

# *Gaming Guide*



  
**MOHEGAN SUN**  
AT POCONO DOWNS

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



## BLACKJACK

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

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

### PLAYER OPTIONS

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

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

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

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

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

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

Match the Dealer	Payoff
1 Non-Suited	4-1
2 Non-Suited	8-1
1 Suited Match	11-1
Non-Suited & 1 Suited	15-1
2 Suited Matches	22-1



## CRAPS

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

### BETTING OPTIONS

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

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

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

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

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



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

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

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

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

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

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

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

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

**WORLD BETS:** A World Bet is a one-roll bet composed of 20% of the wager on the Any Seven and 80% on the Horn. If 2, 3, 11 or 12 is rolled, the bet wins. If 7 is rolled, no money is won or lost on the World Bet. If any other number rolls, the bet loses.

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

## ROULETTE

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

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

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

The Roulette wheel is spun in one direction while the dealer spins the Roulette ball in the opposite direction. Players may place bets on any number, combination of numbers or section of numbers, red or black colors, odd or even numbers or 0 and/or 00. The dealer signals the end of betting by saying, "No more bets." Please remember, where players place their chips on the Roulette table determines their bet and the player is responsible for the chips' correct placement. After the ball falls onto a number on the Roulette wheel, the dealer calls out the winning number and places the marker "Dolly" on it. All losing bets are collected and winning bets are paid.

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

### ROULETTE PAYOUT

Wager	Payoff
One number	35 : 1
Two numbers	17 : 1
Three numbers	11 : 1
Four numbers	8 : 1
Five numbers	6 : 1
Six numbers	5 : 1
Dozens	2 : 1
Columns	2 : 1
Red or Black	1 : 1
Odd or Even	1 : 1
1-18 or 19-36	1 : 1

## MINI BACCARAT AND MIDI BACCARAT

Baccarat is a game dating back to ancient times. It is played with 8 decks of cards and the object is to get a point count closest to 9. Picture cards, 10's and any combination of cards totaling 10 have no value. All other cards are counted at face value. An Ace is valued at 1. The "modern" innovations of Mini Baccarat have recently been developed and are played basically the same as regular Baccarat, however, the table sizes vary. Midi Baccarat is another exciting version of Baccarat. It is the only version where players can handle the cards that are dealt to them. Two cards are dealt to the player's hand and two are dealt to the banker's hand. The dealer will call out the point totals of each hand. If the point value of the first two (2) cards drawn for either hand is an 8 or 9, it is called a "natural" and no additional cards will be drawn.

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

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

### RULES: PLAYER

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

### RULES: BANKER

When a Player stands on 6 or 7, the Banker will always draw on totals of 0-1-2-3-4 and 5, and stand on 6-7-8 and 9.

When the Player does not have a natural, the Banker will always draw on totals of 0-1 or 2, and then observe the following rules:

When Banker's first two cards total:	Draws when Player's third card is:	Does not draw when Player's third card is:
3	1-2-3-4-5-6-7-8-9-10	8
4	2-3-4-5-6-7	1-8-9-10
5	4-5-6-7	1-2-3-8-9-10
6	6-7	1-2-3-4-5-8-9-10
7	Stands	
8-9	Natural - Neither Hand Draws	

If a Player takes no third card, Banker stands on 6. The hand closest to 9 wins. All winning bets are paid even money. Winning Bank bets are charged 5% commission. Tie bet pays 8 to 1.



## PAI GOW POKER

Pai Gow Poker, also known as “Asian Poker,” is an exciting variation on standard poker that is played with an ordinary deck of 52 cards plus one joker. The joker is used as an Ace or to complete a straight, flush, straight flush or a royal flush. Standard poker rankings are used in Pai Gow Poker.

Each seated player is dealt seven cards which are arranged into two hands; the first hand contains five cards and is known as the High Hand, the second contains the remaining two cards and is called the Second Highest Hand. The object of the game is to win by having both your High Hand and your Second Highest Hand rank higher than the hands of the banker. A 5% commission is charged on all winning wagers.

Once the cards have been shuffled and the dealer has called for no more bets, a computerized random number generator displays a number from 1 through 7. Counting counterclockwise from the dealer, who is always considered number 1, the dealer shall deliver the number 1 stack of 7 cards to that person and move clockwise to deliver the rest of the cards to the remaining players.

