more details on placing a bet, see “Placing A Bet” on page 23. After you place your bet, click the “Deal” button to start play.

Play is just like that in Blackjack. The only difference in play, is that surrendering also costs you half of your bonus bet.

Winning and losing

Winning and losing your regular wager is the same as it is in Blackjack.

Players win the hardway bonus bet when they receive a Blackjack. This bet wins even if the dealer has Blackjack, too. The type of Blackjack you have determines the amount

you win. Payout amounts are listed on the table and in the “Payout” section below.

Hardway bonus bets are not automatically lost if the player does not receive a Blackjack. If the player’s hand ties or beats the dealer’s, the bonus bet pushes (no money is won or lost). However, if the dealer wins, the bonus bet is lost.

Payouts

Payouts on the regular wager are the same as in Blackjack.

Hardway bonus bet payouts are as follows:

Ace-King same suit	30 to 1
Ace-Queen same suit	25 to 1
Ace-Jack same suit	20 to 1
Ace-10 same suit	15 to 1
Unsuited Blackjack	4 to 1

ODDS

Hardway Blackjack has a house edge of 6.8%.

STRATEGY

For Blackjack strategies, see the “Strategy” section in the Blackjack chapter on page 51.

HI-LO STUD

Hi-Lo Stud, from Shuffle Master Gaming, is an exciting five-card poker game where you can win with either a high or a low hand—or both!

OBJECT OF THE GAME

In this game, you play against a payable, not the dealer. As cards are revealed, you are given opportunities to bet more. The goal is to have one of the high or low hands indicated on the payable.

HOW TO PLAY

Before the cards are dealt, you must place an Ante bet. *For more details on betting, see “Placing A Bet” on page 23.*

In Hi-Lo Stud, Aces can be either high or low. In addition, you can win for *both* a high *and* low hand at the same time.

After you place your bet, click **“Deal”**. The dealer will deal each player three cards and then deal two Community cards face down in the middle of the table.

You are then given the option of either folding or making a 4th Street bet. The 4th Street bet can be 1x-2x your Ante bet. After all players have either made their 4th Street bets or folded, the dealer flips over the 1st community card.

After the 1st community card is revealed, players still in the game once again have the option of either folding or placing a 5th Street bet. The 5th Street bet can be 1x-2x your 4th Street bet. After all players have either made their 5th Street bet or folded, the dealer flips over the 2nd community card.

After the 2nd community card is revealed, the dealer pays all winning hands according to the payable.

If at any time you fold, you forfeit all bets already on the table.

Winning and losing

Keep in mind that Aces can be either high *or* low. Also, you can win for both a high *and* a low hand at the same time. For example, if you have a 5-high straight (A-2-3-4-5) you will win for the straight (high winner) and for the 5 high (low winner).

4th and 5th Street bets are paid even money. Ante bets are paid according to the payable displayed on the table and listed below.

High winners

Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	25 to 1
Full House	10 to 1
Flush	7 to 1
Straight	5 to 1
Three of a Kind	3 to 1
Two pair	2 to 1
Pair of 9s or better	1 to 1

Low winners

5 high	50 to 1
6 high	10 to 1
7 high	5 to 1
8 high	3 to 1
9 high	2 to 1
10 high	1 to 1

ODDS

House Edge = 2.77%

HIGH FIVE POKER

High Five Poker, another exciting game from Shuffle Master Gaming, gives players a chance to play with six cards when the house only gets five. High Five Poker also offers players Super Bonus payouts, up to 500 to 1, for premium hands!

OBJECT OF THE GAME

In this game, each person at the table plays head-to-head against the dealer. The goal is to have a higher ranking 5-card poker hand than the dealer.

HOW TO PLAY

To start play, you must first place equivalent bets on both the Ante and Super Bonus spots. When you place your bet, it's automatically added to both spots. *For more details on betting, see “Placing A Bet” on page 23.* After you place your bet, click **“Deal”** and the dealer will deal everyone five cards.

Playing or folding?

After all hands are dealt, players must decide whether to fold (thus forfeiting any bets already placed) or play. If you want to play, you need to place a Play bet equal to the Ante. To play, click the **“Bet”** button. Clicking this button will automatically add your Play bet to the table. To fold, click the **“Surrender”** button.

Keep in mind that you need a Pair of 4s or better for your hand to “qualify.” If it does not qualify, you automatically lose.

If you choose to play, you are dealt an extra card to help improve your hand.

Winning and losing

Play & Ante bets

- ♣ You win even money on the Ante and Play bets when your qualifying hand

beats the dealer's. Your hand qualifies with a Pair of 4s or better.

- ♣ You lose both the Ante and Play bets if your hand does not qualify or if the dealer's hand beats yours.

Super Bonus bet – The Super Bonus bet wins when your hand is Two Pair or better. Failure to get Two Pair, however, does not result in an automatic loss. The Super Bonus pushes when your qualifying hand is less than Two Pair but still beats the dealer. Super Bonus winners are paid even if the player's hand loses. The Super Bonus payable is displayed on the table and is listed below:

Royal Flush	500 to 1
Straight Flush	50 to 1
4 of a Kind	30 to 1
Full House	8 to 1
Flush	6 to 1
Straight	4 to 1
3 of a Kind	3 to 1
Two Pair	1 to 1

Hand Rankings

Hands are ranked in the order shown on the Super Bonus payable.

ODDS

The house advantage is 3.2%.

The player wins 45% of the time.

Super Bonus wins 20% of the time and pushes another 25% of the time.

KENO

Keno is a popular game found in nearly all casinos. It's a lot like the lottery. You bet on which numbers you think will be drawn from a machine that blows around ping pong sized balls numbered from 1 to 80. Besides live Keno, many casinos offer video Keno which generally has better returns.

OBJECT OF THE GAME

The object of Keno is to pick as many "winning" numbers as possible out of the 20 that will be drawn. Most casinos let you pick up to 10 or 15, while some even let you pick 20. Each game has 80 balls in play, numbered from 1-80.

HOW TO PLAY

When you first enter the Keno game, you need to choose how much money you want to wager per game. You can wager anywhere from \$1 to \$1,000. To do this, click on the + and - arrows next to the word "Bet".

After you select your bet, you need to mark your numbers. You can select anywhere from 1 to 15 numbers or 20 numbers per ticket. (You cannot mark 16-19 numbers.) The payouts vary depending on the number of spots (numbers) you decide to play. If you want to clear your card at any time before a game begins, click **"Clear Card"**.

You have the option to play your marked card for either 1, 5, or 10 games at a time. After your card is marked click **"Play"** (to play 1 game), **"Play 5"** or **"Play 10"** (to play 5 or 10 continuous games, respectively). Your game(s) automatically start after clicking a "Play" button. If you are playing 5 or 10 continuous games, the number of the game you are playing will be displayed on the right side of the screen on the game ball and all 20 numbers will just pop onto your game board. If you are only playing 1 game at a time, each ball selected will roll down into the slot individually.

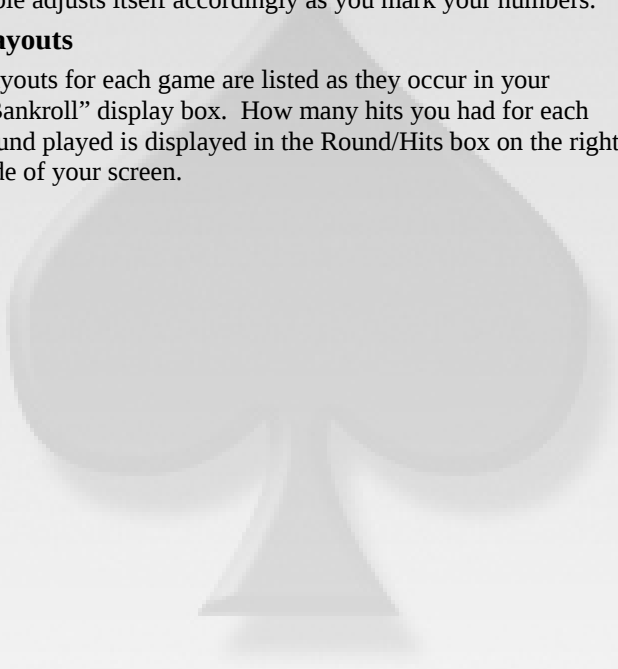
You can replay any card by clicking **“Replay Card”** then clicking on any of the “Play” buttons.

Winning and losing

Your win/loss amounts are displayed in your bankroll box underneath the Hits/Payouts section after each game. To see how many matching numbers you need to win a game, refer to the Hits/Payouts table on the left side of the screen. This table adjusts itself accordingly as you mark your numbers.

Payouts

Payouts for each game are listed as they occur in your “Bankroll” display box. How many hits you had for each round played is displayed in the Round/Hits box on the right side of your screen.



LET IT RIDE

In 1993, Shuffle Master launched Let It Ride. The game was created specifically to keep players at the card tables and to lure those who preferred slots and Keno. Let It Ride also offers a \$1 bonus bet.

OBJECT OF THE GAME

In Let It Ride, you are trying to get the best 5-card poker hand possible using your three cards and the two community cards. There is no competition with the dealer or other players. The player also has extra control over his bet and is able to remove some of it from play throughout the hand.

HOW TO PLAY

To start play, you must first place three equal bets on the table in the circles marked 1, 2, and \$. Make sure to set your bet amount to the amount you want for *one* individual wager. When you place this bet, it will automatically be added to all three spots. *For example*, if you set your bet amount to \$100 then place your bet, three separate \$100 bets will be added to the table, for a total of \$300. *For more details on betting, see “Placing A Bet” on page 23.*

There is also a bonus bet available in this game. This bet costs \$1 and pays out if your hand is 3 of a Kind or higher. To place this bet, just click the red circle directly above your betting area.

After you place your bet, click **“Deal”**. The dealer gives each player three cards face down. Two community cards are also dealt face down in front of the dealer. These cards will be shared by all players to complete their hands.

After the cards are dealt, you decide if you want to keep all your bets on the table—Let It Ride—or if you want to withdraw your first bet. (Withdrawing your bet does **not** fold your hand.) Remember, this decision is based solely on the three cards you are holding at the time. After each player

makes a decision regarding the first bet, the dealer flips over the first community card, then play continues as it did before. Again, you have the choice to either withdraw your second bet or “Let It Ride.” You do *not* have to make the same decision as the last time. This time, you are basing your decision on four cards. The dealer flips over the final community card after all decisions on the second bet have been made. Once both community cards have been revealed, the hand is over.

The great thing about Let It Ride is that, while you have to have the money up front to lay on the table for all three bets, you do not have to keep all of it on the table if you feel your hand isn’t going to win. You can withdraw one or two of your bets during play *without any penalties*. Withdrawing a bet does *not* fold your hand, as there is no “folding” in Let It Ride. It simply adds the money back into your bankroll and play continues. You can withdraw the first bet, but keep the second on the table. Or, you can keep the first bet, hoping to improve your hand, but if it doesn’t improve with the next card flipped over, you can remove your second bet. The choice is all yours.

Winning and losing

You must have *at least* a Pair of 10s to win. Anything lower than a Pair of 10s loses all bets still on the table.

The bonus bet pays a set amount as shown in the following table. You must have *at least* a 3 of a Kind to win the bonus bet.

Royal Flush	\$30,000
Straight Flush	\$3,000
4 of a Kind	\$400
Full House	\$200
Flush	\$50
Straight	\$25
3 of a Kind	\$5

Payouts

Payouts for winners in Let It Ride are listed on the table and in the following chart:

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

**Note: Most casinos have a limit for the amount that can be paid for a Royal Flush.*

ODDS

With the regular bet, the house edge is 3.51%.

The house edge on the bonus bet ranges anywhere from 13.77% to 36.52%.

