



# Vegas Fever™ Winner Takes All

## User Guide

## Getting Started

These instructions assume that Vegas Fever Winner Takes All was installed in the default location, and that the CD is in the CD-ROM drive.

1. Choose **Programs** from the **Start** menu, then choose **Encore Software**.
2. Choose the **Vegas Fever Winner Takes All** from the **Encore Software** folder.
3. Select **Play Vegas Fever WTA** from the **Vegas Fever Winner Takes All** folder.
3. Now select the Method of Play you prefer. Select **Offline** if you want to play in single-player mode; select **Online** if you have an Internet account and want to play in multi-player mode.

## Sign In Screen

*Note: To play in Online mode, you must be connected to the Internet.*

1. Select a user name or click **New Player** to create a username and password.
2. To create a new player, you must fill in all the required fields.
2. Enter a User ID in the **User ID** box.
3. Enter a Password in the **Password** box.
4. Press the **Start** button to play Vegas Fever Winner Takes All.

## Toolbar



**Action** – get statistics, leave the current table and return to the lobby, or exit the game

**Options** –adjust sounds and animations, change table skins, turn computer players on/off, and change the screen size

**Help** – access the help files and customer support information

## LOBBY



From the Lobby you can choose from 16 game areas:

The Money Wheel, Video Keno, Sic Bo, Baccarat, Pai Gow Poker, Mini Baccarat, Red Dog, Blackjack, Let Ride, American Roulette, European Roulette, Craps, Poker, Video Poker, Video Slots and Slots.

In the Online mode you can also access the Sports Book and visit the Chip-Chat Lounge.

The Sports Book allows you to receive lines and news on major sporting events and to place a variety of play for fun wagers on those events.

# BACCARAT



## HOW TO PLAY BACCARAT

Baccarat is played by two fictitious entities, known as the **PLAYER** and the **BANKER**, both handled by the Dealer. The participants' wager whether they think the **PLAYER** will win, the **BANKER** will win, or whether there will be a **TIE**. The winner has the higher hand total, with 9 being a perfect score for a hand.

## HOW TO PLACE A BET

To place a bet, click on the chip icon(s) representing the amount you want to bet. As you click on chips, the number to the right of the instruction line will increase, showing you the amount you currently hold in your 'hand'. To place the wager on the table, click on the button representing where you want your bet to be placed; **Player**, **Tie**, or **Banker**. To remove a bet from the table, click **Clear**. When you are finished placing your wager, click on the **Done** button.

## PLAYING BACCARAT

After all gamblers have placed their wagers, two cards are dealt, one at a time face up, to the two areas, **PLAYER** and **BANKER**. The pip value of each side's two cards is totaled (aces count 1, 2-9 count as normal, 10's and face cards count as 0). Only the last digit in the total is used. For example, a 7 and an 8 add up to 15. The total used is 5. The objective is to get as close to 9 as possible. Since only the last digit in a total is used, if the total goes to 10, it becomes a 0 and so on. If either side has either an 8 or a 9 in their first two cards, they have a "natural" and no more cards are dealt. If there is no natural, additional cards may be dealt under the following rules:

### PLAYER:

When the total of the first two cards equals 0, 1, 2, 3, 4, or 5 the **PLAYER** will draw a card. On 6, 7, 8, or 9 the **PLAYER** will stand.

## **BANKER:**

If the **PLAYER** stood on 6 or 7, the **BANKER** will always draw on totals of 0, 1, 2, 3, 4, or 5 and will stand on 6, 7, 8, or 9. The **BANKER** will draw when he has a 0, 1, or 2. Otherwise, the **BANKER's** action will depend on what he has and what the **PLAYER's** third card was, as follows:

|                   |                                                               |
|-------------------|---------------------------------------------------------------|
| Banker has 3 --   | Draw if Player has 0,1,2,3,4,5,6,7,9<br>Stand if Player has 8 |
| Banker has 4 --   | Draw if Player has 2,3,4,5,6,7<br>Stand if Player has 0,1,8,9 |
| Banker has 5 --   | Draw if Player has 4,5,6,7<br>Stand if Player has 0,1,2,3,8,9 |
| Banker has 6 --   | Draw if Player has 6,7<br>Stand if Player has 0,1,2,3,4,5,8,9 |
| Banker has 7 --   | Draw never - Stand always                                     |
| Banker has 8,9 -- | Draw never - Natural - Stand                                  |

Once each side has taken the additional card, if appropriate, the totals are compared. If the **PLAYER** side is closer to 9, then the **PLAYER** wins and anyone who has bet on the **PLAYER** will win an amount equal to their wager. If the **BANKER** side is closer to 9, then the **BANKER** wins and anyone who has bet on the **BANKER** will win an amount equal to their wager, less 5% (known as vigorish). If the **PLAYER** and the **BANKER** are the same, it is a **TIE** and anyone who has bet on a tie occurring will receive 9 times their wager.

## MINI BACCARAT



## HOW TO PLAY MINI BACCARAT

Mini Baccarat plays exactly the same as Baccarat on a full table. Baccarat is played by two fictitious entities, known as the **PLAYER** and the **BANKER**, both handled by the Dealer. The participants wager whether they think the **PLAYER** will win, the **BANKER** will win, or whether there will be a **TIE**. The winner has the higher hand total, with 9 being a perfect score for a hand.

## HOW TO PLACE A BET

To place a bet, click on the chip icon(s) representing the amount you want to bet. As you click on chips, the number to the right of the instruction line will increase, showing you the amount you currently hold in your 'hand'. To place the wager on the table, click on the button representing where you want your bet to be placed; **Player**, **Tie**, or **Banker**. To remove a bet from the table, click on **Clear**. When you are finished placing your wager, click on the **Done** button.

## PLAYING BACCARAT

After all gamblers have placed their wagers, two cards are dealt, one at a time face up, to the two areas, **PLAYER** and **BANKER**. The pip value of each side's two cards is totaled (aces count 1, 2-10 count as normal, and face cards count 0). Only the last digit in the total is used. For example, a 7 and an 8 add up to 15. The total used is 5. The objective is to get as close to 9 as possible. Since only the last digit in a total is used, if the total goes to 10, it becomes a 0 and so on. If either side has either an 8 or a 9 in their first two cards, they have a "natural" and no more cards are dealt. If there is no natural, additional cards may be dealt under the following rules:

## **PLAYER:**

When the total of the first two cards equals 0, 1, 2, 3, 4, or 5 the **PLAYER** will draw a card. On 6, 7, 8, or 9 the **PLAYER** will stand.

## **BANKER:**

If the **PLAYER** stood on 6 or 7, the **BANKER** will always draw on totals of 0, 1, 2, 3, 4, or 5 and will stand on 6, 7, 8, or 9. The **BANKER** will draw when he has a 0, 1, or 2. Otherwise, the **BANKER's** action will depend on what he has and what the **PLAYER's** third card was, as follows:

|                   |                                                               |
|-------------------|---------------------------------------------------------------|
| Banker has 3 --   | Draw if Player has 0,1,2,3,4,5,6,7,9<br>Stand if Player has 8 |
| Banker has 4 --   | Draw if Player has 2,3,4,5,6,7<br>Stand if Player has 0,1,8,9 |
| Banker has 5 --   | Draw if Player has 4,5,6,7<br>Stand if Player has 0,1,2,3,8,9 |
| Banker has 6 --   | Draw if Player has 6,7<br>Stand if Player has 0,1,2,3,4,5,8,9 |
| Banker has 7 --   | Draw never - Stand always                                     |
| Banker has 8,9 -- | Draw never - Natural - Stand                                  |

Once each side has taken the additional card, if appropriate, the totals are compared. If the **PLAYER** side is closer to 9, then the **PLAYER** wins and anyone who has bet on the **PLAYER** will win an amount equal to their wager. If the **BANKER** side is closer to 9, then the **BANKER** wins and anyone who has bet on the **BANKER** will win an amount equal to their wager, less 5% (known as vigorish). If the **PLAYER** and the **BANKER** are the same, it is a **TIE** and anyone who has bet on a tie occurring will receive 8 times their wager.

# BLACKJACK



## HOW TO PLAY BLACKJACK

The object of Blackjack is to come closer to twenty-one than the Dealer without going over.

