

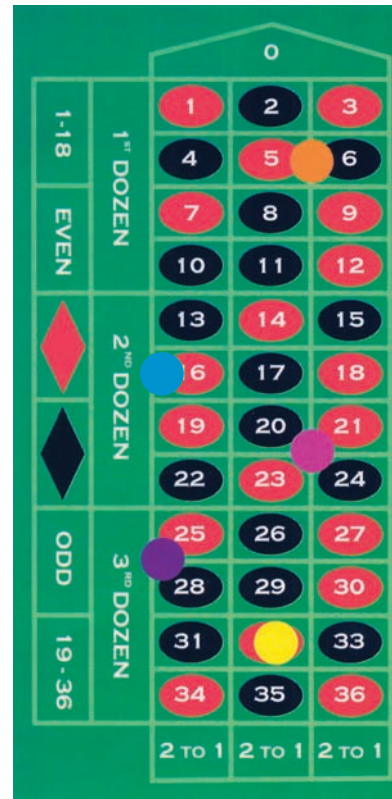
AMERICAN ROULETTE

Each Roulette table has “colour” chips specific to that table and player, so you purchase your chips at the table you intend to play.

The minimum and maximum stake per bet will be shown at each table. Players buy chips by placing cash on the table (as the dealer is not allowed to accept money from a player’s hands). You may bet on one number, any combination of numbers, red/black, odd/even, high/low, dozens and columns.

Place your bets before and during a spin until the dealer announces “No more bets” When the ball falls in the winning number, the dealer places a marker, called a Dolly, on the winning number on the layout, removes all losing bets and pays all the winning bets.

When you decide to stop playing, you exchange any “colour” chips for “cash value” chips with the dealer. These can then be used at other tables or exchanged at the Cash Desk.



Any single number (straight up) or 0	Pays 35-1	Yellow chip
Any two numbers (split)	Pays 17-1	Orange chip
Any three numbers (street)	Pays 11-1	Blue chip
Any four numbers (corner)	Pays 8-1	Pink chip
Any six numbers (six line)	Pays 5-1	Purple chip

ODD or EVEN	1-12 (1st Dozen)	Pay 1-1
RED or BLACK	13-24 (2nd Dozen)	
1-18 or 19-36	25-36 (3rd Dozen)	
	Columns 1, 2 & 3	
When '0' appears half the bet is lost.		Pay 2-1

ELECTRONIC 'TOUCH BET' ROULETTE

Allows you to play a live game of Roulette from the comfort of your own terminal away from the hustle & bustle of the gaming table. To play simply place your notes into the slot and your credits will be shown on the screen.

To place bets touch the screen where you would like to place your chip – one touch = one chip, two touches = 2 chips etc. When you wish to cash in your chips, press “cash” and you can exchange your ticket at the Cash Desk. “Touch Bet” terminals are linked to a “live” Roulette wheel on the casino floor. The wheel is shown on a video screen at your terminal.



BLACKJACK

An exciting and popular card game that is relatively easy to learn. Players buy chips by placing cash on the table. You play against the dealer (the House). The object of the game is to have a better hand than the dealer without going over 21, or to be still in the game when the dealer goes over 21 (busts). Place your stake on a box then the dealer will deal each player two cards and the House 1 card.



Players will then have the opportunity to take further cards to improve their hand. Cards are counted at their face value. Aces count as 1 or 11 and Kings, Queens and Jacks as 10. If the first two cards total 21, you have a “blackjack” which cannot be beaten.

A “blackjack” pays one and a half times your bet (if the dealer also has a Blackjack this is a tie, (also called a “stand off”). With any combinations other than a Blackjack you can either ‘stand’ (take no more cards) or ‘draw’ (signal to the dealer for an additional card). If you go over 21 (bust) you immediately lose.



After all players have taken their turn, the dealer draws a second card. The dealer has no say in the number of additional cards they may draw. They must continue drawing cards until they have a score of 17 or more and they cannot take further cards after 17 or more has been achieved. If the dealer ‘busts’ all remaining bets will be paid. Players with identical hands to the dealers will be a ‘stand off’ All normal winning hands are paid out at even money.

OPTIONS SPLITTING PAIRS



If you are dealt two matching cards, except 4s or 10s, you have the option of ‘splitting’ them into two separate hands. You must match your original bet. If you ‘split’ a pair of aces, you will receive only one card on each of the hands, unless it is another Ace which may be split again, Cards may be split more than once.

DOUBLING DOWN

Players also have the option of increasing their wager by ‘doubling down’. If after receiving your first two cards they total 9, 10, or 11, (without an ace) you may double down by increasing your wager by the amount of your original bet and receive only one additional card. You may also ‘double down’ after ‘splitting’ a pair.