STRATEGY

Do not make the bonus bet. The house edge is too high.

“Let It Ride” when:

- ♠ You are dealt a winning hand (i.e., a Pair of 10s or better or 3 of a Kind).
- ♠ You have 3 cards to a Royal Flush.
- ♠ You have 3 consecutive cards to a Straight Flush, *except* when those cards are A-2-3 or 2-3-4.
- ♠ You have 3 nearly consecutive cards to a Straight Flush with one hole and at least one card is 10 or higher (i.e., 8-9-J).

- ♠ You have 3 nearly consecutive cards to a Straight Flush with two holes and at least two cards are 10 or higher (i.e. 8-10-K).

If you don't have any of the above with your 3 dealt cards, take back your first bet.

After the dealer has revealed the first community card, you should "Let It Ride" when:

- ♣ You have four cards to a Flush, Straight Flush or Royal Flush.
- ♣ You have four cards to an outside Straight.
- ♣ You have four cards to an inside Straight with high cards.
- ♣ You have a winning hand (i.e., a Pair of 10s or better, Two Pair, 3 of a Kind, or 4 of a Kind).

If you don't have any of the above with your 4 cards, take back your second bet.

MISSISSIPPI STUD

Mississippi Stud, from Shuffle Master Gaming, is an exciting five-card poker game that offers multiple opportunities for betting up to 3x your original wager. And, you play against a payable, *not* against the dealer.

OBJECT OF THE GAME

In this game, you play against a payable. As cards are revealed, you are given opportunities to bet more. The goal is to have a pair of 6s or higher.

HOW TO PLAY

Before the cards are dealt, you must place an Ante bet. *For more details on betting, see “Placing A Bet” on page 23.*

After you place your bet, click **“Deal”**. The dealer will deal each player two cards and then deal three cards face down in the middle of the table. These three cards are Community cards.

You are then given the option of either folding or making a 3rd Street bet. The Street bet can be 1x-3x your Ante bet. After all players have either made their 3rd Street bets or folded, the 1st community card is flipped over.

After the 1st community card is revealed, players still in the game once again have the option of either folding or placing a 4th Street bet. The 4th Street bet can be 1x-3x your Ante bet. After all players have either made their 4th Street bet or folded, the 2nd community card is flipped over.

After the 2nd community card is revealed, players still in the game once again have the option of either folding or placing a 5th Street bet. The 5th Street bet can be 1x-3x your Ante bet. After all players have either made their 5th Street bet or folded, the 3rd community card is flipped over.

If at any time you fold, you forfeit all bets already on the table.

Winning and losing

Bets are all paid according to the payable displayed on the table and listed below.

Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two pair	2 to 1
Pair of Js or better	1 to 1
Pair of 6s-10s	Push

ODDS

House Edge = 1.58%

OKLAHOMA 3-CARD

Oklahoma 3-Card, developed by Shuffle Master Gaming, is the only table game where the player wins more than 50% of the time! The game features head-to-head play against the dealer and two bonus bets.

OBJECT OF THE GAME

This game is played against the dealer and the goal is to have the highest 3-card poker hand. Three-card flushes are flushes; three-card straights are straights.

HOW TO PLAY

To start play, you must first place equal Ante and Super Bonus bets. When you place your Ante bet, the game will automatically place a bet of equal value on the Super Bonus. If you wish, you may also place a “Pairs Plus” bonus bet. This is an optional bet that offers possible higher payouts than the Ante and Play bets if your hand is a pair of 6s or higher. *For more details on betting, see “Placing A Bet” on page 23.* After you place your bet, click **“Deal”** and the dealer will deal you three cards and himself two 3-card hands.

Tip: For your convenience, your highest possible hand is automatically displayed on your screen just below your avatar.

Playing or folding?

After all hands are dealt, players must decide whether to fold (thus forfeiting any bets already placed) or play. If you want to play, you need to place a Play bet equal to the Ante. To play, click the **“Bet”** button. Clicking this button will automatically add your Play bet to the table. To fold, click the **“Surrender”** button.

The Dealer's hand

The dealer is always dealt two separate hands, each consisting of three cards. After all players decide whether to play or fold, the dealer reveals his first hand. If this hand is a

flush or higher, he must re-draw and use his backup hand. The dealer must have a Jack-high for his hand to qualify. Since the dealer discards strong hands, the player wins an incredible 51% of the time!

Winning and losing

Play & Ante bets

- ♦ *When the dealer does not qualify*, the Play bet pushes and the Ante wins even money.
- ♦ *When the dealer qualifies and beats the player's hand*, the Play and Ante bets lose.
- ♦ *When the player beats the dealer's qualifying hand*, the Play and Ante bets win even money.

Super Bonus bet – The Super Bonus bet wins when the player's hand is a pair of 6s or better, even if it doesn't beat the dealer's hand. However, if the player does not get at least a pair of 6s, this does not automatically mean the bet is lost. The Super Bonus pushes when the player gets less than a pair of 6s but still beats or ties the dealer. Super Bonus payouts are displayed on the table and in the "Payout" section later in this chapter.

Pairs Plus bet – The optional Pairs Plus bonus bet wins when the player has a pair of 6s or better. Pairs Plus winners are paid regardless of whether or not the player's hand beats the dealer and whether or not the dealer's hand qualifies. The payout schedule for Pairs Plus winners is displayed on the table and in the "Payout" section later in this chapter.

Payouts

Hand	Pairs Plus	Super Bonus
Mini Royal	50 to 1	50 to 1
Straight Flush	40 to 1	11 to 1
3 of a Kind	30 to 1	9 to 1
Straight	5 to 1	3 to 1

Flush	4 to 1	3 to 2
Pair 6s or better	1 to 1	1 to 1

ODDS

The house edge is 3.2%.

Pairs Plus wins 25% of the time.

Super Bonus wins 20% of the time and pushes 31% of the time.



PAI GOW

Pai Gow means “to make nine” in Chinese. It is a version of an ancient dominoes game that has a casino advantage of about 2.5%. Pai Gow provides a relaxed game with high payouts for the player. The pace of the game is slower since there are a high number of “pushes” (ties).

OBJECT OF THE GAME

This game pits the player against the dealer. The goal is to make two poker hands (one 5-card, one 2-card) that are higher than the dealer’s. If only one hand is higher, the game pushes and you neither win nor lose any money. Pai Gow is played with 53 cards—a single deck plus one joker. Jokers can only be used as either an Ace or as any card to make a Flush, Straight, or Straight Flush.

HOW TO PLAY

To start play, you must first place bet. *For more details on betting, see “Placing A Bet” on page 23.* After you place your bet, click **“Deal”** and the dealer will deal all players, including himself, seven cards. From your seven cards, you need to make two hands: a five card hand and a two card hand. The 5-card hand must be higher than the 2-card hand or you automatically lose.

*Tip: For your convenience, you can elect to play “House Way” which automatically sets your hands for the best odds. To do this, simply click the **“House Way”** button at the bottom of your screen instead of making your own hands.*

Five card hands are ranked as in Poker. In Pai Gow, however, A-2-3-4-5 is the second highest straight. Two card hands are either pairs or two individual cards. A pair of Aces would be the highest two card hand, while 2-3 would be the lowest.

To set your hand manually, simply click on the two cards you want to use to make your 2-card hand and they will be moved automatically to the 2-card spot for you. When you are done making your hands, click **“Done”**.

Winning and losing

In order to win in Pai Gow, both of your hands must beat the dealer's corresponding hands.

- ♦ *If you win both hands, you win even money minus a 5% commission.*
- ♦ *If you win one hand, but lose the other, it's called a “push” and no money is won or lost.*
- ♦ *If you lose both hands, you lose your wager.*

Hand rankings

The hand rankings for the 5-card hand are as follows:

- ♣ 5 Aces
- ♣ Royal Flush
- ♣ Straight Flush
- ♣ Four of a Kind
- ♣ Full House
- ♣ Flush
- ♣ Straight
- ♣ Three of a Kind
- ♣ Two Pair
- ♣ One Pair
- ♣ High Card

STRATEGY – SETTING YOUR HANDS

There is an intricate strategy to setting your hands which we have outlined in this section. Remember, though, most important is that your 5-card hand must be higher than your 2-card hand, otherwise you automatically lose. Find your

highest card combination then look to the matching section below for suggestions for setting your hands.

High Cards – If you don't have any cards that work together to form a poker hand, your best bet is to use the 2nd and 3rd highest cards to form your 2-card hand. This is known as 2-carding.

1 Pair – If you only have one pair, keep them in your 5-card hand. For your 2-card hand, use your next two highest cards.

2 Pairs – Two pair hands is where most people make mistakes. For the best results, we suggest following this chart.

If your High Pair is	And your high Single is	Your 5-Card hand should include	Your 2-Card hand should include
3-3 to 6-6	(A,K, or Q)x-x	2 pair	(A,K,orQ)-x
3-3 to 6-6	(J or less)-x-x	High pair	Low pair
6-6 to 9-9	(A or K)-x-x	2 pair	(A or K)-x
6-6 to 9-9	(Q or less)-x-x	High pair	Low pair
10-10 to Q-Q	A-x-x	2 pair	A-x
10-10 to Q-Q	(K or less)-x-x	High pair	Low pair
K-K or A-A	x-x-x	High pair	Low pair

3 Pair – It's best to put the highest pair as your 2-card hand.

3 of a Kind – Use your 3 of a Kind in your 5-card hand, unless it's Aces. If it's Aces, use a pair in your 5-card hand and an Ace and the next highest card in your 2-card hand.

Straight – Keep all cards together for your 5-card hand, unless it's a six card straight, then the strongest card should be used as part of your 2-card hand.

Flush – This should be played the same as a straight.

Straight plus 1 pair – If there is a pair that is part of a straight, the straight should only be split if:

- ♥you have Aces and any other pair;
- ♥you have 2 pairs that are 10s or higher; or
- ♥you have 2 pairs that are 10s or lower, but you have an Ace singleton.

Flush plus 1 pair – You can follow the same rules as for a Straight plus a pair, or you can keep together unless your 5-card hand has at least a pair of 9s and your 2-card hand has at least an A-J.

Full House – The 5-card hand should have the three of a kind and the 2-card hand should have the pair, unless the Full House is low and you have high single cards.

Four of a Kind – Follow these suggestions depending on the rank of the Four of a Kind.

- ♠2-6: Always keep together.
- ♠7-10: Split unless an Ace and a face card or better can be played in the 2-card hand.
- ♠J-K: Split unless your hand also has a pair of 10s or higher for the 2-card hand.
- ♠Aces: Split unless your hand also has a pair of 7s or higher for the 2-card hand.

Straight Flush – Follow the same strategy as for a Straight.

If all this seems a little overwhelming, don't forget that you can always use the "House Way" to set your hand. If you click on "**House Way**," the computer will automatically set your hand for you. This is a great learning tool.

ODDS

The house advantage is about 2.5%



PAI WOW BONUS

Pai Wow Bonus, developed by Shuffle Master Gaming, is Pai Gow with a side bonus bet. This side bet adds a little extra action to the Pai Gow game.

OBJECT OF THE GAME

Pai Wow Bonus has two parts—the Pai Gow part and the Pai Wow bonus bet part. The object of the Pai Gow is the same as in Pai Gow. The object of the bonus bet is to get a pair or higher in the bonus hand.

HOW TO PLAY

To start play, you must first place bet. *For more details on betting, see “Placing A Bet” on page 23.* If desired, you can also place a bet on the optional Pai Wow bonus. To place a bet on the bonus, click in the bonus box above your seat at the table. In this game, play continues just as it does in Pai Gow. *For complete Pai Gow rules, see “Pai Gow” on page 117.*

After all hands are dealt, if anyone has placed a bonus wager, the dealer deals three separate cards in the corner of the table. These are the bonus cards. Nothing is done with these cards. After all hands are played, these cards are flipped over.