## HOW TO PLACE A BET

To place a bet, click on the chip icon(s) representing the amount you want to bet. As you click on chips, the number to the right of the instruction line will increase, showing you the amount you currently hold in your 'hand'. To place the wager on the table, click on the **Done** button. To remove chips from your hand, click on the **Clear** button.

## THE BASIC GAME

To begin, two cards are dealt to each player and the Dealer. Both of the players' cards will be face up, while one of the dealer's cards will be face down. Face cards all count 10. The Ace counts either 1 or 11 depending on which will make your hand higher without exceeding twenty-one. The rest of the cards count their pip value. If you are dealt the value of 21 in the first two cards (needing an Ace and a 10, Jack, Queen, or King), you have a "Blackjack" and are paid immediately.

After the cards are dealt, the Dealer and all players look at their hands. If the Dealer has blackjack, he immediately shows his cards, and all players who do not have blackjack immediately lose. If the Dealer does not have blackjack, he continues dealing cards as desired to each player in turn until the player's hand is complete. If you want an additional card, click **Hit**. When you have all the cards you want, click **Stand**. If the total of your cards is over twenty-one, you have busted. The Dealer collects your bet and your hand has ended.

When all players have completed their hands, the dealer shows his face-down card. If the Dealer's total is less than 17, he must take additional cards until he busts or his total is over seventeen. The Dealer must stand on seventeen or higher.

After the Dealer's hand is complete, it is compared to all players who have not busted. If a player's hand is higher than the Dealer's hand, the player wins. If the Dealer's hand is higher, the player loses. If a player and the Dealer have the same total, it is a push, and the player neither wins nor loses.

## **INSURANCE**

If the Dealer's face up card is an Ace, he will offer you the option of buying insurance immediately after the deal. If you choose to accept, you make an additional bet of up to half of your original wager as an insurance bet. What you are betting on with the insurance bet is that the dealer does have blackjack, in which case your hand loses automatically. After all players accept or decline insurance, the Dealer will show his face-down card if he has blackjack. If you have purchased insurance, you will be paid according to the schedule under "Game Info". Unless you also have blackjack, you will lose your original wager. If you also have blackjack, your original bet is a "push" and you neither win nor lose. If the dealer does not have blackjack, he will collect all insurance bets, and play proceeds as normal.

## **DOUBLING**

If you feel that with the addition of only one card, you can beat the Dealer, you may choose to "double". You place an additional bet up to the amount of your original bet. You will then be dealt one card, and your turn is over. If your hand beats the Dealer's, you will win an amount equal to your combined bet. Doubling best occurs when your hand is 9 through 11 since the most likely card to be received is a 10 or higher, making the new total 19 through 21. Doubling can, however, be done with any amount except blackjack.

## **SPLITTING**

When your first two cards are identical in value (two 4's, two 8's, two face cards, etc.) you can elect to "split" the hand. If you choose to "split" you will automatically place an amount equal to your original wager on the table. You will then receive one additional card on each of the new "hands", and can "hit", "stand", or "double" as above. In essence then, you are playing two distinct hands, each with the chance of getting blackjack or busting or anywhere in-between. Splitting such things as face cards is usually a poor thing to do since you would be breaking up a very good hand for the possibility of two poor ones.

Splitting Aces is always a good idea, however if you do split aces, you will only be given one additional card per ace. Splitting the rest is a matter of opinion.

In Craps, you are betting on the results of rolling a pair of dice, either in the long-run, or on the next roll. The initial roll is always referred to as a 'Come Out' roll, and is treated differently than subsequent rolls. A marker on the table will tell you whether the upcoming roll is a 'Come Out' roll (when the marker is OFF) or if a point has been made (when the marker is ON.)

To place a bet in Craps, click on the chip icon(s) representing the amount you want to bet. As you click on chips, the number to the right of the instruction line will increase, showing the current amount of your bet. To place the wager on the table, move your cursor over the area where you wish to bet. If that area is a valid choice at the current time, hypertext will appear to the right of your cursor showing you how much you currently have bet at this location, and what the maximum amount is that you can bet. To place your bet, left-mouse click on your chosen betting area. To remove your bet, click on 'Clear'. To remove all your bets from the table, click on 'Clear' again. (Note: Come, Don't Come, Pass, and Don't Pass bets cannot be removed from the table once a point is set. They must be resolved normally.)

The Pass Line bet is the most popular bet in Craps. You can only make a Pass Line bet on the 'Come Out' roll (when the marker is OFF). There are three possible outcomes on a 'Come Out' roll:

- Page 10 of 44

3) The shooter rolls a point (4,5,6,8,9 or 10). The puck will be moved to the point which was rolled (ON). The shooter will continue to roll until he rolls the same number, in which case Pass Line wins, or the shooter rolls a 7 and all Pass Line bets and odds are lost.

NOTE: The Pass Line payoff is 1-1. So if you bet \$5.00 you will win \$5.00.

## PASS ODDS

The free odds, as they are commonly called, are placed behind your pass line bet. The payoff on the odds is totally dependent upon the point that is currently established, Meaning what number the puck is on. The minimum bet is equal to your passline bet and the maximum bet is your passline bet times the table odds. This means that if the table odds are double and you have \$5.00 on the passline then you can wager a maximum of  $\$5.00 \times 2 = \$10.00$  on the Free Odds. The chart below will describe the payoffs.

| NUMBER | LAY | PAYOFF | EXAMPLE                   |
|--------|-----|--------|---------------------------|
| 4      | 1-1 | 2-1    | lay \$5.00 payoff \$10.00 |
| 5      | 1-1 | 3-2    | lay \$6.00 payoff \$9.00  |
| 6      | 1-1 | 6-5    | lay \$5.00 payoff \$6.00  |
| 8      | 1-1 | 6-5    | lay \$5.00 payoff \$6.00  |
| 9      | 1-1 | 3-2    | lay \$6.00 payoff \$9.00  |
| 10     | 1-1 | 2-1    | lay \$5.00 payoff \$10.00 |

(The example is assuming you had \$5.00 on the NUMBER.)

You will notice that on the 5 and 9, you can place a dollar more than the other numbers. The reason for this is that if the player laid \$5.00 on the free odds and the point was made then the casino would owe \$7.50 to which only \$7.00 would be received because craps only pays on the dollar. Therefore the casino will allow a RIGHT better to lay a dollar more in order to even out the payoff. The net result of this is that the bettor risks an extra dollar to win \$3 more rather than losing \$0.50.

## DON'T PASS LINE BET

There is no law that says you must bet with the shooter. This is where the Don't Pass Line comes into play. Simply put the Don't Pass Line is the opposite of the Pass line bet.

There are four possible outcomes on a 'Come Out' roll:

- 1) The shooter rolls 2 or 3. Don't Pass bets win.
- 2) The shooter rolls a 12. This is a PUSH where Don't Pass bets neither win nor lose.
- 3) The shooter rolls 7 or 11. Don't Pass loses.
- 4) The shooter rolls a point (4,5,6,8,9 or 10). The puck will be moved to the point which was rolled (ON). The shooter will continue to roll until He rolls the same number in which case Don't Pass line LOSES or the shooter rolls a 7 and all Don't Pass bets and odds WIN.

NOTE: The Don't Pass line payoff is 1-1. If you bet \$5.00, you will win \$5.00.

## DON'T PASS ODDS

The Don't Pass odds works like the pass odds with only one difference. The amount that you put down (lay) is greater than the amount you can win.

| NUMBER | LAY | PAYOFF | EXAMPLE                 |
|--------|-----|--------|-------------------------|
| 4      | 2-1 | 1-2    | lay \$20.00 pay \$10.00 |
| 5      | 3-2 | 2-3    | lay \$15.00 pay \$10.00 |
| 6      | 6-5 | 5-6    | lay \$12.00 pay \$10.00 |
| 8      | 6-5 | 5-6    | lay \$12.00 pay \$10.00 |
| 9      | 3-2 | 2-3    | lay \$15.00 pay \$10.00 |
| 10     | 2-1 | 1-2    | lay \$20.00 pay \$10.00 |

(The example is assuming you had \$10.00 on the Don't Pass.)