Once players have arranged their cards into the High Hand (5 cards) and Second Highest Hand (2 cards), they place them face-down on the layout. All players must keep their cards over the table and in full view of the dealer at all times. Players are not allowed to view or touch another player's cards. The only firm requirement for players in setting their hands is the High Hand must have five cards and rank higher than the Second Highest Hand. After all the players have set their hands, the dealer then sets the dealer's hand to House Ways.

In order for a player to win, both the High Hand and the Second Highest Hand must rank higher than the banker's hand. If both rank lower, players lose their wager. However, if one is higher and the other is lower, the wage is considered a “Push” and neither side wins.

In Pai Gow Poker, it is also possible to have a “Copy Hand.” This occurs when a player has either a two- or five-card hand identical to that of the banker or dealer. The bank or dealer wins all Copy Hands.

## PAI GOW POKER RANKINGS

### Second Highest Hand (Two-Card Hand)

*One Pair*

*High Card*

### High Hand (Five-Card Hand)

*Five Aces (Including Joker)*

*Royal Flush*

*Straight Flush (A, 2, 3, 4, 5 is the second highest straight flush)*

*Four-Of-A-Kind*

*Full House*

*Flush*

*Straight (A, 2, 3, 4, 5 is the second highest straight)*

*Three-Of-A-Kind*

*Two Pair*

*One Pair*

*High Card*



## PAI GOW

Pai Gow is an ancient Chinese game which has been played throughout Asia for centuries. The game is played with a set of 32 dominoes or “tiles.” Each tile has a numeric value and a symbol ranking.

The 32 dominoes used in Pai Gow are shuffled by the dealer. The dominoes are placed in eight stacks of four. The players place their wagers and the dealer announces, “No more bets.” The banker then shakes the Pai Gow Shaker containing 3 dice, three times. The sum of these dice determines which player will receive the first stack of dominoes. The banker is always counted as seat number 1, 9 or 17 and the count proceeds counterclockwise beginning with the banker. The dealer and each seated player are dealt one stack each and arrange their dominoes into two hands of two tiles each (a high hand and a low hand) and then sets both hands face down on the layout behind their bet. The object of the game is to have players set their hands so they have both combinations higher than the hands of their opponent. Once players have set their hand and they place their dominoes face down on the table, players are not allowed to touch the dominoes again. Players must keep the four tiles in full view of the dealer at all times. Players are responsible for setting their own tiles and no other player may touch the tiles. The dealer is the only other person allowed to touch a player’s tiles. The dealer will always set their hand using a set of rules known as “House Ways.”

When a player and the banker have two dominoes totaling the same number, the combinations with the higher “single ranking” domino is the winner. When the two tiles that form the highest ranking hand “The Supreme Pair” (Gee Joon) are used separately, the numeric value is interchangeable.

The 3 can be counted as a 6 and the 6 can be counted as a 3.

When two hands have the same numeric value and identical high tiles, it is called a “Copy Hand.” All Copy Hands are won by the bank.

### RANKING COMBINATIONS

To play Pai Gow well, a player must have a solid knowledge of the first 16 rankings.

The highest is the Supreme Pair or Gee Joon. The second through the sixteenth ranking pairs are called “Bo” pairs.

The thirteenth to sixteenth ranking pairs are not identical dominoes; they are called Mixed (Chop) Pairs.

After the pair ranking, the best combinations are the “Wong” which is the 12 and any 9. This is followed by the dominoes 2 and any 9.

Next is “Gong” which is 12 and any 8 followed by 2 and any 8.

If the Bo pairs, Wong, or Gong combinations cannot be made, the next combinations are ranked from 9 to 0.

When two hands have the same numeric value of zero, they are considered equally bad, regardless of the high tile. The bank will win all 0 – 0 tie hands regardless of ranking. To see the ranking of each domino, please refer to the ranking chart on the next page.

An interesting aspect with Pai Gow is the banker can be any player or the dealer. Each player has an opportunity to bank the play against all of the other players including the dealer. Players have the option to pass the bank to the next player if they do not wish to bank the game. Any player who wishes to bank accepts responsibility for all wagers made during that round of play. Players must be able to cover all bets and must have wagered in the last round in which the dealer acted as banker.

The house will handle all bets and charge a 5% commission on all winning wagers. A winning wager pays even money. There is no commission on a “Pushed” or losing wager.