Winning and losing the bonus bet

If the bonus hand (three cards) has a pair or higher, you win the bonus bet. Anything less than a pair loses. The Pai Wow bonus bet is paid according to the following payable:

♦ 3 Aces	40 to 1
♦ Three of a Kind	20 to 1
♦ Straight Flush	10 to 1
♦ Straight	5 to 1
♦ Flush	3 to 1
♦ Pair	1 to 1

ODDS

Win frequency is 28%.

The house edge is 5.1%



RED DOG

Red Dog is a very simple game that requires little skill. It is a game with a lower house advantage than many slots. It is also sometimes called “In Between” or “Middle.”

OBJECT OF THE GAME

The object of Red Dog is to correctly guess whether a drawn card will fall between two other previously drawn cards. This game is played against the casino and all players at the table are playing with the same three cards. The only difference lies in your wagers.

HOW TO PLAY

Before the cards are dealt, you must place a bet on the table. To place your bet, set your bet amount then click into the Bet box above your seat. *For more details on betting, see “Placing A Bet” on page 23.* After you place your bet, click **“Deal”**.

The dealer then flips two cards over on the table, leaving space between them. These two cards set the range between which the next card must fall in order for anyone to win. The dealer places a marker on the table to mark the “spread” between the numbers on the two cards. Underneath the spread, the payout is shown, so you know how much you stand to win on the hand.

After the two cards are dealt, you have the opportunity to raise your bet, if you feel that the next card dealt will fall in between the two already on the table. If you wish to raise, simply click the **“Hit”** box and a bet equal to your original bet will be added to the table. If you don’t want to raise, you don’t have to; just click **“Deal”** without doing anything else. You will still be in the game even if you don’t want to raise. (There is no folding in this game.) Raising is just an opportunity to get more money onto the table.

After each player has either raised or passed, the dealer flips over the 3rd card and lays it in between the two already on the table and the hand is over. The game is that simple!

Winning and losing

If the 3rd card *falls* in between the two already on the table, everyone at the table wins. How much is won is determined by the spread between the two cards. See the “Payout” section in this chapter for more information on payout possibilities.

If the 3rd card *does not fall* between the two cards already on the table, then all players lose.

If the first two cards dealt are consecutive, the hand is automatically considered a tie and all bets are returned to the players.

If the first two cards dealt are the same card and the 3rd card is different, the hand is considered a tie and all bets are returned to the players. However, if the 3rd card is the same as the first two, this is big payoff winner!

Card values

- ♣ 2-10 count as their face value
- ♣ Jacks count as 11
- ♣ Queens count as 12
- ♣ Kings count as 13
- ♣ Aces count as 14

Payouts

Spreads of	Pay out
4, 5, 6, 7, 8, 9, 10, 11	1 to 1
3	2 to 1
2	4 to 1
1	5 to 1
3 of a Kind	11 to 1

STRATEGY & ODDS

The house advantage in this games runs 2.6% - 3.5%.

Raise if the spread is 7 or greater.

Do not raise if the spread is less than 7.



ROULETTE

The word “roulette” means “small wheel” in French. Roulette was developed by the French in the 17th century. Its popularity spread of England and eventually to the Americas. This game of chance was extremely popular in the early U.S., especially California, during the gold rush. Today it has maintained its popularity and is found in almost every casino in the world.

There are a few small differences between European Roulette and Roulette here in the U.S. In the United States, a roulette wheel has 38 numbers, 1-36 as well as 0 and 00. In Europe, however, the wheel has no 00 and therefore only has 37 numbers. **Reel Deal “Millionaire’s Club”** uses the American roulette wheel.

OBJECT OF THE GAME

The object of Roulette is to guess where the ball will land when the wheel is done spinning and place your bet accordingly.

HOW TO PLAY

All bets must be placed before the wheel is spun. To place a bet, set your bet amount and click on the spot on the table where you want to place your bet. *For more details on betting, see “**Placing A Bet**” on page 23.* You can place as many bets on the table as you wish. Descriptions of the types of bets you can make are described later in this chapter.

After all bets are placed, click “Spin” to have the dealer spin the wheel. Anyone who has placed a bet that corresponds to the number the balls lands on wins.

BET TYPES

Straight bet – This is a bet on any single number. This pays 35 to 1.



Column bet – This is a bet on one of the three columns of numbers on the table and it is placed at the bottom of the desired column. This bet pays 2 to 1.

Dozens bet – This is a bet on a set of twelve numbers, grouped either 1-12, 13-24, and 25-36. This bet is placed using the boxes marked “1st 12,” “2nd 12” and “3rd 12” along the side of the table. This bet pays 2 to 1.

Black or Red bet – This is a bet on either all red or all black numbers. This bet is placed on either the red diamond or the black diamond along the side of the table. This bet pays even money.

1-18	1 st 12	2 nd 12	3 rd 12	
EVEN			ODD	
			19-36	
				2 to 1 2 to 1 2 to 1

Odd or Even bet – This is a bet on either all odd or all even numbers. This bet is placed on the box marked “even” or “odd” along the side of the table. This bet pays even money.

High or Low number bet – This is a bet on either the first 18 numbers (1-18, aka, low) or the last 18 numbers (19-36, aka, high). This bet is placed on the box marked “1-18” or “19-36” along the side of the table. This bet pays even money.

Split bet – This is a bet placed on a line between two adjacent numbers. The payout for this bet is 17 to 1.



Row (or Street) bet – This is a bet on all three numbers in a row and is made by placing your chip on the outside of the desired row. The payout for this bet is 11 to 1.



Corner (or Square) bet – This bet is placed on the intersection of four numbers. The payout for this bet is 8 to 1.



29	30
32	33

Five number bet – This is a bet on 0, 00, 1, 2 and 3 and is placed in between all 5 numbers. In some casinos, the chip is placed on the upper left corner where the 1 and 0 meet, in others it's placed on the upper right corner where the 3 and 00 meet. The payout for this bet is 6 to 1.



0	00
1	2
3	

Six number bet – This is a bet on 2 complete adjacent rows of numbers and is placed on the outside line between the two rows. This covers all six numbers (three in each row). This bet pays 5 to 1.



22	23	24
25	26	27

STRATEGY & ODDS

The best bet is to stick to odd/even, red/black, and 1-18, 19-36 bets. These bets have the lowest house advantage and if the casino offers surrender, it will cut the casino advantage in half.

Note: Some casinos offer "surrender." In Atlantic City, for example, if a player surrenders, he gets half his money back if the ball lands on 0 or 00 (this only applies to even money bets like Odd/Even, Red/Black, or High/Low). In Europe, some casinos offer the "en prison" (in prison) rule. If the ball lands on 0, the player gets one more spin with that bet. If he wins, he gets his money back, if another number wins then he loses.

The chart below shows the house advantage for four different rule sets.



Rules	House Advantage
European wheel with Surrender/En Prison	1.35%
American wheel with Atlantic City Surrender	2.63%
European wheel – basic game	2.70%
American wheel – basic game	5.26%
American wheel – 0-00-1-2-3 combo bet	7.89%

SIC BO

Sic Bo is an Asian dice game with odds that greatly favor the casino. It is a lesser known game and, if offered, can usually be found with other Asian betting games. Sic Bo means “dice pair” and is played with three dice.

OBJECT OF THE GAME

The object of Sic Bo is to guess the outcome of the rolling of three dice rolled by the dealer. There are many different bets in this game, most of which greatly favor the house.

HOW TO PLAY

Before the dealer rolls the dice, you must place a bet on the table. To place your bet, set your “chip stack” then click on the section of the table where you want to place your bet. You may place more than one bet at a time. *For more details on betting, see “Placing A Bet” on page 23.* After you place your bet, click “**Roll**”. The dealer then rolls the three dice. That’s all there is to the game.

THE BETS

There are over 50 different bets that can be made in Sic Bo. This section describes those bets.

Small – You are betting that the total of all three dice will be 4-10. This bet pays even money. This is one of the best bets to make as it has the lowest house advantage. This bet is in the top left corner of the table.

Large – You are betting that the total of all three dice will be 11-17. This bet pays even money. This is one of the best bets to make as it has the lowest house advantage. This bet is in the top right corner of the table.

One of a Kind (1-6) – You are betting that one or more of the dice will be the number chosen. If the number appears on one die, it pays even money. If it appears on

two dice, it pays 2 to 1; on three dice, it pays 3 to 1. These bets are placed along the bottom row of the table.

Doubles – You are betting that you will get two of the same number on the dice, for example, two 3s. If the chosen number appears on at least two of the dice, it pays 8 to 1. These bets are placed on the top left (1s, 2s, 3s) and top right (4s, 5s, 6s) of the table.

Pairs – You are betting on a specific two dice combination. Every possible combination is displayed on the table in the section marked “Pairs.” If at least two of the dice show the combination selected, it pays 5 to 1.

Triple – You are betting that all three dice will have the same number. If the chosen number appears on all three dice, it pays 150 to 1. These bets are placed in the top row on the table. 1s, 2s, and 3s are to the left of center and 4s, 5s, and 6s are to the right of center.

Any Triple – You are betting that any number will appear on all three dice, but you are not specifying which number it will be. This pays 24 to 1. This bet is in the exact center of the top row on the table.

Total Value – You are betting on the total value of all three dice rolled. If all three dice add up to the total you selected, it pays anywhere from 6 to 1 to 50 to 1, depending on the value selected. The more ways there are to roll a value, the lower the payout.

STRATEGY, ODDS & PAYOUTS

The best way to come out ahead is to only place “Large” and “Small” bets, as these have the lowest house edge of only about 2.8%.

Bet	Probability of winning	Payout	House Edge
Small	48.61%	1 to 1	2.78%
Large	48.61%	1 to 1	2.78%
One of a Kind-	34.72%	1 to 1	7.87%

Bet on 1 die	Probability of winning	Payout	House Edge
One of a Kind- on 2 dice	6.94%	2 to 1	7.87%
One of a Kind- on 3 dice	.46%	3 to 1	7.87%
Doubles	7.41%	8 to 1	33.33%
Pairs	13.89%	5 to 1	16.67%
Triple	.46%	150 to 1	30.09%
Any Triple	2.78%	24 to 1	30.56%
Total 4	1.39%	50 to 1	29.17%
Total 5	2.78%	18 to 1	47.22%
Total 6	4.63%	14 to 1	30.56%
Total 7	6.94%	12 to 1	9.72%
Total 8	9.72%	8 to 1	12.5%
Total 9	11.57%	6 to 1	18.98%
Total 10	12.5%	6 to 1	12.5%
Total 11	12.5%	6 to 1	12.5%
Total 12	11.57%	6 to 1	18.98%
Total 13	9.72%	8 to 1	12.5%
Total 14	6.94%	12 to 1	9.72%
Total 15	4.63%	14 to 1	30.56%
Total 16	2.78%	18 to 1	47.22%
Total 17	1.39%	50 to 1	29.17%

From Wizard of Odds website

SINGLE 21

Single 21, from Shuffle Master Gaming, is a single-deck Blackjack game that offers players the most liberal options ever seen.

OBJECT OF THE GAME

Just like in Blackjack, the object of Single 21 is to have a hand that has a value closer to 21 than the dealer's, without going over 21.

HOW TO PLAY

Before any cards are dealt, you must first make a wager. *For more details on placing a bet, see “Placing A Bet” on page 23.* After you place your bet, click the **“Deal”** button to start play.

Play is just like that in Blackjack, with the following exceptions:

- ♥Blackjacks pay even money.
- ♥You can double down at any time.
- ♥You can surrender any time (after the dealer checks for Blackjack).
- ♥You can split after hitting. (Whenever two same-valued cards are touching the second card can be split into a new hand.)