## COME BET

This bet is played almost exactly like the Pass Line bet. The Come Bet can only be placed if there has been a point established (the puck is ON). The rules then follow the Pass Line bet rules with the following changes:

1) If a Come point is made (the roll is 4, 5, 6, 8, 9, or 10), the bet is then moved to that number. If the number is repeated before a seven the Come Bet is WON. If a seven is rolled the bet is LOST.

**NOTE:** The Come payoff is 1-1. If you bet \$5.00, you will win \$5.00.

## DON'T COME

This bet is the equivalent of the Come Bet for wrong-bettors. When you place a Don't Come Bet, you are betting that the shooter will roll craps, or that if he makes a point, he will roll 7 before that number is rolled again.

## ODDS

Casinos allow you to take odds on some bets. On all Pass, Don't Pass, Come, and Don't Come bets where a point has been made, you can lay odds up to the amount you have already bet on top of the original bet. This means you are making an additional bet on the point.

## COME FREE ODDS

Come free odds are the same as passline free odds. Your minimum is equal to your original Come bet, and your maximum is equal to the Come bet times the odds amount. When the roll is a come-out roll (puck is OFF), the odds bets will be turned off. If the number rolled is one you have placed Come Odds on, your Come bet will win, and your odds bet will be returned to you. If a seven is rolled, your Come bet will lose, and your odds will be returned to you. Some casinos allow odds bets to be turned on during a come-out roll.

## DON'T COME FREE ODDS

The Don't Come odds are the same as the Don't Pass odds, with the same restriction as the Come odds that they are generally turned 'off' during a come out roll.

## BUY BETS

Not everyone is willing to take the chance on a Come Bet losing, in which case, the Buy Bet is a very useful bet. In order to make a Buy Bet the player must place his bet, plus a 5% commission to the house on the number of his choice. The casino justifies this commission because the player is not risking the loss that would take place if he were to make a Come Bet where 'craps' will take your money before you can even make the point.

## PLACE BETS

A similar bet to Buy Bets is Place Bet. The only difference is that there is no commission and the odds are not as good. The odds for both Buy Bets and Place Bets are as follows:

| NUMBER  | BUY | PLACE | BUY VIG | PLACE VIG |
|---------|-----|-------|---------|-----------|
| 4 or 10 | 2-1 | 9 – 5 | 5%      | 6.67%     |
| 5 or 9  | 3-2 | 3 – 2 | 5%      | 4.00%     |
| 6 or 8  | 7-5 | 6 – 5 | 5%      | 1.52%     |

As you can see from the table, a Buy of 4 or 10 is a much smarter bet than a Place of 4 or 10. This is because the Place 4 or 10 has a 6.67% vigorish where the Buy 4 or 10 has only a 5% vigorish. This is a savings of 1.67%. (Note: Some casinos may disallow some of these bets because they are a bad choice.)

One final note on these bets is that both Buy and Place Bets can only be made after the 'Come Out' roll. Some casinos may allow a player to turn these bets 'on' during the come-out roll if they have already been placed.

## LAY BETS

Lay Bets are the Buy Bets for the wrong bettors. Simply put, the Lay bettor is betting that a seven will come up before the number. Because there is such an advantage in making this bet, the casino charges a 5% commission on the winnings and the player must lay the odds. This means that if the payoff is 2-1 for a Buy Bet, then the Lay bettor must put down 2 chips for every one he will win and then tack on a 5% commission. A Lay Bet is placed on the table with a Lay Bet marker on top. This bet may be turned on or off by the player at any time. However, the lay bet cannot be placed during the 'Come Out' roll.

## PROPOSITION BETS

Proposition Bets are one-time bets, which are made after the 'Come Out' roll (puck is ON). In a casino, the stick man is responsible for placing these bets. In our game you are, but don't worry, because the computer will tell you if the bet can be made or not. For the novice player these bets are bad moves and not recommended.

## HARDWAY BETS

Hardway Bets are bets made after the 'Come Out' roll (puck is ON). When you make a Hardway Bet the bet will remain until either you win by making the number the hard way, which means doubles, or you lose by making the

number the easy way, meaning no doubles, or a seven is rolled. Hardway Bets have very high vigorish and are not recommended for the novice player.

## ONE ROLL BETS

### FIELD BETS

Field Bets can be placed at any time, and will either win or lose on the next roll. If the roll is 2,3, 9, 10, 11 and 12 you have won. Any other number results in the loss of the bet.

### WIN

| Rolls | Possible Roll Combinations |
|-------|----------------------------|
| 2     | 1-1                        |
| 3     | 1-2, 2-1                   |
| 4     | 1-3, 3-1, 2-2              |
| 9     | 4-5, 5-4, 3-6, 6-3         |
| 10    | 4-6, 6-4, 5-5              |
| 11    | 5-6, 6-5                   |
| 12    | 6-6                        |

Total 16 different rolls out of 36.

Vigorish comes out to be around 5.6%

### LOSE

| Rolls | Possible Roll Combinations   |
|-------|------------------------------|
| 2     | 1-1                          |
| 3     | 1-2, 2-1                     |
| 4     | 1-3, 3-1, 2-2                |
| 5     | 1-4, 4-1, 2-3, 3-2           |
| 6     | 1-5, 5-1, 2-4, 4-2, 3-3      |
| 7     | 1-6, 6-1, 2-5, 5-2, 3-4, 4-3 |
| 8     | 2-6, 6-2, 3-5, 5-3, 4-4      |
| 9     | 3-6, 6-3, 4-5, 5-4           |
| 10    | 4-6, 6-4, 5-5                |
| 11    | 5-6, 6-5                     |
| 12    | 6-6                          |

Total 20 different rolls out of 36.

### ANY CRAPS BET

This bet can be made by placing chips in the AnyCraps area located in the center of the table or the C for Craps. The payoff is 7 - 1 and winning rolls consist of 2, 3 or 12. Losing rolls are any other number.

### **ANY SEVEN BET**

Same as AnyCraps, except you are betting that a seven will be rolled.

### **HORN BET**

These are also one roll bets. These bets are placed on the number that you think will be rolled, or on the Horn Bet block. If you place a block bet on the horn you are dividing the bet into fours. This means you are betting on all of the combinations, and the payoff is proportionately smaller.

### **ELEVEN OR CRAPS**

As the name implies, you are betting that the next roll will be an eleven or craps. There are three spaces here to bet for either occurrence or each specifically.

## LET IT RIDE



## HOW TO PLAY LET IT RIDE

Let it Ride is an exciting and easy to learn casino game, The object is to get the most out of your wager by knowing when to remove up to two of three bets placed, or 'Let it Ride.'

## HOW TO PLACE A BET

To place a bet, click on the chip icon(s) representing the amount you want to bet. As you click on chips, the number to the right of the instruction line will increase, showing you the amount you currently hold in your 'hand'. To place the wager on the table, click on the **'Done'** button. To remove chips from your hand, click on the **'Clear'** button. When you place your bet, you will be putting the amount in your hand on the table three times.

## THE BASIC GAME

Each player and the dealer receive three cards face down. You will be shown the three cards that you have been dealt, and asked if you wish to remove a bet or leave it. If you choose to remove a bet, one of the three wagers you placed will be returned to you. The dealer will then burn it's bottom card, and reveal one card. You will be asked again if you wish to remove a bet or leave it. After all players have made their choice, the dealer will reveal it's final card. Your three cards plus the dealer's two cards will make up a five card poker hand on which you will be paid according to the number of wagers you have left on the table.

## **PAYOUT SCHEDULE**

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

# MONEY WHEEL



## HOW TO PLAY MONEY WHEEL

Money Wheel is a fast, fun game; the simplest of casino games to play. Just make your bet before the wheel is spun. The number the wheel stops at is the Winning Number. You may bet on as many numbers as you wish.

## HOW TO PLACE A BET

To place a bet, click on the chip icon(s) representing the amount you want to bet. As you click on chips, the number to the right of the instruction line will increase, showing you the amount you currently hold in your 'hand'. To place the wager on the table, move your cursor over the area where you wish to bet. Hypertext will appear to the right of your cursor showing you how much you currently have bet at this location, and what the payoff is for this bet. To place your bet, left-mouse click on your chosen betting area. To remove money from your 'hand', click on 'Clear'. To remove all your bets from the table, click on 'Clear' again.