### PAI GOW RANKING CHART

#### Pairs Ranking

1st	2-4 with 1-2	“Gee Joon”
2nd	6-6 with 6-6	“Teen”
3rd	1-1 with 1-1	“Day”
4th	4-4 with 4-4	“Yun”
5th	1-3 with 1-3	“Gor”
6th	5-5 with 5-5	“Mooy”
7th	3-3 with 3-3	“Chong”
8th	2-2 with 2-2	“Bon”
9th	5-6 with 5-6	“Foo”
10th	4-6 with 4-6	“Ping”
11th	1-6 with 1-6	“Tit”
12th	1-5 with 1-5	“Look”
13th	4-5 with 3-6	“Chop”
14th	2-6 with 3-5	“Chop Bot”
15th	3-4 with 2-5	“Chop Chit”
16th	2-3 with 1-4	“Chop NG”

#### Wongs

17th	6-6 with 4-5 or 3-6	“Teen Gow Wong”
18th	1-1 with 4-5 or 3-6	“Day Gow Wong”

#### Gongs

19th	6-6 with 4-4 or 2-6 or 3-5	“Teen Gong”
20th	1-1 with 4-4 or 2-6 or 3-5	“Day Gong”

## LET IT RIDE

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

To play, a player places three equal bets on the Let It Ride layout in each of the three spots, (1) (2) (3).

The dealer then gives three cards to everyone playing as well as the dealer. The dealer's cards act as community cards and the dealer reveals them one at a time as the game progresses.

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

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

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

Players have the option to wager \$1 on the Bonus bet that will win on a hand that is 3 of a Kind or better. The dollar for the optional Bonus bet must be collected before the cards are dealt by placing the dollar on the light in front of the betting circles. Another optional bet is called the 3 Card Bonus. It is played based on the value of the three cards dealt to the player.



## THREE-CARD POKER

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

### BETTING OPTIONS

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

An additional wager offered on the Three-Card Poker table is the “Play” wager.

The Play wager must be equal to the Ante wager.

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

The dealer must have Queen High or better to qualify and the game moves on.

If the dealer does not have a qualifying hand, the Ante wager is paid 1 to 1 and the Play wager is returned to the player.

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

**PLAY PAIR PLUS:** Bet the Pair Plus spot to bet on your own hand. If your hand contains a pair or better, you win. The maximum pair plus bet is \$100.00. The rankings of the hands in Three-Card Poker differ from traditional poker hands. In Three-Card Poker, a straight beats a flush.

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

## SPANISH 21

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

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

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

**PLAYER’S TOTAL OF 21:** Always beats a dealer total of 21 unless the dealer has Blackjack and the player has 21 with more than 2 cards. Winning player wagers are paid 1 to 1. Certain player 21 totals result in additional Spanish 21 payouts.

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

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

**BONUS PAYOUTS:** Paid for 5, 6 and 7 card hands totaling 21. Odds are listed on the table.

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

For additional information regarding the options allowed to a player, please reference the Blackjack section of this guide.



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

Match the Dealer	Payoff
1 Non-Suited	3-1
2 Non-Suited	6-1
1 Suited Match	12-1
Non-Suited & 1 Suited	15-1
2 Suited Matches	24-1

## BIG SIX WHEEL

The Big Six Wheel is simple and fun to play. All you do is place a bet on any wagering area on the table, number, numbers or symbol of your choice. All bets must be placed prior to the dealer spinning the wheel. The dealer spins the wheel and the number the wheel stops on is the winning number. If the clapper comes to rest between two numbers or symbols upon completion of the spin of the wheel, the spin shall be void and the dealer must re-spin the wheel. Players are responsible for the correct placement of their wager and are responsible to accurately account for all of their wagers.

### THE PAYOUT ODDS ARE AS FOLLOWS

A Bet On:	Pays
1	1:1
2	2:1
5	5:1
10	10:1
20	20:1
	45:1
	45:1



## POKER

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

### TEXAS HOLD 'EM

Hold 'Em is a community card game. Each player receives two cards. There are designated blinds in Hold 'Em (usually two: a small and a big in the first and second positions to the left of the dealer button). After the initial round of betting, three cards are turned up on the table, commonly referred to as a "flop." There is a betting round after the flop, then two more cards are turned up, one at a time, with a round of betting after each card. Players match their two hole cards with the five community cards on the board. The best 5-card hand wins the pot.

### OMAHA

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

### NO-LIMIT HOLD 'EM

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

### 7-CARD STUD

Seven-Card Stud is played with two down cards and one up card, a betting round, followed by three more up cards (with betting round after each), then a final down card and a final round of betting. The best 5-card hand wins the pot.

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

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

## One **UNFORGETTABLE** Experience

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