For more information on how to play Blackjack, see “Blackjack” on page 47.

Payouts

All wins, including a Blackjack, pay even money.

ODDS

House advantage is .65%. This is slightly higher than in traditional Blackjack due to the fact that Blackjacks pay even money.

STRATEGY

The basic strategy for single-deck Blackjack is very similar to that of traditional Blackjack, however there are some differences so a strategy chart has been included for you. This strategy chart takes into consideration all the rules for Single 21 in **Reel Deal “Millionaire’s Club”** and may not apply to all single-deck Blackjack games found in casinos.

Single-deck Blackjack basic strategy chart- *where dealer hits on a soft 17.*

YOUR HAND	YOUR ACTION
Hard hands	
7 or less	Always Hit.
8	Double if dealer shows 5-6; otherwise, Hit.
9	Double if dealer shows 2-6; otherwise, Hit.
10	Double if dealer shows 2-9; otherwise, Hit.
11	Always Double.
12	Stand if dealer shows a 4-6; otherwise Hit.
13-16	Stand if dealer shows 2-6; otherwise, Hit.
17	Surrender if dealer shows Ace; otherwise, Stand.
18-20	Always Stand.

“Soft” hands	
A2 - A5	Double if dealer shows 4-6; otherwise, Hit.
A6	Double if dealer shows 2-6; otherwise, Hit.
A7	Double if dealer shows 3-6; Stand if dealer shows 2, 7, 8; Hit if dealer shows 9-Ace.
A8	Double if dealer shows 6; otherwise, Stand.
A9	Always Stand.
“Pairs”	
2,2	Split if dealer shows 2-7; otherwise, Hit.
3, 3	Split if dealer shows 2-8; otherwise, Hit.
4, 4	Split if dealer shows 4-6; otherwise, Hit.
5, 5	Double if dealer shows 2-9; otherwise, Hit.
6, 6	Split if dealer shows 2-7; otherwise, Hit.
7, 7	Split if dealer shows 2-8; Hit if dealer shows 9; Surrender or Stand if dealer shows 10; Surrender or Hit if dealer shows Ace.
8, 8	Always Split.

9, 9	Stand if dealer shows 7 or 10; otherwise, Split.
10, 10	Always Stand.
A, A	Always Split.



STREAK SHOOTER

Streak Shooter is an exciting new offering from Shuffle Master. Streak Shooter is an additional side bet in Craps that offers the chance to win even more money.

OBJECT OF THE GAME

Streak Shooter is a side bet in Craps that pays when a shooter gets three or more points before throwing a 7. The more points he gets before getting a 7, the more money your Streak Shooter bet makes.

HOW TO PLAY

Streak Shooter is an extra bet on the Craps layout. Your Streak Shooter bet is good on the first come out roll for a new shooter (after a 7) and remains on the table until the shooter throws a 7. Place your bet by clicking on the Streak Shooter box on the table.

Winning and losing

Once a 7 is thrown, if the shooter has already made 3 or more points, you are paid for your Streak Shooter bet. If less than 3 points have been made, you lose your Streak Shooter bet.

Payouts

The Streak Shooter bet pays out according to the following payable:

Points made	Payout
10	300 to 1
9	200 to 1
8	100 to 1
7	50 to 1
6	30 to 1
5	20 to 1

4

10 to 1

3

6 to 1



TEXAS HOLD'EM BONUS

Texas Hold'Em Bonus, from Shuffle Master Gaming, is an exciting five-card poker game that offers an optional bonus bet plus 3 chances to bet once you have seen some cards. You get to play head-to-head against the dealer with 5 community cards plus 2 cards of your own.

OBJECT OF THE GAME

In this game, the goal is to have a higher ranking 5-card poker hand than the dealer, where you share five out of seven cards.

HOW TO PLAY

Before the cards are dealt, you must place an Ante bet. If you wish, you may also place an optional Bonus bet. The bonus bet pays if your “hole” cards are a pair of 2s or higher, regardless of whether you win or lose the hand. *For more details on betting, see “Placing A Bet” on page 23.*

After you place your bet, click “Deal”. The dealer will deal each player, including himself, two “hole” cards. After you are dealt your two cards, you are given the choice either to make a bet of 2x your ante in the “Flop” space or fold.

After the first round of betting, the dealer deals three community cards (called the “flop”). After the flop is revealed you are once again given the chance either to make a bet of 1x your ante in the “Turn” space or check (stay in the game without adding an additional bet to the table).

After the second round of betting, the dealer flips over the 4th community cards (the “Turn”). Once this cards is dealt, you are then given the chance either to make a bet of 1x your ante in the “River” space or check.

Folding forfeits all bets you have placed on the table.

After the third round of betting, the dealer deals the 5th community card (the “River”). The dealer then reveals his two “hole” cards. Each player makes the best 5 card poker

hand out of the 7 cards available to him (2 hole plus 5 community). The dealer does the same.

Winning and losing

The dealer's hand always qualifies.

If your hand beats the dealer's hand, you win even money on your Flop, Turn and River bets. Your Ante wins even money if your hand is 3 10's or higher, otherwise your Ante bet pushes.

If the dealer's hand is higher than your hand, you lose all your bets *except* the Bonus bet if you have winning "hole" cards.

When a player ties the dealer, all bets are a push.

Bonus bets are based on your two "hole" cards and pay according to the payable listed below, regardless of whether or not your hand beat the dealer's:

Ace-Ace	30 to 1
Ace-K (suited)	25 to 1
Ace-Q or Ace-J (suited)	20 to 1
Ace-K (unsuited)	15 to 1
K-K, Q-Q, J-J	10 to 1
Ace-Q or Ace-J (unsuited)	5 to 1
10-10 to 2-2 (pairs)	3 to 1

TRIPLE SHOT BONUS

Triple Shot Bonus, another exciting game from Shuffle Master Gaming, combines War, Blackjack, *and* Poker. It also features a side bet option—the “Hat Trick” bonus.

OBJECT OF THE GAME

In this game, players wager on War, Blackjack, and Poker spots and may also place a side bet on the Hat Trick Bonus. The object is to win each individual hand—War and Blackjack, which are played against the dealer, as well as Poker which is paid simply based on a specified paytable.

HOW TO PLAY

To start play, you must first place your bets. You must bet on all three components of the game—War, Blackjack, and Poker—however, all three bets do *not* have to be equal. There is also an optional Hat Trick Bonus bet that you can place. This optional bet pays if you win all three components of the game. To place any bet, set your bet amount then click on the corresponding spot on the table. *For more details on betting, see “Placing A Bet” on page 23.* After you place your bet, click “Deal”.

War

The first component of Triple Shot Bonus is War. The dealer deals one card to each player at the table, including himself. This hand is played exactly like the War table game. Whoever has the higher card—the player or the dealer—wins the hand. Ties lose half of your bet. *For more details on how to play War, see “Casino War” on page 59.* When you are done with your war hand, click “Deal” to move to the next part of the game.

Blackjack

The second component of Triple Shot Bonus is Blackjack. After War is over and you click “Deal,” the dealer deals a second card, face-up, to each player and one to himself, face

down. Traditional Blackjack rules apply with the following exceptions:

- ♠ The player can only split Aces.
- ♠ The player automatically wins if you get six cards without busting (unless the dealer has Blackjack).

*For more details on how to play Blackjack, see “**Blackjack**” on page 47. After your Blackjack hand is finished, click the “**Deal**” button to continue on to the next portion of the game.*

Poker

Poker is the third component of this game. It is played against a payable, *not* against the dealer. After Blackjack, the dealer will start dealing cards again. He will continue to deal cards until each player has six. The best 5-card hand plays and normal 5-card poker hand rankings apply. Poker payouts and rankings are displayed on the table and in the chart later in this chapter.

Winning and losing

War – Whoever has the higher card, the player or the dealer, wins the hand. In cases of a tie, the player loses half of his wager.

Blackjack – Whoever gets closer to 21—the player or the dealer—without going over wins the hand. Blackjacks pay 3:2. Insurance pays 2:1.

Poker – If you have a pair of Jacks or better you win the Poker hand. The payouts for Poker can be found on the table and in the “Payout” section later in this chapter.

Hat Trick Bonus – If you win all three hands—War, Blackjack, and Poker—you win your Hat Trick Bonus bet. This bet pays 6:1.

Payouts

The payout schedule for Poker is:

Royal Flush	200 to 1	Straight	4 to 1
Straight Flush	50 to 1	Three of a Kind	2 to 1
Four of a Kind	20 to 1	Two Pair	3 to 2

Full House	6 to 1	Pair of Js or better	1 to 1
Flush	5 to 1		

ODDS

Triple Shot is played with 1 deck of cards (because of the Poker hand).

Overall, and depending on play, the Hat Trick Bonus has a house advantage of about 15%.

The house advantage for War is 3.5%.

The house advantage for Blackjack is 4.1%.

The house advantage for Poker is 9.2%.

ULTIMATE DRAW POKER

Ultimate Draw Poker, created by Shuffle Master Gaming, is a game played against the dealer where you have the ability to draw up to 5 new cards. There is also a bonus bet which can win even if you lose to the dealer.

OBJECT OF THE GAME

In this game, each person at the table plays head-to-head against the dealer. The goal is to have a higher ranking 5-card poker hand than the dealer. Bonus bets are played against a paytable and win even when your hand loses to the dealer.

HOW TO PLAY

Before the dealer will deal any cards, you must first place an Ante bet. If you wish, you may also place an optional bonus bet. The bonus bet pays you if you have two pair or higher. *For more details on betting, see “Placing A Bet” on page 23.* After you place your bet, click **“Deal”** and the dealer will deal each player and himself five cards. Plus, he will deal 5 community cards face down in the center.

After you look at your cards, you can choose to draw anywhere from 0-5 new cards. These new cards will be “drawn” from the community cards in the center of the table. The community cards are numbered 1-5. If you decide to draw 2 cards, you will get community cards number 1 and 2. If you decide to draw 4 cards, you will get cards 1-4. Everyone at the table draws from the same 5 community cards.

The dealer must follow specific rules for drawing/holding cards. The dealer must hold the highest hand from the following cards:

- 4 card straight (4 sequential cards)

- 4 card flush

Pair or better

Jack or higher

Whichever cards are not part of the above listed hands, he draws. For example, if he has a pair of 10's, he keeps the 2 10's and draws 3 cards. If he doesn't have any of the above hands, he draws all 5 cards.

Once all players and the dealer have chosen their cards to draw, the community draw cards are revealed and winning hands are paid.

Winning and losing

Ante bets – *If the player's hand beats the dealer's qualifying hand*, the player wins and the Ante bet pays even money. *If the dealer's hand outranks the player's*, the player loses his Ante bet.

If the dealer's hand does not qualify, the player wins half the Ante bet.

The dealer's hand qualifies with a Pair or higher.

Bonus bet – The Bonus bet wins when the player has two pair or higher. Bonus bet winners are paid regardless of whether the player wins or loses the hand. Payout odds are listed on the table and in the "Payout" section later in this chapter.

Hand Rankings and Payouts

The hands are ranked in the following order, from highest to lowest:

Royal Flush

Straight Flush

Four of a Kind

Full House

Flush

Straight

Three of a Kind

Two pair

Pair

The payout schedule for the Bonus bet is:

Royal Flush	500 to 1
-------------	----------

Straight Flush	150 to 1
----------------	----------

Four of a Kind	25 to 1
----------------	---------

Full House	9 to 1
------------	--------

Flush	7 to 1
-------	--------

Straight	6 to 1
----------	--------

Three of a Kind	3 to 1
-----------------	--------

Two pair	1 to 1
----------	--------

ODDS

House Edge is .76%.