## PAYOFFS

| Bet Position         | Payout Odds |
|----------------------|-------------|
| \$1 insignia         | 1 to 1      |
| \$2 insignia         | 2 to 1      |
| \$5 insignia         | 5 to 1      |
| \$10 insignia        | 10 to 1     |
| \$20 insignia        | 20 to 1     |
| Left Joker insignia  | 45 to 1     |
| Right Joker insignia | 45 to 1     |

## RED DOG



## HOW TO PLAY RED DOG

The game of Red Dog is played by dealing two cards face up and then a third card is drawn and placed face up between the first two cards. Players win when the value of the third card drawn is between the values of the first and second card. The values of the cards are as follows: Any card from 2 to 10 has its face value. Any jack has a value of 11. Any queen has a value of 12. Any king has a value of 13. Any ace has a value of 14.

## HOW TO PLACE A BET

To place a bet, click on the chip icon(s) representing the amount you want to bet. As you click on chips, the number to the right of the instruction line will increase, showing you the amount you currently hold in your 'hand'. To place the wager on the table, click on the 'Done' button. To remove chips from your hand, click on the 'Clear' button.

## GAME PLAY

After all players have placed their bets, the dealer will deal two cards from the deck. The two face-up cards will be evaluated, and a marker will be placed on the table to show the spread. If the cards are consecutive or even, the game is considered to be a tie, and no raises are allowed. For all other spreads, you will be allowed to place an additional bet of your original bet. When all additional bets have been placed, the dealer deals one more card. If this card falls between the first and second in value, the hand is considered to be a winner. If the original spread is a pair, and the third card is the same value as the first two, winners will be paid 11 to 1.

## **PAYOFFS**

**Spread:**      **Pays:**

1                5 to 1

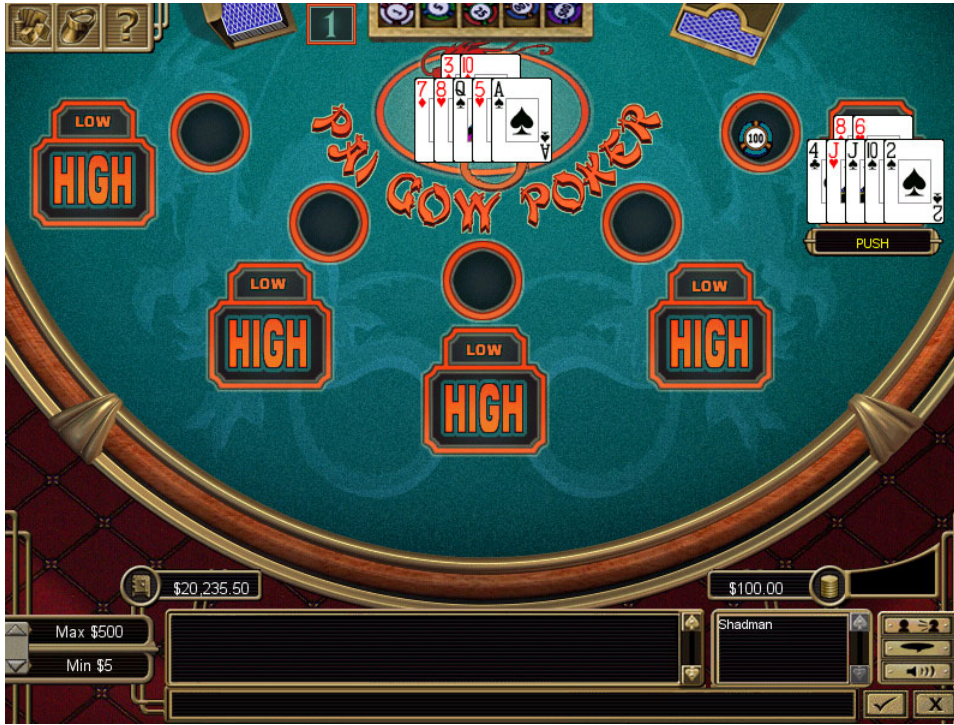
2                4 to 1

3                2 to 1

4 to 11        1 to 1

Consecutives and Pairs on the first two cards return your bet.

## PAI GOW POKER



## HOW TO PLAY PAI GOW POKER

In **Pai Gow Poker**, the objective is to create two hands out of the seven cards dealt, with the five card hand being better than the two card hand. As in Blackjack, you are trying to beat the dealer not the other players.

## HOW TO PLACE A BET

To place a bet, click on the chip icon(s) representing the amount you want to bet. As you click on chips, the number to the right of the instruction line will increase, showing you the amount you currently hold in your 'hand'. To place the wager on the table, click on the **Done** button. To remove chips from your hand, click on the **Clear** button.

## PLAY OF THE GAME

Seven stacks of seven cards are dealt in front of the Dealer. The Dealer then hands one of the stacks to each player, and one to himself, discarding the unused cards.

What makes Pai Gow different from other poker games is that you have to create two hands, a regular poker hand and a two card hand. The only requirement is that the five card hand must be better than the two card hand, i.e. if you have two Kings and the rest of your cards are low and of mixed suits you cannot put the kings in the two card hand. The same rules apply if you did have two tens in the hand with the Kings; you would not be able to put the Kings in the two card hand, but you could place the tens there.

Click on the two cards you wish to place in your low hand to highlight them. If you wish to select different cards, click on the **Clear** button. When you have selected your hand, click on **Done**.

## **JOKER**

In Pai Gow Poker, the Joker is wild in specific, limited ways. The Joker can be used to complete a Straight or a Flush in the 5-card hand. Otherwise, it is considered to be an Ace. For instance, if you had 3 of Hearts, 6 of Hearts, 10 of Hearts, Joker, 2 of Clubs, 2 of Spades, and 4 of Hearts, you could put the 2 of Clubs and 2 of Spades into your low hand, leaving you with a 10-High Hearts Flush in your high hand.

## **GRADING**

When all players have selected their low hands, the dealer will show his cards, and each player's hands will be compared to the dealer's. If both your hands beat both the dealer's hands, you win. If both your hands are of lesser value than the dealer's, you lose.

Unlike other poker games, but similar to Blackjack, is the ability to get a "push" with the Dealer. If the Dealer wins one of the hands and you win the other, you have achieved a push and you will get the money you bet back. If you manage to tie the Dealer in either the low hand or the high hand, the Dealer is considered to have won that hand.

## **Hand Rankings**

Below is a list of the hands in poker to help you optimize your five card hand. This is ranked highest to lowest.

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

When comparing hands of identical rank, the hand with the highest-ranking card is the winner.

# **POKER**



## **HOW TO PLAY 5 CARD DRAW**

In 5-Card Draw, the objective is to create the best poker hand out of five cards dealt with one chance to improve your hand by replacing up to three cards.

## **HOW TO PLAY 5 CARD STUD**

In 5-Card Stud, the objective is to create the best five-card poker hand out of the cards dealt.

## **HOW TO PLAY 7 CARD STUD**

In 7-Card Stud, the objective is to create the best five-card poker hand out of seven cards dealt.

## **HOW TO PLAY TEXAS HOLD'EM**

In Texas Hold 'em, all players are dealt two cards each, with five cards also being dealt to the house in the center of the table. The object of the game is to make the best five-card hand using your cards combined with the house's five cards.

## **HOW TO PLAY OMAHA**

In Omaha, all players are dealt four cards each, with five cards also being dealt to the house in the center of the table. The object of the game is to make the best five-card hand using two of your cards combined with three of the house's five cards.

Note that a minimum of 2 players per table is required to play any of the poker games. To meet this requirement offline play does not allow the turning off of AI players.

## PLAY OF THE GAME

### Ante in Draw Poker

To be considered in the hand, each participant must "ante" by placing the minimum bet in the pot. Five cards are then dealt face down to each player.

### Opening the Betting

The option to bet begins with the player seated immediately to the Dealer's left. This position rotates left around the table one seat with each hand, and is indicated by the player with a highlighted nameplate. In order to "open" the round of betting, a player may be required to have a minimum ranking hand. If the first player cannot meet the minimum requirement, he "passes", and the bet moves the person on his left who must also meet the minimum requirement to open. If no players can meet the minimum, the cards are taken up, and play begins again with "ante".