ULTIMATE TEXAS HOLD'EM

Ultimate Texas Hold'Em, from Shuffle Master Gaming, is an exciting five-card poker game that offers an optional bonus bet plus the chance to bet up to 4x your original wager. You play head-to-head against the dealer to make the best 5-card hand using any combination of 5 community cards plus 2 cards of your own.

OBJECT OF THE GAME

In this game, the goal is to have a 5-card poker hand that is higher ranking than the dealer's, where you share five cards.

HOW TO PLAY

Before the cards are dealt, you must place Ante and Blind bets of equal value. If you wish, you may also place an optional Trips bonus bet. The Trips bonus bet pays if you have trips or higher, regardless of whether you win or lose the hand. *For more details on betting, see “Placing A Bet” on page 23.*

After you place your bet, click **“Deal”**. The dealer will deal each player, including himself, two “hole” cards. After you are dealt your two cards, you are given the choice to make a Play bet of 4x or 3x your Ante or check. Checking allows you to continue playing without placing any additional bets on the table.

Note: Once you make a bet, you cannot bet again or change your bet.

After the first round of betting, the dealer deals three community cards (called the “flop”). After the flop is dealt, *if you did not already make a Play bet*, you are given the chance to either make a Play bet of 2x your Ante or check.

After the second round of betting, the dealer deals the 4th and 5th community cards (the “turn” and “river”, respectively). Once these cards are dealt, *if you have not already made a Play bet*, you must then either make a Play bet of 1x your

Ante or else fold. Folding forfeits all bets you have placed on the table.

When all final bets have been placed, the dealer reveals his two hole cards. Each player makes the best 5-card poker hand out of the 7 cards available to him (2 hole plus 5 community). The dealer does the same.

Winning and losing

The dealer's hand qualifies with a pair or better.

If the dealer's hand qualifies and your hand beats the dealer, you win even money on your Ante and Play bets. If you win with a straight or higher, your Blind bet pays according to the following payable:

Royal Flush	500 to 1
Straight Flush	50 to 1
Quads	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1

If the dealer's hand qualifies and your hand is equal to the dealer's, your Ante, Play and Blind bets push.

If the dealer's hand qualifies and your hand is lower than the dealer's, you lose your Ante, Play and Blind bets.

*If the dealer's hand **does not** qualify,* your Ante bet is returned regardless of whether or not your hand beats the dealer. Play and Blind bets are paid following the same rules that apply when the dealer's hand qualifies—ties push, lower value hands lose and higher value hands win even money on the Play bet and pay according to the payable for the Blind bet.

If you made a Trips bet and get 3 of a kind or higher, you are paid according the following payable, regardless of whether or not your hand beat the dealer's. Trips bets also pay even if you fold.

Royal Flush	50 to 1
Straight Flush	40 to 1

Quads	30 to 1
Full House	8 to 1
Flush	6 to 1
Straight	5 to 1
Trips	3 to 1

ODDS

The player wins about 47% of the time against the dealer.

Overall payback with perfect play is about 99.27%.

STRATEGY

Ultimate Texas Hold'Em is a game of skill. Knowing when to raise, check and fold is important to maximizing your winnings and minimizing your losses. Here are some suggestions for betting:

- ♣ Bet 4x with a pocket pair higher than 2s.
- ♣ Bet 4x with a pocket Ace.
- ♣ Bet 4x if you are dealt a suited K-x.
- ♣ When deciding whether or not to make a bet, remember that a hand that uses one or more of your pocket cards is worth more than a hand made up of all community cards.
- ♣ Bet 2x if your hand is at least two pair or higher, unless it is trips made up of only community cards.
- ♣ Bet 2x if one of your cards makes a pair with the highest ranking community card, unless the 3 community cards make up a straight flush and none of your cards work with them to make a 4 card flush or straight flush.

♣ Never Fold with a straight or better, even if the whole hand is made up of community cards.



POKER

Note: This information only applies to poker games you play against the other people, not table games against a dealer. *For details on playing dealer table games, please see “Playing a Table Game” on page 23.*

A LITTLE ABOUT POKER

One of the earliest references to Poker was made from a book written in 1834 which mentioned a game where there were 20 cards used—Aces, Kings, Queens, Jacks and 10s only. 20-card poker seemed to be a more legitimate game to people than the popular Three-Card-Monte, usually played to swindle naïve people from their money.

The origin of the name “poker” is widely disputed. Some historians say it comes from an 18th century French game called “Poque,” while others claim it came from a German game called “Pochspiel.” Yet others claim it came from those famous words used by magicians, “Hocus-Pocus.”

The game evolved from 20 cards to 32 and then eventually into the modern day deck of 52 (not including Jokers). It has evolved over decades to become a rich and intricate game of strategy and odds. Some of the most famous people in history have played the game, from well-known outlaws in the Wild West to the leaders of many countries during WWII. Today, the pinnacle of poker competition is the “World Series of Poker” held every year at Binion’s Horseshoe Casino in Las Vegas.

OBJECT OF THE GAME

In this game, each person at the table plays head-to-head against each other. A game of poker can be won in two ways: by making a bet that no other player is willing to match (either by bluffing or by making too high a bet) or by having a better hand than the other players.

Tip: Bluffing is when you make the other players think you have winning hand by your method of betting, but in reality you don't really have a winning hand. This tactic sometimes scares other players into folding what otherwise might have been a winning hand. This is can be an effective method of winning when you have a decent but not a great hand. Sometimes other players who also have "on the fence" hands will fold, making room for you to win.

Poker is played with a standard deck of cards and game play always goes clockwise around the table.

GETTING STARTED

To play poker, first you need to go to the **"Poker"** room in the casino. Click on the person behind the desk. This will bring up a list of active poker tables, as well as give you the ability to create your own, new poker table. Either click on the name of the table you want to join or create a new one.

Once you are sitting at a table, you must play. If you wish to sit out of a hand for any reason, you are able to do so **before** betting begins for that hand. You may sit out for 10 minutes without being ejected from the table. A timer is displayed at the bottom of the screen to show you how long you have before you will be ejected. Since you only have a certain amount of time to place bets and make play decisions during a hand, if you think you might be interrupted during a hand, it would be a good decision to just sit it out.

To temporarily sit out of a game, click the **"Sit Out"** button located near your chips. To re-join the game, click **"Sit In"**.

When you are done playing and want to leave the table, click on the **"Leave Table"** button at the bottom of the screen. If the **"Leave Table"** button is not displayed, click on the **"Sit Out"** button. Once you are sitting out, the **"Leave Table"** button will be displayed for you to click on it.

POKER BETTING TERMS

These are the actions each player may take during a betting cycle. Betting continues until everyone has either called or everyone but one person has folded.

Call – Placing a bet equal to the current highest bet.

Raise – Placing a bet equal to the current highest bet *plus* adding more to the bet. When a person raises, every other person at the table, in turn, either has to match that amount or else fold.

Check – This option is only available when no player has opened a bet in that round of betting. This allows the player to stay in the game without adding money to the table (calling or raising).

Tip: If your only two options are “Fold” or “Check,” there is no reason to fold. Checking allows you to stay in the game without risking any more money, so there is no reason not to stay.

Fold – If you don’t feel you can win and don’t want to add any more money to the pot to stay in the game, folding is what you want to do. Folding ends your play in the hand and forfeits any bets you have made up to that point.

HAND RANKINGS

Each Poker variation has its own rules, but all of them follow the same hand rankings. In poker, hands are ranked in the following order, from the highest hand, to the lowest hand. If more than one player has the same hand, then card value determines the winner (with 2s being the lowest and Aces the highest).

Royal Flush – A-K-Q-J-10 all of the same suit

Straight Flush – Any five cards in consecutive order *in the same suit* (for example, 2-3-4-5-6 of hearts)

4 of a Kind – Four cards of the same number (for example, 8-8-8-8-K)

Full House – Three cards of one number and two of another number (for example, 4-4-4-9-9)

Flush – Any five cards of the same suit (for example, 2-5-7-J-10 of clubs)

Straight – Any five cards in consecutive order *in different suits* (for example, 5♥-6♥-7♠-8♣-9♠)

3 of a Kind – Three cards of the same number (for example, K-K-K-10-7)

Two Pair – Two sets of the same number card (for example, 3-3-Q-Q-5)

One Pair – Two cards of the same number (for example 4-4-8-9-K)

High Card – When you have no combination of cards that form any higher valued hand, the highest card in your hand determines the value of your hand. (For example, a hand of 2-5-7-9-K of different suits, would be said to be a King-high hand.)

POKER VARIATIONS

Reel Deal “Millionaire’s Club” offers six different variations of poker. Each is explained on the following pages in its own section.

*Note: Assume that in all game variations, the hand ends when the proper number of cards have been dealt and all bets have been met **or** when all but one player has folded.*

5 Card Stud

In 5 Card Stud, play begins by each person being dealt two cards—the first one face down, the second one face up. After those two cards are dealt, each player, starting with the player to the dealer’s left, places a bet. The buttons at the bottom of the screen prompt you as to your betting choices. You will have an option to **“Fold”** as well as at least one of the following options—**“Call,” “Raise”** or **“Check”**. After each person at the table has either placed the same amount of

money on the table (or folded), a 3rd card is dealt, face up, to each person. Betting then repeats as before. After that round of betting, a 4th card is dealt, face up, to each person. Another round of betting follows the 4th card, as well. Finally, a 5th card is dealt to each person. This card is face down. A final round of betting follows. The player with the highest five card hand (or the last player remaining in the game) wins the pot.

5 Card Draw

In 5 Card Draw, each player is dealt five cards face down. Then all players either bet or fold. After betting is complete, players may discard and replace up to three cards (four cards, if you have an Ace in your hand). However, you do not have to discard any, if you don't want to. After new cards are dealt, there is a final round of betting. The player with the highest five card hand (or the last player remaining in the game) wins the pot.

7 Card Stud

In this game, the rules and betting are the same as in 5 Card Stud only there are more cards and more rounds of betting. The hand is played in the following manner:

- ♠ Three cards are dealt—the first two face down, the 3rd face up.
- ♠ Then there is a round of betting.
- ♠ A 4th card is dealt face up to each person.
- ♠ There is another round of betting.
- ♠ A 5th card is dealt face up to each person.
- ♠ There is another round of betting.
- ♠ A 6th card is dealt face up to each person.
- ♠ There is another round of betting.
- ♠ A 7th, final, card is dealt face down to each person.
- ♠ There is a final round of betting.

The player with the highest five card hand (or the last player remaining in the game) wins the pot.

Chicago-Hi

This game is exactly the same as 7 Card Stud, with the exception that the person who has the highest spade “in the hole” (face down in their hand), wins half the pot. The person with the highest five card hand wins the other half of the pot. If the person with the highest hand also has the highest spade in the hole, they win the whole pot.

Chicago-Lo

This is exactly the same as Chicago-Hi except instead of the person with the highest spade in the hole winning half the pot, it's the person with the *lowest* spade in the hole who wins it.

Texas Hold'em

Texas Hold'em is different from most poker games in that there are community cards and a slightly different style of betting. The player to the left of the dealer is called the “Small Blind.” The player to the left of the Small Blind is called the “Big Blind.” Play begins with the Small Blind placing a bet equal to half of the minimum bet. Then the Big Blind places a bet equal to the minimum bet. (Blinds are so named because they have to place a bet without seeing any cards.) After the Blinds place their bets, two cards are dealt, face down, to each player and then betting continues with the person to the left of the Big Blind. Each person has the option to call (meet the highest bet on the table), raise (meet the highest bet plus add more) or fold. Once each person has either placed equal amounts of money on the table or folded, then the first round of betting is over.

After the first round of betting, the dealer deals three cards, face up, into the middle of the table. These three cards are called “the Flop” and are part of what will eventually be five community cards. (Community cards are cards that are used by all players at the table.)

After the Flop is dealt, there is another round of betting. Once that round of betting is complete, a 4th community card, called “the Turn”, is dealt face up into the middle of the table. This is followed by another round of betting. After this round of betting, the fifth, and final, community card, called “the River” is dealt. This is followed by the final round of betting. Players use their two hole cards plus any three of the five community cards to make the best five-card poker hand possible. The player with the highest five-card poker hand wins.

Omaha

This game is very similar to Texas Hold’em except that players get four hole cards. They must then make the best five-card poker hand using two hole cards and three of the five community cards.

Play and betting proceeds just like in Texas Hold’em, except the cards are dealt in this manner: four hole cards, then three community cards, then one community card, then the final community card. In between each deal is a round of betting.

STRATEGIES

There are some strategies for these games which are much too complex and involved to include here. Where there are basic strategies available, we have included them for you.

Texas Hold’em

Betting strategies differ according to how many people are playing and how aggressive or conservative a player you are. But here are a few suggestions to consider.

- ◆ Remember that the community cards are used by all players, so try to think about what they could mean to your opponents hands and not just yours.
- ◆ Keep in mind that your two hole cards are the only cards that make your hand different from the other players’ hands at the table, so they are very important.

- ♦ Consider folding before the Flop if your hole cards are *not* a pair and less than 10.
- ♦ Consider staying in for the Flop if your less than 10 hole cards are consecutive and suited.
- ♦ Be willing to fold hands and wait for strong hole cards. They will come eventually. That said, if the Big Blind is not very high and your bankroll is healthy enough, you might want to consider staying in for the Flop if your hole cards are not too weak.
- ♦ It's always better to "cut your losses" than to ride out a not so strong hand.
- ♦ The fewer players there are at a table, the less strong your hand has to be to win, so you can afford to be more aggressive. With at least 7 players at the table, the winning hand is usually two pair or better.

7 Card Stud

- ♠ If you have a pair of Kings or Aces in the first three cards, bet aggressively to try and knock some people out of the game, or at least make them pay for their cards.
- ♠ However, if you have a pair in the first three cards, but your hand doesn't improve by the fifth card, seriously consider folding, especially if there is a lot of betting going on at the table.
- ♠ Don't be afraid to "cut your losses." If you see other players getting the cards you need for your hand, get out while you can.

RACE BOOK

Reel Deal Casino “**Millionaire’s Club**” offers a comprehensive Race Book with horse and greyhound racing. Online you bet against other online players, while offline you bet against automated players.

Race book betting is known as pari-mutuel gambling. In pari-mutuel gambling, bettors bet against each other for a share of the collective pool, not against the house. The house takes a percentage of the total amount bet.

HORSE RACING

Horse racing was started by ancient Greeks and Romans, then migrated into western Europe during the Middle Ages. Thoroughbred racing in the United States can be traced back to the mid-1600s, but the sport became officially organized in the U.S. in the mid-1700s.

Understanding bet types

There are several different types of bets you can make in horse racing. Each type will be described for you in this section.

There are 3 basic bets you can make:

Win – You are betting on a horse to finish 1st.

Place – You are betting on a horse to finish 1st or 2nd.

Show – You are betting on a horse to finish 1st, 2nd or 3rd.

In addition to the basic bets, there are also exotic bets. These are plays on multiple horses in a single race or on a single horse in consecutive races. Reel Deal Casino “**Millionaire’s Club**” offers the following exotic bets:

Exacta – You pick the 1st and 2nd place horses *in order* in a single race. *For example*, a 5-1 Exacta means horse #5 to win and horse #1 to place.

Quinella – You pick the 1st and 2nd place horses in a single race. In a Quinella bet the horses can finish in *any order*. This bet usually pays half of what an Exacta pays.

Trifecta – You pick the top 3 horses *in order* in a single race.

Superfecta – You pick the top 4 horses *in order* in a single race.

Daily double – You pick the 1st place finishers in both the 1st and 2nd race.

Pick 3 – You pick the 1st place finishers in 3 consecutive races.

Pick 4 – You pick the 1st place finishers in 4 consecutive races.

Pick 6 – You pick the 1st place finishers in 6 consecutive races.

Handicapping

Handicapping gives you information about each race as well as each horse in the race. This information is what you use to help you place your bets. To access handicapping information, click on **Handicap Races** from the race book page.

Scroll through the races to find the one you want to review. Handicapping gives you race information, such as the racing surface and the length of the race. For each horse, it also gives you the horse's "morning-line" odds (odds before bets are placed) and past race history. In the past race history you can review information about each race a horse has run, including the race class, type of turf, where it placed, and how far behind the leader it placed. You will also find the total number of times a horse has won, placed, or showed.

Handicap information is laid out as follows:

Horse Number	Morning Line Odds	Horse Name
--------------	-------------------	------------

Lifetime stats:	#Races	#Wins	#Places	#Shows
-----------------	--------	-------	---------	--------

Turf stats:	#Races	#Wins	#Places	#Shows
-------------	--------	-------	---------	--------

Detailed past race information is provided below the general horse information and is laid out as follows:

Distance Time splits for Leader Class of Race Place at splits (distance behind leader) Dirt or Turf Top 3 horses and their splits *Note: All of this information is on one line.*

Splits are intermediate times in a race. The time shown is for the current leader. Looking at a horse's place at splits and how far behind the leader it was is a good way for a beginner to judge how a horse might perform. This information can, for example, tell you if the horse is a slow starter but then gains speed at the end or if the horse is quick to start but then slows down in the middle.

The class of race lets you know what level the race is. There are four classes of races. In order from the lowest level to the highest, they are—Maiden, Claiming, Allowance and Stakes. Maiden race horses have never won a race. The horses in Claiming and Allowance races have graduated from the Maiden level, with Allowance race horses being of better quality than Claiming race horses. Stakes races are the highest level of race, like the Kentucky Derby.

The numbers that follow the class designation further describes the level of the race. The higher the number, the higher the level.

Placing a bet

To place a bet, you need to click on the cage in the Race book. This will give you the betting screen. First, select the race # from the dropdown box. Next, select the type of bet you want to place. Third, type in the amount of the bet you want to make.

Once you have chosen the bet type, you will see the horses for that race listed in the section on the left. Click in the box next to the horse you want. If you are betting on multiple horses and you are making a bet in which the horse order is important, make sure you click in either the "Win", "Place" or "Show" box next to the horse that you want.

After you have finished selecting your horses, click **Place Bet**. The “Bet Confirmation” box will appear. This box will recap the bet you are about to make and ask you to either confirm the bet (“OK”) or cancel the bet. Click **OK** to confirm your bet. Click **Cancel** if you do not want to make the bet. Once a bet has been officially placed, it cannot be cancelled.

Watching a race

You can watch a horse race by clicking **View Race**. To get back to the race book from the race track screen, just click anywhere on the screen.

Reviewing your bet history

You can review past and current bets by clicking the **Bet History** button. This screen will show all bets (past and current) that you have made. If the race has already been run, you will see the final results and how much (if any) money you won for that race.

GREYHOUND RACING

Greyhound racing officially began in England during the 1500s. In 1919, the first greyhound track opened in California. In 2005, greyhounds raced in 13 U.S. states.

You may be wondering how horse and greyhound racing differ. Although the betting is the same, greyhound racing traditionally has a larger variance, meaning there is a larger chance for long-shots to come in. The race is faster paced and there is normally more bumping and “wipe-outs” that happen due to how close the dogs typically race.

In *Reel Deal Casino “Millionaire’s Club,”* greyhound racing works in much the same way as horse racing. The bet types and method of placing bets is the same. The only difference is the type of information you will find available to you on the Handicap screen.

For details on placing a bet, watching a race and reviewing your bet history, see the corresponding section in the “Horse Racing” section earlier in this chapter.

Handicapping

Handicapping gives you information about each race as well as each dog in the race. This information is what you use to help you place your bets. To access handicapping information, click on **Handicap Races** from the race book page.

Scroll through the races to find the one you want to review. For each dog, it gives you the dog's "morning-line" odds (odds before bets are placed) and past race history. In the past race history you can review information about each race a dog has run, such as the race class and distance, where it placed, and how fast it finished. You will also find the total number of times a dog has won, placed, or showed.

Handicap information for greyhound racing is laid out as follows:

Dog Number Morning Line Odds Horse Name

Lifetime stats: #Races #Wins #Places #Shows

Detailed past race information is provided below the general dog information and is laid out as follows:

Distance (in meters) Finish time Dog weight Starting Gate Split positions Leader finish time Final odds
Race grade Top 3 dogs Total # dogs in race *Note: All of this information is on one line.*

The first finish time listed is the finish time of the dog. The second time is the finish time of the winning dog. Splits are intermediate points in a race. The dog's position at each split is listed. Looking at a dog's place at splits compared to where it placed at the finish is a good way for a beginner to judge how a dog might perform. This information can, for example, tell you if the dog is a slow starter but then gains speed at the end or if the dog is quick to start but then slows down in the middle.

The class of race lets you know what level the race is. Greyhound races are graded from A-E, with A being the highest. There is also a Maiden (M) class. Maidens are dogs that have not yet won a race.

SPORTS BOOK

Reel Deal Casino “**Millionaire’s Club**” offers a comprehensive Sports Book for football, baseball and basketball. Online offers you the ability to bet against other online players on **real** games, while offline you bet against automated players on computer generated games.

NOTE: Online play uses **real** U.S. teams, stats and game outcomes for basketball, baseball **and** football!

HOW TO PLAY

When you enter the Sports book, click on the person there to help you. This will bring up the betting screen. Select the sport you would like to wager on from the dropdown menu at the top of the screen. You can bet on baseball, basketball and football. Once you have chosen your sport, follow these steps:

- ♥ Choose your bet type.
- ♥ Choose your bet type option (if available).
- ♥ Enter the amount you want to bet.
- ♥ Select your bet from the list available in the window on the left side of the screen.
- ♥ If you want to buy points, select the number of points you want to buy from the “Buy Points” dropdown.
- ♥ Click **Place Bets** to place your bet. From the bet confirmation screen, click **OK** to confirm your bet. If you change your mind, click **Cancel** from this screen.
- ♥ To clear your bet *before you have confirmed it*, click **Clear Bets**.

If you are playing **offline**, you need to click the **Play Day/Week** button at the bottom right of your screen. This

button simulates the games for you immediately and brings you to your bet history screen to review your results.

If you are playing **online**, results for your games will post once the real games have been played and the results entered into the system, which normally only takes a few minutes.

At any point, you can click **Bet History** to review your bets and results.

Understanding bet types

There are different types of bets you can make. Not all are available for every sport. This section explains the different types of bets available for each sport.

Straight wager – There are 3 types of straight wagers—money line, point spread, and over/under.

With a **money line** bet, you are betting on a straight winner, with no regard to points. You have to bet more on a “favored” team and less on an “underdog” to win the same amount of money. *For example*, you might see Chicago -200 vs. Boston +300. That means that if you wanted to bet on Chicago to win, you would have to bet \$200 to win \$100. If you wanted to bet on Boston to win, you would only have to bet \$100 to win \$300. However, you can certainly bet less (and win less). Just remember that with a money line bet, if the amount is negative, that is the amount you would have to bet to win \$100; if the amount is positive, that is the amount you would win if you bet \$100. *You can make a money line wager in baseball, basketball and football.*

Over/under bets are very simple. With an over/under bet, you are betting that the **combined point total** in the game is either over or under the amount listed. *You can make over/under bets in baseball, basketball and football.*

The third type of straight wager is the **point spread** (or line) bet. With this bet you are not necessarily wagering on if a team is going to win or lose, but if they are going to make the point spread. A point spread in Utah/Seattle basketball game might look like this—Utah +3 or Seattle -3. In this scenario, if you bet on Seattle, they would have to win *by more than 3 points* in order for you to win your bet. If you bet on Utah,

they would have to either win **or** lose by less than 3 points for you to win your bet. A team can win the game but not beat the point spread, so you must remember when making a point spread bet that your team must make the spread in order for you to win your bet. *You can make point spread bets in basketball and football.*

Tip: If spreads are still confusing, consider doing the “math”. If the team you bet on has a (-) number, subtract that amount from their final point total. Does their “adjusted” total still beat the opposing team? If so, then your team beat the spread and you won your bet. If not, then your bet is considered a loss, even though your team actually won the game.