### Betting in 5 Card Draw

When there is a player who can meet the minimum, he may start by betting, or he can choose to "pass" which passes the decision of whether or how much to bet on to the person to his left. If all players at the table "pass", the round of betting is over, and a new hand begins as before, with the ante bets from all previous rounds remaining in the pot until a hand is played and a winner is determined.

If a player does bet, each player then has a choice of **FOLDING** (throwing in his hand and quitting), **CALLING** (meeting the required bet), or **RAISING** (after meeting the required bet). A player is not required to have the minimum ranking hand to "call" or "raise" a bet. A raise can be for any amount between the minimum and the maximum. The betting round is over when everyone has either folded or called.

### Betting in 5 Card Stud

When a player chooses to "open" on his turn, he starts by betting. If a player chooses to "pass" on his option to open bidding, the option passes to the next player clockwise. If all players at the table "pass", the round of betting is over, and the next card is dealt. If a player does bet, each player has the choice of **FOLDING** (throwing in his hand and quitting), **CALLING** (meeting the opening bet), or **RAISING** (after meeting the opening bet and any subsequent raises). The betting round is over when everyone has either folded or called.

### Betting in 7 Card Stud

When a player chooses to "open" on his turn, he starts by betting. If all players at the table "pass", the round of betting is over, and the next card is dealt. If a player does bet, each player then has a choice of **FOLDING** (throwing in his hand and quitting), **CALLING** (meeting the opening bet), or **RAISING** (after meeting the opening bet and any subsequent raises). The betting round is over when everyone has either folded or called.

## Betting in Texas Hold'em

If a player does bet, each player then has a choice of **FOLDING** (throwing in his hand and quitting), **CALLING** (meeting the required bet), or **RAISING** (after meeting the required bet). The betting round is over when everyone has either folded or called.

After the first round of betting, three of the house's cards are turned face-up, and another round of betting takes place. After this round of betting, the house turns face up one more card, and another round of betting follows. Then the final house card is revealed and one last round of betting ensues.

## Betting in Omaha

If a player does bet, each player then has a choice of **FOLDING** (throwing in his hand and quitting), **CALLING** (meeting the required bet), or **RAISING** (after meeting the required bet). The betting round is over when everyone has either folded or called.

After the first round of betting, three of the house's cards are turned face-up, and another round of betting takes place. After this round of betting, the house turns face up one more card, and another round of betting follows. Then the final house card is revealed and one last round of betting ensues.

## Drawing in Draw Poker

The original round of betting will be followed by each player, in turn, choosing cards to discard and replace beginning with the person who opened the round of betting. A player may choose as many cards to replace as he wishes, and will be dealt new cards from the top of the deck.

Once all players have received replacement cards, a new round of betting begins with the player who opened the previous round of betting. As before, he can choose to "pass" or "bet", and all players have the option to "call", "raise" or "fold".

## WINNING

After the betting round is over, the Showdown takes place. Each player remaining in the game shows the cards that he or she has. The winner is the player who has the highest-ranking hand according to the following order:

**Royal Flush** - Ace, King, Queen, Jack, 10 of the same suit.

**Straight Flush** - 5 consecutive cards, all of the same suit.

**Four of a Kind** - 4 of the same card

**Full House** - 3 of a kind of one card and one pair of another.

**Flush** - All cards of the same suit.

**Straight** - 5 consecutive cards.

**Three of a Kind** - 3 of the same card.

**Two Pair** - A pair of one card, and a pair of another.

**One Pair** - 2 of the same card.

**High Card** - Highest ranking card.

When comparing hands of identical rank, the hand with the highest-ranking card is the winner. If the hands are completely identical, a tie has occurred.

The winner receives the entire pot for that hand. If there is a tie, the pot is evenly divided among the winners.

# AMERICAN ROULETTE



## OBJECT

The object of Roulette is to predict where, on a spinning wheel, a ball will land.

## HOW TO PLACE A BET

To place a bet, click on the chip icon(s) representing the amount you want to bet. As you click on chips, the number to the right of the instruction line will increase, showing you the amount you currently hold in your 'hand'. To place the wager on the table, move your cursor over the area where you wish to bet. If that area is a valid choice at the current time, hypertext will appear to the right of your cursor showing you how much you currently have bet at this location, and what the payoff is for this bet. To place your bet, left-mouse click on your chosen betting area. To remove money from your 'hand', click on 'Clear'. To remove all your bets from the table, click on 'Clear' again.

Each player has his own color of chips, which will designate his bet on the table. The color of your chips on the table will correspond with the color of chips in your betting area.

## WHAT TO BET ON

There are two basic categories of wagers, "Straight Up" and "Combination" bets.

**Straight Up** is a single-number bet on any number. This bet pays 35-1 odds, and is the longest-shot in the game.

A **Combination** bet allows you to bet on more than one number with a single wager. For any combination bet you wish to place, moving the cursor over the betting area will show you how many numbers you are betting on, and what the

payoff for the bet will be.

**Split** is any two adjoining numbers. To place this bet, simply place your chip on the line between two numbers. For example, you can bet on 17 and 20, which are juxtaposed on the wheel. If the ball lands on either number, you will win 17-1.

**Street** is a three number bet. Also known as a 'trio', this bet is made by placing your chip on a horizontal row of numbers. For example, if you want to place your bet on 7-8-9, place your bet on the outside edge of the 7, or the outside edge of the 9. This covers all three numbers and pays off at 11-1 odds.

**Five-number** bet is limited to one bet which covers 1-2-3-0-00. To place this bet, place your chip on the line above the number 2. This bet pays off at 6-1 odds.

**Line** bet is a wager on six consecutive numbers, such as 13-14-15-16-17-18. Make this bet by placing your chip on the outside line separating two rows. If any of your six numbers comes up, you will be paid at 5-1 odds.

**Dozen** is a bet on the first, second, or third dozen numbers. To make this bet, place a chip on the area marked with '1st 12', '2nd 12', or '3rd 12'. A winning dozen bet pays 2-1 odds.

**Corner** bet will give you four adjoining numbers. This bet is placed at the intersecting lines between four numbers, and will pay 8-1.

Column includes all 12 numbers in a single column. This bet is at the far right of the table, and will pay 2-1.

**High/Low** is a simple wager, betting whether the number that comes up will be in the low 18 numbers, or the high 18. This wager pays 1-1.

**Odd/Even** is betting on all the odd numbers or all the even numbers. The 0 and 00 are excluded from these categories. A win on this bet will pay even money.

**Red/Black** is another simple bet, where you are betting that the next number will be either red or black. The green numbers (0 and 00) are again excluded from this bet, which pays 1-1.

# EUROPEAN ROULETTE



## HOW TO PLAY EUROPEAN ROULETTE

The object of Roulette is to predict where, on a spinning wheel, a ball will land.

## HOW TO PLACE A BET

To place a bet, click on the chip icon(s) representing the amount you want to bet. As you click on chips, the number to the right of the instruction line will increase, showing you the amount you currently hold in your 'hand'. To place the wager on the table, move your cursor over the area where you wish to bet. If that area is a valid choice at the current time, hypertext will appear to the right of your cursor showing you how much you currently have bet at this location, and what the payoff is for this bet. To place your bet, left-mouse click on your chosen betting area. To remove money from your 'hand', click on 'Clear'. To remove all your bets from the table, click on 'Clear' again.

Each player has his own color of chips, which will designate his bet on the table. The color of your chips on the table will correspond with the color of chips in your betting area.

## WHAT TO BET ON

There are two basic categories of wagers, Straight Up, and Combination bets.

### Straight Up:

Straight Up is a single-number bet on any number. This bet pays 35-1 odds, and is the longest-shot in the game.

## Combinations:

For any combination bet you wish to place, moving the cursor over the betting area will show you how many numbers you are betting on, and what the payoff for the bet will be.

**Split** is any two adjoining numbers. To place this bet, simply place your chip on the line between two numbers. For example, you can bet on 17 and 20, which are juxtaposed on the wheel. If the ball lands on either number, you will win 17-1.

**Street** is a three number bet. Also known as a 'trio', this bet is made by placing your chip on a horizontal row of numbers. For example, if you want to place your bet on 7-8-9, place your bet on the outside edge of the 7, or the outside edge of the 9. This covers all three numbers and pays off at 11-1 odds.

**Line** bet is a wager on six consecutive numbers, such as 13-14-15-16-17-18. Make this bet by placing your chip on the outside line separating two rows. If any of your six numbers comes up, you will be paid at 5-1 odds.

**Dozen** is a bet on the first, second, or third dozen numbers. To make this bet, place a chip on the area marked with '1st 12', '2nd 12', or '3rd 12'. A winning dozen bet pays 2-1 odds.

**Corner** bet will give you four adjoining numbers. This bet is placed at the intersecting lines between four numbers, and will pay 8-1.

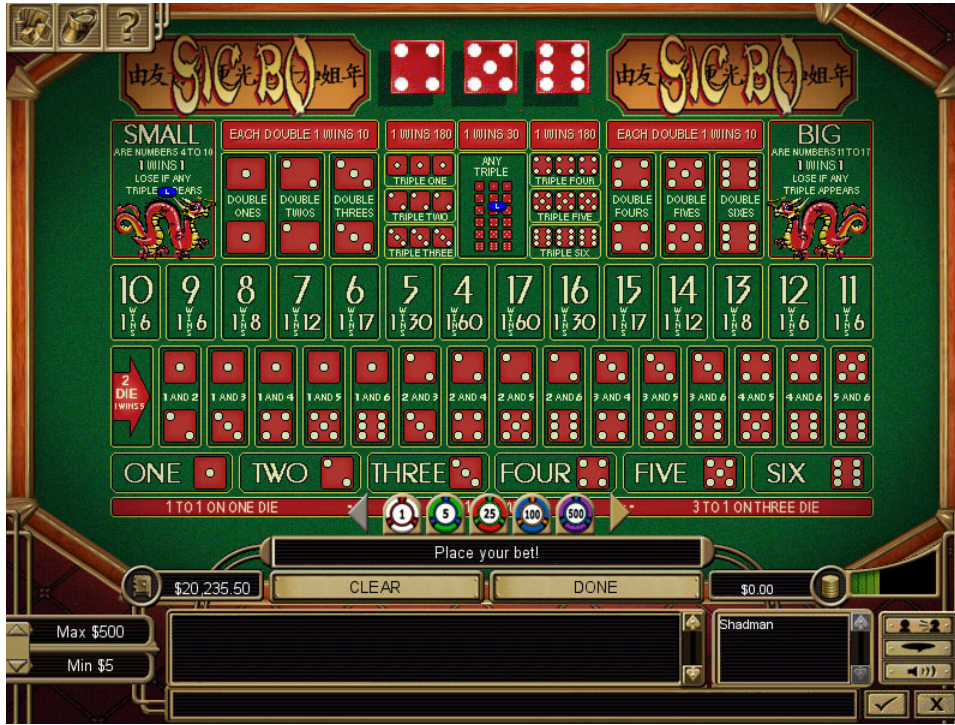
**Column** includes all 12 numbers in a single column. This bet is at the far right of the table, and will pay 2-1.

**High/Low** is a simple wager, betting whether the number that comes up will be in the low 18 numbers, or the high 18. This wager pays 1-1.

**Odd/Even** is betting on all the odd numbers or all the even numbers. The 0 is excluded from these categories. A win on this bet will pay even money.

**Red/Black** is another simple bet, where you are betting that the next number will be either red or black. The green number (0) is again excluded from this bet, which pays 1-1.

## SIC BO



## HOW TO PLAY SIC BO

Sic Bo (Dice Pair) is an ancient Chinese gambling game; it is played with three dice. The object of the game is to select the individual numbers or combination of numbers that appear on the dice after they are shaken. The various possibilities are clearly and separately displayed with the payoff odds on the table layout. The possibilities include single dice numbers, two of a kind, three of a kind, or combinations of any two or three of the dice.

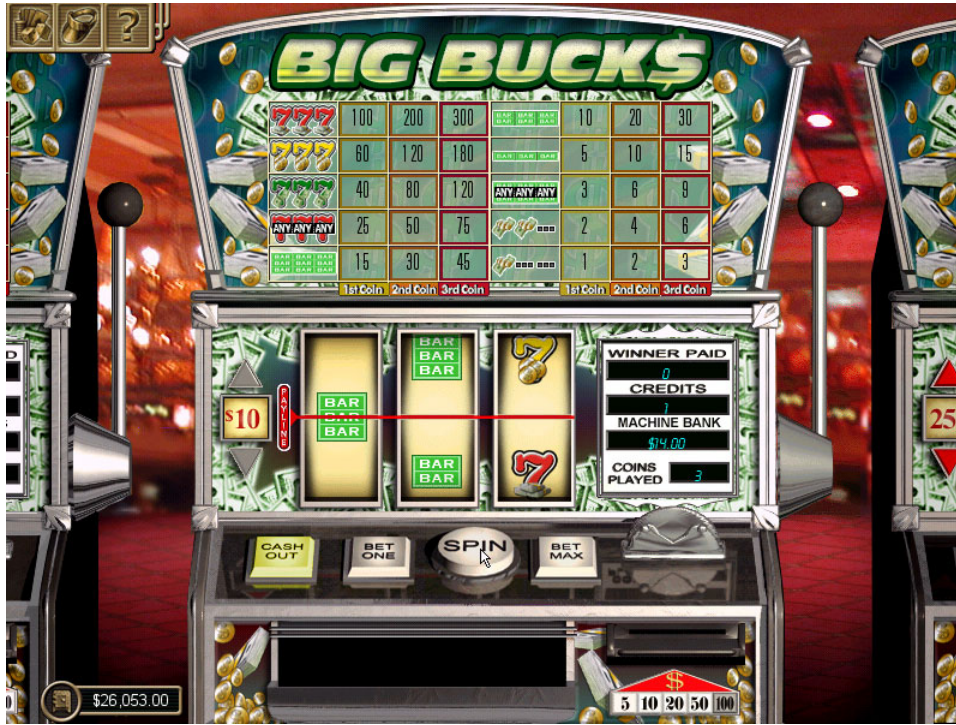
## HOW TO PLACE A BET

To place a bet, click on the chip icon(s) representing the amount you want to bet. As you click on chips, the number to the right of the instruction line will increase, showing you the amount you currently hold in your 'hand'. To place the wager on the table, move your cursor over the area where you wish to bet. If that area is a valid choice at the current time, hypertext will appear under your cursor showing you how much you currently have bet at this location, and what the payoff is for this bet. To place your bet, left-mouse click on your chosen betting area. To remove money from your 'hand', click on 'Clear'. To remove all your bets from the table, click on 'Clear' again.

## PAYOFFS

| Wager:                           | Payout Odds: |
|----------------------------------|--------------|
| Three of a kind                  | 150 to 1     |
| Two of a kind (doubles)          | 8 to 1       |
| Any two dice combinations        | 5 to 1       |
| Any three of a kind (any triple) | 24 to 1      |
| Total value of 4 or 17           | 50 to 1      |
| Total value of 5 or 16           | 18 to 1      |
| Total value of 6 or 15           | 14 to 1      |
| Total value of 7 or 14           | 12 to 1      |
| Total value of 8 or 13           | 8 to 1       |
| Total value of 9, 10, 11, or 12  | 6 to 1       |
| Small bet or bit bet             | 1 to 1       |
| One of a kind                    | 1 to 1       |

## SLOTS



## HOW TO PLAY SLOTS

Slots is a simple game where the player pays to set the reels spinning. If the reels land with certain icons arranged behind the 'pay line', the player wins.

### Insert Coins

To insert coins, click on the coin slot on the right of the faceplate. You will see the coins dropping into the slot, and the payoff area will highlight to show how much you can win with your present bet. When you have inserted as many coins as you wish to play, start the reels spinning by either clicking on the 'arm' to pull it, or clicking on the 'spin reels' button.

### Winning

When the reels stop, some icons may be showing behind the 'pay line' (a line or lines superimposed on top of the reels to show where winning combinations of icons will land.) If the icon(s) shown behind the pay line match a winning combination as indicated on the payoff schedule at the top of the machine, you win!