Conversely, if the team you bet on has a (+) number, add that amount to their final point total. Is their “adjusted” total greater than the total of the opposing team? If so, then your team beat the spread and you won your bet, even if your team did not actually win the game. If the total is less than the opposing team, your bet is a loss.

Parlay bets – With a parlay bet, you are picking the winning team for multiple games. You can bet using the spread or over/under or a combination of both (some games one, some the other). (There are no money line parlay bets.) If any of the teams you pick loses (doesn’t make the spread if you bet on the spread), your whole parlay bet is considered a loss. If any of the games are ties (not the game, but the spread or points are neither over nor under), your parlay bet is reduced to the next lowest numbered parlay. *For example, if you played a 5 game parlay and one game is a “tie”, your bet becomes a 4 game parlay bet. Parlay bets are available for basketball and football.*

Progressive parlay bets – Like a parlay, a progressive parlay allows you to pick the winners in multiple games. However, unlike with a parlay bet, you can still win even if one or more of your teams lose. Just how many of your picks can lose for you to still be considered a winner depends on how many

teams you bet on in the progressive parlay. *Progressive parlay bets are available for basketball and football.*

Teaser bets – A teaser bet is a parlay bet with a bigger point spread. Teaser bets adjust the existing point spread by the selected number of points. *Teaser bets are available for basketball and football.* Basketball offers 4, 4.5 and 5 point teasers, while football offers 6, 6.5 and 7 point teasers. Just like with a parlay bet, you must choose the winning team for multiple games and if any one of your teams loses (doesn't make the spread), your entire bet loses.

Buying points

You can buy points to adjust the point spread in a game you wish to bet on. Adjusting the point spread may make it easier for you to win your bet. There is, however, a fee for buying points. You are charged 10% for every .5 point you buy.

Normal spread bets use -105 for their payouts. In other words, you have to bet \$105 to win \$100. For every .5 point you buy, your payout will change by 10%. So, if you buy .5 point, your payout will be -115 (or \$115 to return \$100).

For example, if you bet \$100 and win your bet *without* buying any points, you would win \$95.23. If you bet \$100 and bought 3 point, you would only win \$60.60. So there can be a definite difference in your payout the more points you buy.

Payouts

When you win, you always receive back your original wager *plus* your payout. Payout amounts are listed below for the different types of bets.

Money line bets pay according to the numbers listed when you placed the bet. A team that is listed as -150 means that if you win the bet it pays \$100 for every \$150 bet. A team listed at +150 pays \$150 for every \$100 bet.

Over/under bets pay the same as point spread bets. They pay at -105, or \$100 for every \$105 wagered.

Point spread bets pay at -105. In other words, if you win your bet, you are paid \$100 for every \$105 wagered.

Parlay bets pay according to the following payable. Remember, if any one of your teams lose, your whole bet loses. If any one of your teams ties, your parlay is reduced to the next lowest number of games (i.e., a 5 game parlay becomes a 4 game parlay).

# of games	Payout odds
2	13 to 5
3	6 to 1
4	10 to 1
5	25 to 1
6	40 to 1
7	75 to 1
8	150 to 1
9	300 to 1
10	700 to 1
11	1,100 to 1
12	1,800 to 1

Progressive parlay bets pay according to the following payable. With a progressive parlay, you can still win if one or more of your teams lose. If any one of your teams ties, your progressive parlay is reduced to the next lowest number of games (i.e., a 5 game parlay becomes a 4 game parlay).

# of games	All teams win	1 team loses	2 teams lose	3 teams lose
4	5 to 1	1 to 1	n/a	n/a
5	11 to 1	2 to 1	n/a	n/a
6	20 to 1	9 to 2	n/a	n/a
7	40 to 1	4 to 1	1 to 2	n/a

# of games	All teams win	1 team loses	2 teams lose	3 teams lose
8	75 to 1	10 to 1	2 to 1	n/a
9	150 to 1	20 to 1	5 to 2	n/a
10	250 to 1	25 to 1	3 to 1	1 to 1
11	400 to 1	60 to 1	5 to 1	1 to 1
12	900 to 1	80 to 1	10 to 1	3 to 1

Teaser bets pay according to the following payable.

Basketball	4 points	4.5 points	5 points
Football	6 points	6.5 points	7 points
2 games	-110	-120	-130
3 games	+180	+160	+140
4 games	3 to 1	5 to 2	2 to 1
5 games	4.5 to 1	4 to 1	3.5 to 1
6 games	6 to 1	5.5 to 1	5 to 1
7 games	10 to 1	9 to 1	8 to 1
8 games	15 to 1	12 to 1	10 to 1
9 games	20 to 1	15 to 1	12 to 1
10 games	25 to 1	20 to 1	15 to 1
11 games	35 to 1	25 to 1	20 to 1
12 games	50 to 1	35 to 1	25 to 1
13 games	75 to 1	50 to 1	35 to 1
14 games	100 to 1	75 to 1	50 to 1

Basketball	4 points	4.5 points	5 points
Football	6 points	6.5 points	7 points
15 games	150 to 1	100 to 1	75 to 1



SLOTS

Slot machines have been around for over a century and have entertained and enchanted gamblers for just as long. Charles Fey, a car mechanic from San Francisco, invented the first 3-reel slot machine around 1895. The most exciting thing about playing slot machines is the idea of hitting the jackpot and striking it rich. Players like slots since it can be a very low investment for the possibility to hit a large payout.

Slot machines have been 3-reel, multi-symbol in nature for most of their existence. People who are slot lovers are beginning to refer to the 3-reel slot machines as “traditional” slots, since they have been around for so long. The traditional 3-reel slot machine features three reels, each with multiple symbols. In the machines that were 100% mechanical (up until the 1970s), the more symbols on a reel, the harder to hit the jackpot. Since these machines were comprised of gears and levers, the slot could only act and pay a specific way. Since the invention of the slot machine which uses computer technology, there is more freedom to allow a machine to act in various ways, such as adding wilds that multiply the payout and games that offer double spinning action.

Since the innovation of the computer into slot machines, slot players have enjoyed 5-reel, or animated, slot machines. These machines, in many cases, offer bonus games and other gimmicks to lure the gambler to them. Gamblers experience maximum enjoyment from slot themes, great music and animation, and fun bonus games. There has been an explosion of 5-reel animated slot machines into the casinos in the last decade, and there is no immediate slow down expected.

In Reel Deal Slots “Blackbeard’s Revenge” and Reel Deal “Millionaire’s Club,” you will find a variety of different types of slot machines—from traditional 3-reelers to multi-line 5-reel video slots with bonus games.

OBJECT OF THE GAME

The object of a slot machine is to line up symbols on a payline as indicated on the machine's payable. The other object, of course, is to have fun!

HOW TO PLAY

When you first enter a slot game, you must deposit money into the machine. A box automatically appears for you to do this.

Before you enter an amount, first check to make sure you have the credit denomination set to what you want. If you want to change the denomination, click on the denomination you want.

After you make sure your denomination is set correctly, make sure you have the desired "odds" box checked. At the bottom of the display box for online players, you will see two options—one for "Dream World Odds" and one for "Real World Odds." If the option you want is not checked, just click in it to check it. *For more information on "Real World" and "Dream World" odds, see the "Odds/Payouts" section later in this chapter.*

Once everything is set how you want it, just type in the amount of money you want to deposit into the machine, then hit the **"Enter"** key on your computer.

If you want to deposit more money into the machine while you are playing the game, just click on the coin acceptor on the machine (or on the **"insert \$"** button) and the deposit money box will appear on your screen.

After you deposit money into the machine, it is translated into a number of credits which is displayed on the slot. You need to tell the machine how many lines you want to play and how many credits *per line*. To do that, you use the buttons on the front of the machine. *(Please note, an asterisk * denotes buttons only available on 5-reel machines, while a double asterisk ** denotes buttons only available on 3-reel machines.)*

“Bet Max” button – This button will bet the maximum number of credits allowed for this machine. Clicking this button automatically spins the reels for you.

***“Bet Per Line” button** – This button will bet one credit per line selected on the next spin. If you wish to bet two credits per line, click the button twice, and so on. You can only use this button *after* you have already selected the number of lines you wish to play. If you use this button to set your bet, you must click the **“Play”** button to spin the reels.

***“Select Lines” button** – Clicking on this button will select which lines you will play. Each time you click the button, the next numerical payline will be selected. Thus, clicking five times will select the first five paylines. This button is used in conjunction with the “Bet Per Line” button and must be used *before* any “bets per line” can be added.

*****“Bet One” button** – This button will bet one credit per time you click it, up to the maximum number of credits allowed per spin. If you use this button, you will need to click the **“Spin Reels”** button afterwards to start the reels.

Anytime you want to cash out of a machine, simply click the **“Cash Out”** button at the far left of the slot machine. Whatever credits were still in the machine will be translated back to dollars and added back into your bankroll.

TYPES OF SLOTS

Single Payline

These slot machines are reserved solely for traditional 3-reelers. The only way to win is to line up the paying symbols across the center of the reels. In casinos, these machines traditionally have the best winning percentages.

Multiple Payline

These slots machines can be found in traditional 3-reel or in 5-reel traditional or animated styles. In most traditional slot

machines, you will not see more than 5 different paylines. In animated slots, you typically see anywhere from 5 to 20 different paylines, though newer slots with as many as 100 paylines have been emerging into the casino market.

Amber Light

These slot machines are traditional 3-reel machines with bonus games included. The bonus game is usually displayed on the top of the machine above the reels.

8-Payline (a.k.a. Tic-Tac-Toe style)

These slot machines are set up like a tic-tac-toe board, with 3 reels across and 3 reels down. There are 8 paylines and they usually have bonus games.

Video

These slot machines have reels that are simulated on a computer screen. They normally offer bonus games and multiple paylines.

ODDS/PAYOUTS

Slot machines vary in percent payouts. State government standards regulate that machines must pay over a certain percentage. In most states, slot machines must pay out over 80% of what they receive. Slot machines are normally set to pay anywhere from 80% to 95%. You can sometimes find slots that advertise that they pay out 97% to 99%. These are normally higher denomination slot machines.

In terms of odds, your best bet is to play traditional 3-reel slot machines with one payline. This is where the best return on investment is found. Playing slots that offer a progressive jackpot traditionally offer the worst return on investment.

Reel Deal “Millionaire’s Club” and **Reel Deal Slots “Blackbeard’s Revenge”** offer two different payout percentages for online players—“Real World” and “Dream World.” “Real World” sets machines at 98% payback, whereas “Dream World” sets them at between 125%-165% payback, depending on the number of lines. (*Offline play is*

automatically set to dream world payouts. There is no other option.)

Each machine pays different amounts based on different winning symbol combinations. To see which combinations pay out for a specific machine, click on the “Pay Table” button on the front of the machine.

Keyboard Shortcuts for Slot Machines

Spacebar	Re-spins slot with the same settings
M	Bet Max
N	Bet One

VIDEO POKER

Video Poker owes its existence to both the game of Poker and to slot machines. The video poker machine first appeared in the mid-1970s with the advent of the computer chip, but didn't become hugely popular until the 1980s.

OBJECT OF THE GAME

The object of video poker is to get the hands indicated on the payout table. Video poker games, while varying, are mostly derivatives of 5 Card Draw poker.

HOW TO PLAY

Reel Deal “Millionaire’s Club” offers five Video Poker games—9/6 Jacks or Better Video Poker, Double Bonus Premium Poker, Triple Bonus Premium Poker, Jokers Wild, and Deuces Wild.

Note: Video Poker is often referred to with numbers in front of it, such as 8/5 Video Poker or 9/6 Video Poker. These numbers refer to what a full house and a flush pay. For example, in 8/5 Video Poker, a full house pays 8 to 1 and a flush pays 5 to 1.

To start play, you must first insert money into the machine. A dialog box appears for you type in the amount of money you want to put in the machine. After you key in the desired amount, hit the **“Enter”** key on your computer.

*Note: Check the denomination and change it, if desired, **before** adding your money. In Video Poker, you can play the following credit denominations—\$.05, \$.25, \$1, \$5, \$25, \$100, and \$1,000 credits.*

Before you can be dealt any cards, you must place a bet. You can bet anywhere from 1 credit to 5 credits per hand. If you want to play 5 credits per hand, just click **“Bet Max”**. The credits will be deducted and your hand will be dealt

automatically. If you want to play less than max credits, click the **“Bet One”** button the same number of times as the number of credits you want to bet. *For example*, if you want to bet three credits, you would click the **“Bet One”** button three times. After you set the number of credits you want to bet, click **“Deal”** to deal the cards.

After the cards are dealt, you need to select which ones (if any) you want to hold. Any cards that do not have the word “Held” displayed on them, will be discarded with the next deal. Even winning cards will be discarded if you do not hold them. To select the cards you want to hold, simply click on the card. To unselect a card, click on it again.

Tip: If you want extra help, you can select the “Auto Hold” option. This will automatically hold any winning combination of cards.

After you have selected which cards you want to hold, click **“Deal”** to discard the unwanted cards and replace them.

Winning and losing

If your hand matches one of the winning hands on the paytable posted in the game, you win. If it doesn’t, you lose. Paytables for each game are displayed in the game itself.

Hand Rankings

Hands are ranked just like in regular poker.

Royal Flush

Straight Flush

4 of a Kind

Full House

Flush

Straight

3 of a Kind

Two Pair

Pair (usually Jacks or better)

STRATEGIES

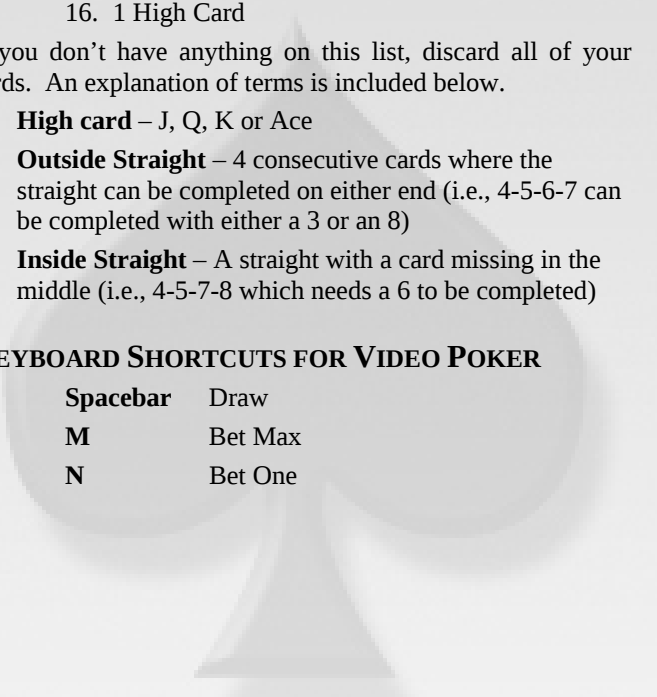
It usually takes about 60 hours to hit a Royal Flush, 6 hours to hit a Straight Flush, and approximately an hour or so to hit a 4 of a Kind. Those three hands make up about 5% of your total winning hands. A good basic strategy is to play a machine where you can afford to play maximum credits and stay in the game for a while. As a general rule, avoid progressive machines. Also, play machines with the highest payout ratios.

Strategies for hand play range from the simple to the complex, though the difference in expected returns between the strategies is not very large. Therefore, to keep things simple, we have included a table of *simple* strategy for Jacks or Better.

Jacks or Better simple strategy

This is the simple strategy for a Jacks or Better “full pay” (9/6) machine, which is what is offered in **Reel Deal “Millionaire’s Club”**. With this strategy, you can expect a return of 99.46%. To use this strategy, look up all the possible ways to play a hand and keep the one that is the highest on the list (#1 being the highest). For an explanation of terms used in this list, please see the section following the list.

1. Royal Flush, Straight Flush, 4 of a Kind
2. 4 to a Royal Flush
3. Full House, Flush, Straight, 3 of a Kind
4. 4 to a Straight Flush
5. 2 pair
6. High pair (Js, Qs, Ks, or Aces)
7. 3 to a Royal Flush
8. 4 to a Flush
9. Low pair (10s or lower)
10. 4 to an outside Straight
11. 3 to a Straight Flush

- 
12. 4 to an inside Straight
 13. 2 to a Royal Flush
 14. 2 unsuited high cards (if more than 2, keep 2 lowest)
 15. Suited 10 and J, Q, or K
 16. 1 High Card

If you don't have anything on this list, discard all of your cards. An explanation of terms is included below.

High card – J, Q, K or Ace

Outside Straight – 4 consecutive cards where the straight can be completed on either end (i.e., 4-5-6-7 can be completed with either a 3 or an 8)

Inside Straight – A straight with a card missing in the middle (i.e., 4-5-7-8 which needs a 6 to be completed)

KEYBOARD SHORTCUTS FOR VIDEO POKER

Spacebar	Draw
M	Bet Max
N	Bet One

ADDENDUM

MP3 PLAYER

In **Reel Deal “Millionaire’s Club”** and **Reel Deal Slots “Blackbeard’s Revenge”** you have the ability to play your own music while playing the game. The music needs to be in the **MP3** format and should be placed into the MP3 directory where your game is installed. The game will automatically play the MP3s in that folder either alphabetically, or randomly, depending on how you have the MP3 player set to play.

An additional way to play MP3s in the game is to point your MP3 player to the directory or folder that you have your MP3s in. First, run your mouse cursor over the controls for the MP3 player until the small folder appears with the green arrow in it. Double click this folder and on the next screen, double click the small file folder. Then navigate to the directory or folder that your MP3s are in. Click OK, and your mp3s will then play in the game

Please ensure that you do not have any spaces in your MP3 file names, as those files will be ignored.

REFERENCES

WEBSITES

The Wizard of Odds, www.wizardofodds.com

Shuffle Master, Inc. www.shufflemaster.com

Fast Odds, *gambling odds and information*, www.fastodds.com

Casino Rankings, www.casinorankings.com

TECHNICAL SUPPORT

Phantom EFX offers a comprehensive technical support staff that will work hard to make sure your game works for you. You can contact our technical support staff in the following ways :

Phone 1 (319) 266-3656

Email: Support@phantomefx.com

Web: <http://www.phantomefx.com>

Frequently Asked Questions (FAQ)

Q: I am unable to find the Patch Server. How do I connect to the server?

A: In order to play Reel Deal “Millionaire’s Club” or Reel Deal Slots “Blackbeard’s Revenge” online, you will need an active internet connection. Make sure that you are connected to the Internet, and the connection is working. If you have a firewall, make sure it is not blocking access to the patch server.

Q: How do I bypass my firewall without disabling it?

A: Reel Deal “Millionaire’s Club”, and “Blackbeard’s Revenge” requires ports 2302-2305 to be open for communication. Also, the following processes need to access the Internet: OLCLauncher.exe and Casino083d.exe. Refer to your firewall documentation to allow this communication.

PHANTOM EFX TEAM

DIRECTOR/CEO

Aaron Schurman

TECHNICAL DIRECTOR

Danny Stokes

ART DIRECTOR

Marty VanZee

PRODUCTION MANAGER

Jim Thompson

DESIGNERS

Aaron Schurman

Danny Stokes

Marty VanZee

ARTISTS

Kent “Blen” Stowe
Paul Lohman
Andrew Bouska

Mike Fall Dale Santoiemma
John Thompson
Michael Myers

PROGRAMMING

Forrest Stowe
William Rieder
Brendon Gruis
Patrick Burke
Jeff Taylor
Brandon Bare

AUDIO PRODUCER

Adam Gill

VOICE TALENT

P.J. Stoppeworth
Mollie Pratt
Gabe & Mikey Santoiemma
Amber O'Connell
Gary Kroeger
Leigh Bailey
Gary Bush
Phantom EFX staff

MANUAL DESIGN & WRITING

Sheryl Murawsky
Aaron Schurman

TECHNICAL SUPPORT AND ONLINE POLICY

Josh Wilson Linda DenOuden Andy Gruis
Justin Wheelock Jake Hetzler Austin Taft Sam Wilson

TESTING

Allan Nathanson, Ann-Alissa Slark, Bonnie Kessler,
Carole Sharrow, Charles McNabb Sr., Chrystal Miller,
Diane Hubert, Dicki Esser, Ernie Smith, Frank Senteras,
James Jacobson, Jim denOuden, Jim Graham, Jim Wood,
Katie Patterson, Kyle Einarsson, LaRita Person, Mark Firkus,
Rhonda Lampley, Rita Rife, Robert Powers,
Rosemary Madden, Shaun Maggini, Sheryl Murawsky,
Steven Thomas Wade, Jr., Sue Harlow, Susan Bovee,
Susan Georgiades, Tonia F. Rayfield, Vikki James

**Special thanks to all of our friends, family, and Phantom
EFX lovers, YOU GUYS ROCK!**

LEGAL STUFF

COPYING PROHIBITED

This software product and the manual are copyrighted. All rights are reserved by Phantom EFX and are protected by the copyright laws that pertain to computer software. You may not loan, sell, rent, lease, give, sub-license, or otherwise transfer the software (or any copy). You may not modify, adapt, translate, create derivative works, decompile, disassemble, or other reverse engineer or derive source code from all or any portion of the software or anything incorporated therein or permit or encourage any third party to do so.

SOFTWARE USE LIMITATIONS

This copy of **Reel Deal “Millionaire’s Club”** (the “software”) is intended solely for your personal non-commercial home entertainment use. You may not modify, adapt, translate, create derivative works, decompile, disassemble, or otherwise reverse engineer the software, except as permitted by law. Phantom EFX retains all rights, title and interest in the software including all intellectual property rights embodied therein and derivatives thereof. The software, including, without limitations, all code, data structures, characters, images, sounds, text, screens, game play, derivative works and all other elements of the software may not be copied, resold, rented, leased, distributed (electronically or otherwise), used on pay-per-play, coin operated, or other for-charge basis, or for any commercial purpose. Any permissions granted herein are provided on a temporary basis and can be withdrawn by Phantom EFX at any time. All rights not expressly granted are reserved.

ACCEPTANCE OF LICENSE TERMS

By acquiring and retaining this software, you ascend to the terms and restrictions of the limited license. If you do not accept the terms of this limited license, you must return the software together with all packaging, manuals, and other material contained therein to the store where you acquired the software for a full refund.

Reel Deal “Millionaire’s Club” is copyrighted by Phantom EFX. All rights reserved. Reel Deal “Millionaire’s Club”, Reel Deal Slots “Blackbeard’s Revenge”, Reel Deal Casino, Reel Deal Slots and Reel Deal Video Poker are trademarks of Phantom EFX. All rights reserved. Each slot and video poker machine logos within all aforementioned titles are trademarks of Phantom EFX. All rights reserved.