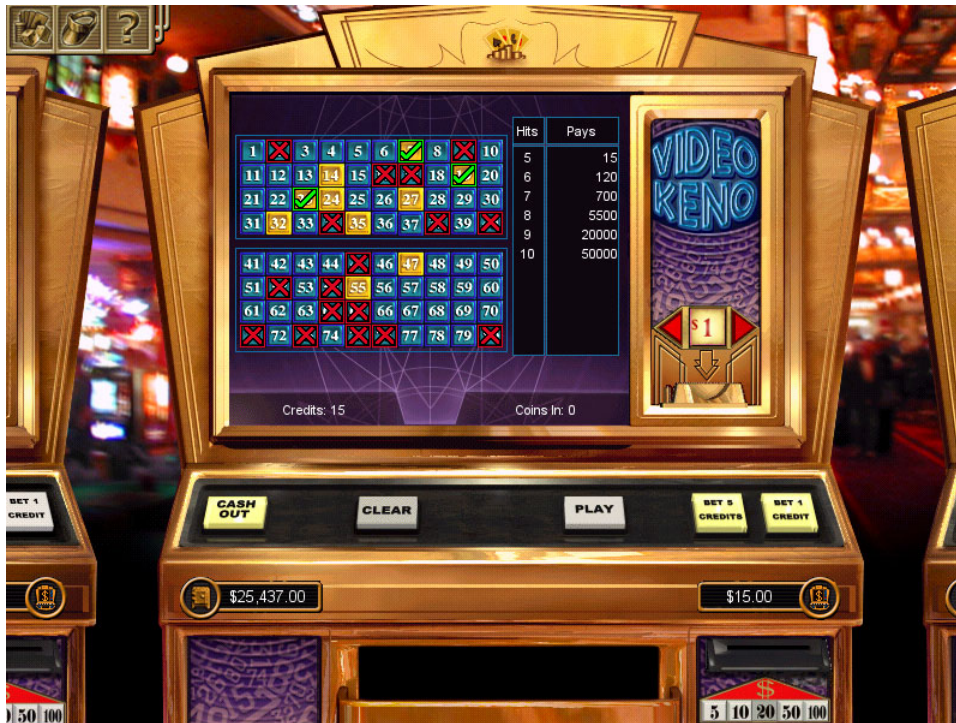
### Credits

When you have won, you will not be paid immediately. Your winnings will accumulate in the slot machine as credits. To play these credits, click on the Bet One Credit button, or the Bet Max Credits button. These buttons will transfer money from your credits to your bet, and will allow you to start the reels spinning without having to insert more coins into the slot.

## **Cash Out**

When you wish to take the money out of Credits, and put it into your bank, you can click on Cash Out, which will take your money out of the machine. To interrupt the cashing out animation, click inside the cash out tray while the coins are falling. This will automatically move all accumulated credits to your bank.

## VIDEO KENO



## HOW TO PLAY VIDEO KENO

Video Keno is a simple game where 20 numbers are randomly selected out of a possible 80. The player marks a number of spaces, anywhere from 1 to 10. The amount that the player wins is based on the number of hits the player gets out of the number of marked spaces.

### Insert Coins

To insert coins, click on the coin slot on the right of the faceplate. You will see the coins dropping into the slot, and the payoff area will highlight to show how much you can win with your present bet. When you have inserted as many coins as you wish to play, press the play button.

### Winning

Winnings are determined after all 20 spaces are marked. If enough spaces are marked to warrant a payout, the player's credits are updated with their winnings.

### Credits

When you have won, you will not be paid immediately. Your winnings will accumulate in the keno machine as credits. To play these credits, click on the Bet One Credit button, or the Bet Max Credits button. These buttons will transfer money from your credits to your bet, and will allow you to play keno without having to insert more coins into the slot.

## **Cash Out**

When you wish to take the money out of Credits, and put it into your bank, you can click on Cash Out, which will take your money out of the machine. To interrupt the cashing out animation, click inside the cash out tray while the coins are falling. This will automatically move all accumulated credits to your bank.

## VIDEO POKER



## HOW TO PLAY VIDEO POKER

Video Poker is a video version of draw poker, where the player wins not by competing against other participants, but by getting good hands.

## HOW TO PLACE A BET

To insert coins, click on the coin slot on the right of the faceplate, or click on the numbered buttons on the front of the machine. You will see the coins dropping into the slot, and the payoff area will highlight to show how much you can win with your present bet. If you insert coins by pressing the numbered buttons, that number of coins will be swiftly dropped into the slot for you.

## GAME PLAY

When you have inserted as many coins as you wish to play, click on the 'Deal/Draw' button. You will be dealt 5 cards from a randomly shuffled deck of 52 cards.

## Hold Cards

Click on the button below each card you wish to hold, or click on the card itself. Each card that has been selected to keep will have an icon below it indicating that it will be held. Clicking on the card or the appropriate card button again will toggle the hold status off.

When you have selected the cards you wish to keep, click on the 'Deal/Draw' button again. The cards which have not been selected to hold will be removed, and then replaced with the next cards off the top of the deck.

## **Grading Hands**

After your replacement cards have been dealt, your hand will automatically be graded, and you will win according to the payoff schedule on the screen.

## **Credits**

When you have won, you will be paid immediately! Your winnings will also accumulate in the slot machine as credits. To play these credits, click on the Bet One Credit button, or the Bet Max Credits button. These buttons will take money from your bank and credits to your bet, and will allow you to play again without having to insert more coins into the slot.

## **Cash Out**

If you wish to take the money out of Credits, you can click on Cash Out, which will take your money out of the machine. For large payouts, some of the player's money will cash out in the form of coins, while the rest will automatically transfer to the player's bank. To interrupt the cashing out animation, click inside the cash out tray while the coins are falling. This will automatically move all accumulated credits to your bank.

# **GAME RULES**

## **ACES HIGH**

This variation of Video Poker distinguishes hands containing 4 cards of the same rank into the following: Aces only, 2's, 3's or 4s, and all other cards. Each variation pays off differently, with Aces paying off the most. A pair of Jacks or better is required to receive a pay off.

## **BLACKJACKS**

This variation of Video Poker requires a pair of Jacks or better to pay off.

## **CRAZY DEUCES**

This variation of Video Poker sets all 2's as wild cards, automatically creating the best possible hand out of any hand containing 2's. Three of a kind is required to hit a payoff. There is also a differentiation between a natural Royal Flush and a Royal Flush created with a wild card. Lastly, 5 of a kind is now a valid hand.

## **CRAZY EIGHTS**

This variation of Video Poker sets all 8's as wild cards, automatically creating the best possible hand out of any hand containing 8's. Three of a kind is required to hit a payoff. There is also a differentiation between a natural Royal Flush and a Royal Flush created with a wild card. Lastly, 5 of a kind is now a valid hand.

## **DEUCES JOKERS WILD**

This variation of Video Poker sets all 2's and Jokers as wild cards, automatically creating the best possible hand out of any hand containing 2's and Jokers. Three of a kind is required to hit a payoff. There is also a differentiation between a natural Royal Flush and a Royal Flush created with a wild card. Lastly, 5 of a kind is now a valid hand.

## **HEAVENLY SEVENS**

This variation of Video Poker sets all 7's as wild cards, automatically creating the best possible hand with any hand containing 7's. Three of a kind is required to hit a payoff. There is also a differentiation between a natural Royal Flush and a Royal Flush created with a wild card. Lastly, 5 of a kind is now a valid hand.

## **JACKS OR BETTER**

This variation of Video Poker requires a pair of Jacks or better to pay off.

## **JOKER JOKER**

This variation of Video Poker sets all Jokers as wild cards, automatically creating the best possible hand out of any hand containing Jokers. Two pair is required to hit a payoff. There is also a differentiation between a natural Royal Flush and a Royal Flush created with a wild card. Lastly, 5 of a kind is now a valid hand.

## **JOKERS WILD**

This variation of Video Poker sets all Jokers as wild cards, automatically creating the best possible hand out of any hand containing Jokers. Two of a kind is required to hit a payoff. There is also a differentiation between a natural Royal Flush and a Royal Flush created with a wild card. Lastly, 5 of a kind is now a valid hand.

## **TENS OR BETTER**

This variation of Video Poker requires a pair of Tens or better to pay off.

## VIDEO SLOTS



### HOW TO PLAY VIDEO SLOTS

Video Slots is a game where the player pays to set the reels spinning. If the reels land with certain icons arranged behind the 'pay line', the player wins.

There are 5 reels consisting of three icons each.

There are 9 different "pay lines" available. The player can bet up to 5 coins per pay line. This means that the player can bet as little as 1 coin for 1 pay line (1 line) or 5 coins for 9 pay lines (45 coins), or any combination thereof.

### Insert Coins

To insert coins, click on the coin slot on the right of the faceplate. You will see the coins dropping into the slot. When you have inserted as many coins as you wish to play, start the reels spinning by clicking on the 'spin' button.

### Winning

When the reels stop, some icons may be showing behind the 'pay line' (a line or lines superimposed on top of the reels to show where winning combinations of icons will land.) If the icon(s) shown behind the pay line match a winning combination as indicated on the payoff schedule, you win! Note that the pay lines can be toggled so that they do not display.

## **Credits**

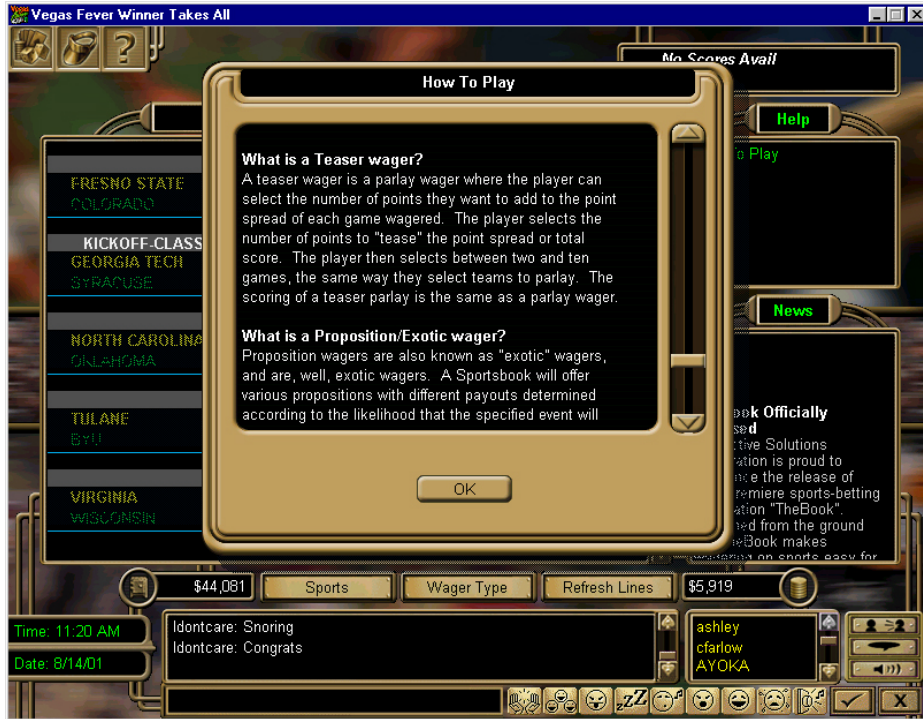
When you have won, you will not be paid immediately. Your winnings will accumulate in the video slot machine as credits.

## **Cash Out**

When you wish to take the money out of Credits, and put it into your bank, you can click on Cash Out, which will take your money out of the machine. To interrupt the cashing out animation, click inside the cash out tray while the coins are falling. This will automatically move all accumulated credits to your bank.

## THE SPORTS BOOK

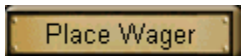
The Sports Book allows you to receive lines and news on major sporting events. You can use this information to place a variety of play for fun wagers on these events.



Click on the Sports button to bring up a list of sports available for you to bet on.



Click on the Wager Type button to choose a wager. Choose a straight, over/under, parlay, teaser or a proposition/exotic wager.



Once you have chosen the sport and wager type, click on the Place Wager button to enter the amount of your wager and place your bet.

## Types of wagers

### Straight wager

A straight wager is the most common wager in sports betting. A straight wager is simply a bet on one team or another to win a particular game. Choose either the Home or the Away team to win with a specific point spread. Points from the final score are taken away from the favored team, and given to the underdog: The favored team must win by the point spread given at the time of the wager.

## **Totals or Over/Under wager**

You can wager on the point spread of a game, or bet on the total Over/Under score of both teams. Place your bet on whether you think the total combined score will be greater than or less than the score the Sports Book chooses. For instance, if you bet on the Chicago Bulls and Utah Jazz at Over 185.5, and Chicago scores 98 points while Utah scores 88 points, you will win; however, if Utah scores 86 points, the total score will be under 185.5 and the house will win the wager. Note: a final score of 185.5 is impossible; the “.5” is added to guarantee that the house will either win or the player will win. If the total score is 185, the house wins; if it is 186, the player wins.

## **Parlay wager**

A parlay wager is a single wager placed on between two and ten games in the same manner as the Straight and Over/Under wager. You select a game and apply the amount of money won to the next wager. The line for the parlay wager is the same as that of the straight wager, with the exception that you must select multiple games. Choose parlay wagers when you want to place multiple, linked wagers for a higher payout if all your teams win. If you place a three-team parlay, and all three teams win, you will win six times your wager amount; if you place a ten-team parlay, and all ten teams win, you can win five-hundred times your initial wager amount – significantly more than if you won ten straight wagers. However, if any of the teams you selected don’t win, you lose your wager amount. If a “push” occurs, the number of valid wagers is decreased accordingly.

## **Teaser wager**

A teaser wager is a parlay wager where you can select the number of points you want to add to the point spread of each game wagered. You select the number of points to “tease” the point spread or total score. The scoring of a teaser parlay is the same as a parlay wager (more detail).

## **Proposition/Exotic wager**

Proposition wagers are also known as exotic wagers. The Sports Book will offer various propositions with different payouts determined by the likelihood that the specified event will occur. For instance; the Sports Book may offer 10/1 odds that the Dallas Cowboys will win that years Superbowl, while they offer 2/1 odds that Denver will win the same Superbowl. In other words, the Sports Book offers more money to the player wagering on Dallas than they offer for those wagering on Denver. The player is able to place a wager according to events that aren’t necessarily match-ups like straight, parlay and teaser wagers. Exotic wagers can take the form of a question and can be as simple as who will score the most runs in the American League West, whether a certain television show will be cancelled. In 1999, there were even propositions offering odds on whether or not the world would come to an end Dec 31, 1999. Propositions vary according to the whims of the house making the offer.

## **Betting Terms**

### **Point Spread**

A “Point Spread” is determined by the house, and reflects the number of points the Sports Book expects a favored team to lead by at the end of the game. Players wager that the favored team will either win by the number of points indicated by the point spread, or that the underdog team won’t lose by the number of points in the point spread.

## Push

Also called “no-action”. A Push occurs when the final score in a game is the same as the point spread, or if the total score is equal to the total score chosen, or if, for whatever reason, a game is either not played or not completed. In the event of a push, the wager amount is returned to the player as if no action had occurred.

## Odds

“Odds” are displayed in the format “-110”, “+120”, or, sometimes, “10/1”. “Odds” are an indicator of the amount of money the player has to wager on a particular game in order to win a specific amount should their team win. For instance, if you choose “-110” odds on a game, you are risking \$110 dollars to win \$100. If you choose “+120” odds, you choose to risk \$100 to win \$120. The difference between win and risk is significant: If the odds are negative (“-110”) then you have to risk more to win \$100 than if the odds were positive (“+120”). Note that if the odds are negative, then the side is favored. On proposition-type odds (“10/1”, “5/1”, etc) you are risking far less than you’ll win should your wager win: For instance, “10/1” odds, you will risk \$100 to win \$1000 (10 times what you risked). The higher the odds, of course, the less likelihood of your winning: The less you risk the less you stand to win.

## Technical Support

Please have the following information available before calling technical support:

- Product name
- Type of computer, amount of RAM, video card and system information
- A description of the problem, including error messages
- A list of steps that lead to the problem

**Web:** <http://www.encoresoftware.com/support>

**Phone:** 310-719-2890

**Hours:** M-F, 8am-5pm PST